Game System

Introduction

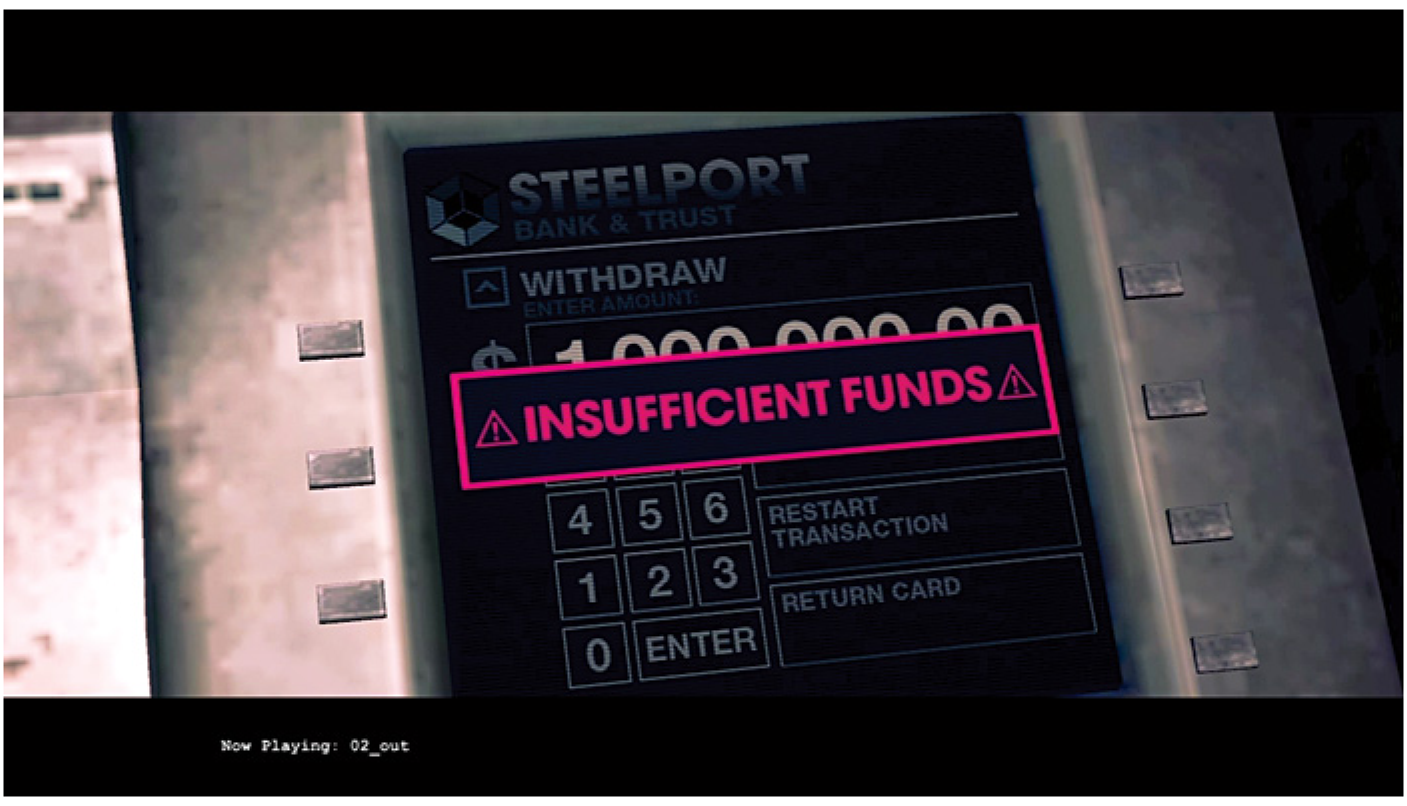
Story and Setting

Set a few years after the events of Saints Row 2, Saints Row: The Third once again places you in the shoes of the leader of the nation's most infamous gang: the Third Street Saints. No longer content with merely being criminal masterminds, the Saints have used their success to become pop icons and are now living the dream.

But bad luck has the Saints crossing the path of the Syndicate, a legendary criminal fraternity with pawns all over the globe, and you find yourself thrust back into the world of sex, violence, and betrayal. Refusing to kneel to the Syndicate, you lead your crew to Steelport with the sole purpose of tearing down their organization brick by bloody brick.

聖人流
SAINTS FLOW
PROHIBITED IN CALIFORNIA
Now Playing: 01_In

As if fighting the criminal illuminati weren't bad enough, the Saints are confronted by STAG—an elite government task force that has been sent to stop the gang wars by any means necessary. As tanks, carriers, and fighters take over Steelport, the reality of the situation becomes apparent: The only way to survive is to annihilate the gangs and the military that stand in your way!



Welcome to Steelport

Saints Row: The Third takes place in the city of Steelport, an entirely new and original city. In Steelport you can buy anything, be anyone, and satisfy any craving—for a price. This city caters to the darkest of fantasies: S&M bars, designer drugs, human trafficking, sanctioned bloodsports, and any other devious thing you can imagine.

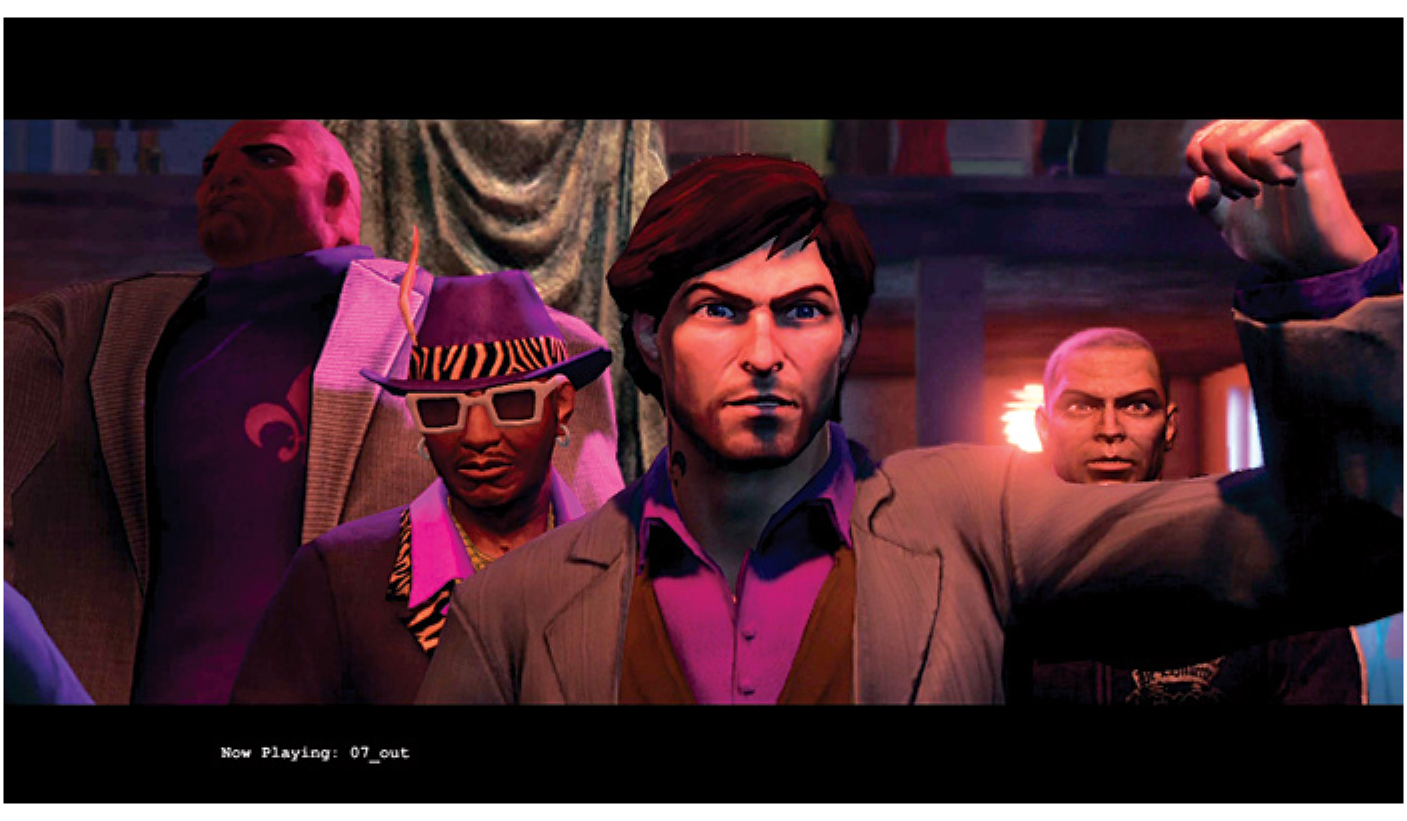
Power to the Player

FIND A STAG BASE
STAG
SWITCH MODE

There is no denying that, as the leader of the Saints, your character is the baddest son of gun on the planet. Nobody else could pull of the crazy, over-the-top, suicidal and often painful stunts, but there is an important fact you should notice about your character. Whether you are blessed, cursed, or just ooze so much awesomeness, the fact is any vehicle you get into instantly becomes more tougher. Also, you may notice that even the guns you fire sounds cooler. The game is truly centered around your character and anything you do is enhanced by virtue of your rank. It's gotta be great to be that guy!

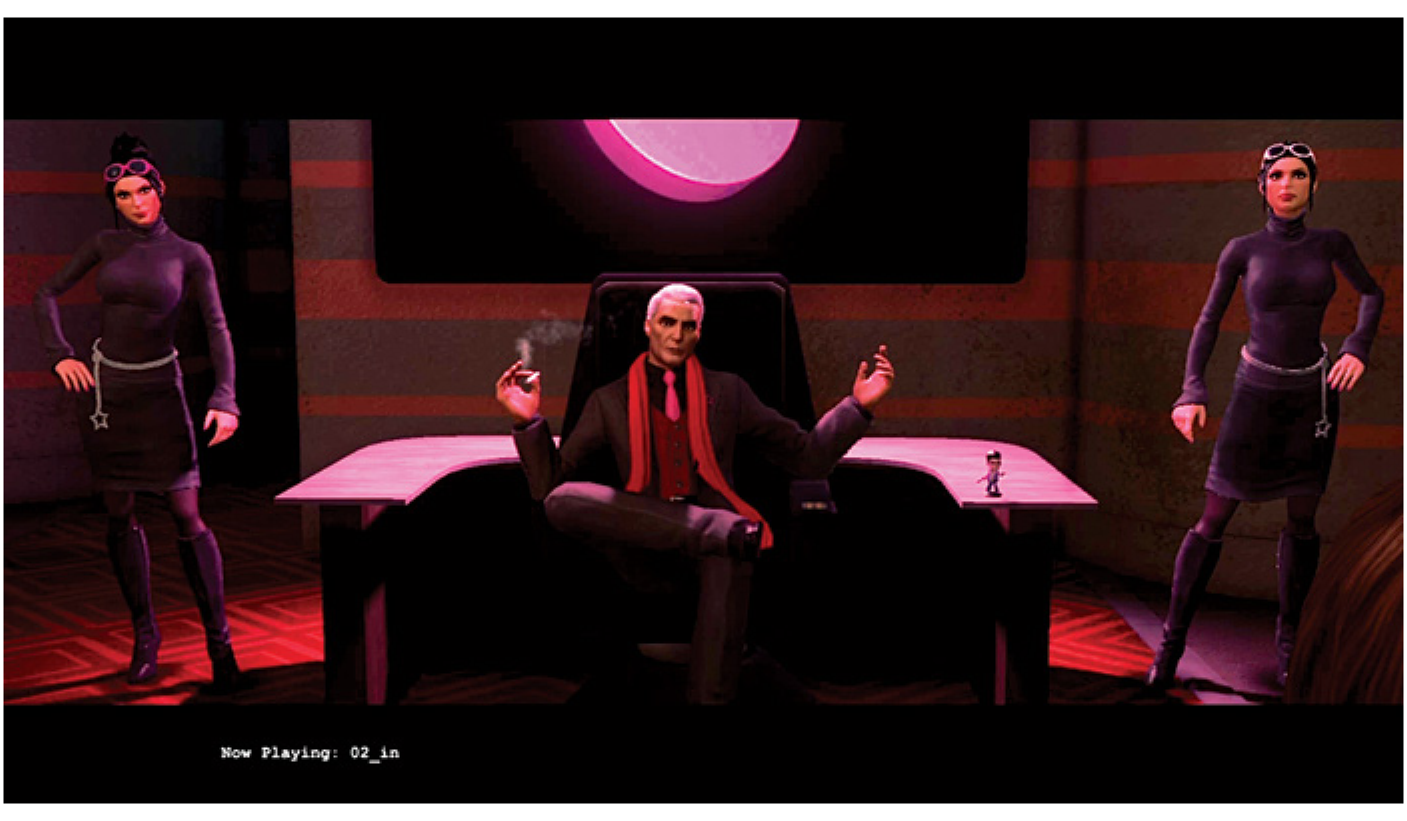
Saints and Sinners

The Saints



The Third Street Saints make their return in Saints Row: The Third as an established, powerful gang with a twist. The Saints have leveraged their notoriety into celebrity status, earning millions on Saints branded lunch boxes, bobble-heads, and "reality TV." They are no longer seen as a bunch of criminals, instead they have shifted their image from threatening to dangerously cool and hip. Currently their likeness and merchandising is the hottest brand for the Ultor cooperation.

The Syndicate



The Syndicate is an elite organization composed of three major criminal organizations (Morningstar, Deckers, and Luchadores) that have banded together to support each other and best utilize the strengths of each to counter the weaknesses of all. The Syndicate has molded the city of Steelport in its own image, buying politicians, owning the police, and even placing their mark on the city's skyline. To the inhabitants of Steelport there is no question: This city and all who live in it are property of the Syndicate.

teelport was once a law-abiding and thriving blue-collar town. Its economy started to decay and the Syndicate recognized an opportunity to move in and take over. With their deep pockets and sweeping influence, the leaders of the Syndicate stepped in to reinvigorate and mold Steelport into what it is today. Every politician, public figure and high-ranking law enforcement official has been hand-picked by the Syndicate, and every means of the city's income is meticulously monitored by the Syndicate's lawyers and accountants. Inhabitants can prosper in Steelport, but they never, ever forget who really runs the town. If they do, bad things happen!

Morningstar

KILL THE LUCHADORES
10
GANG KILL
1
ROADKILL
28 ft
35/752
4

A group of European arms dealers with a lucrative side business in the sex trade, the Morningstar will sell to anyone, so long as they have the money. Loyal, violent, and fiercely capitalistic, the Morningstar are not a group that you want to piss off. The Morningstar act in a leadership role for the Syndicate's other two gangs. Phillipe Loren is the figurehead Syndicate Leader and has been assigned to Steelport. It is no easy task to handle a multibillion dollar criminal empire; to aid Loren in his endeavor are the twin DeWynter sisters, Viola and Kiki. These lovely ladies are his right-hand "men" and they manage the day-to-day business of running the vast empire.

Luchadores

STATUES DESTROYED 5/6
52 ft
$90,904
459
5

Luchadores are a group of ex-bodybuilders and wrestlers that are perhaps a little past their prime. These are burned men who have been chewed up and spit out by the wrestling world. Destitute, they have turned to crime to make a living. What started off as simple leg breaking turned into a huge empire as the Luchadores expanded into running steroids and HGH to athletes, eventually catching the eye of the Syndicate. Now they serve as the attack dog that the Syndicate uses to do the dirty work. The green-clad thugs are led by Eddie "Killbane" Pryor whose massive size is dwarfed by his humongous ego. Killbane, as he likes to be called, is straight-up out of his mind. He is consumed with achieving everlasting fame and power. He is a volatile psychopath who routinely flies off the handle and primarily speaks in wrestling metaphors.

Deckers

HACKING
20
649
2

The Deckers are the future of crime. They use hacking and technology as their weapons to destroy the enemies of the Syndicate. The Deckers are the youngest members of the Syndicate, and everything about them is bleeding-edge . . . with a goth twist. Everything about them, from their fashion choices to the cybercrimes they commit, oozes with their personal style. They are energetic, vibrant, and ultimately efficient at what they do because of their willingness to step outside of the box and approach old crime in a new way. Their leader is 16-year-old Matt Miller, who is god behind the keyboard and has enough sense not to mess with the people that have guns.

STAG

GET STAG'S ATTENTION
114 ft
137 ft
78 ft
187 ft
EXPLOSIVE KILL
2
SCANNING TARGET
CHECKPOINT REACHED
SWITCH MODE

STAG (Special Tactical Anti-Gang Unit) is an elite government force created in response to the gang war raging between the Saints and the Syndicate. Their mission is simple–stop all gang-related activity in Steelport by any means possible. In their view, lethal force is not only necessary, but encouraged. Cyrus Temple is the commander of STAG and a military man through and through. He despises the gang elements in Steelport and feels it is his mission and duty to eradicate them at any cost.

Game System

Special Enemies

Special Enemies

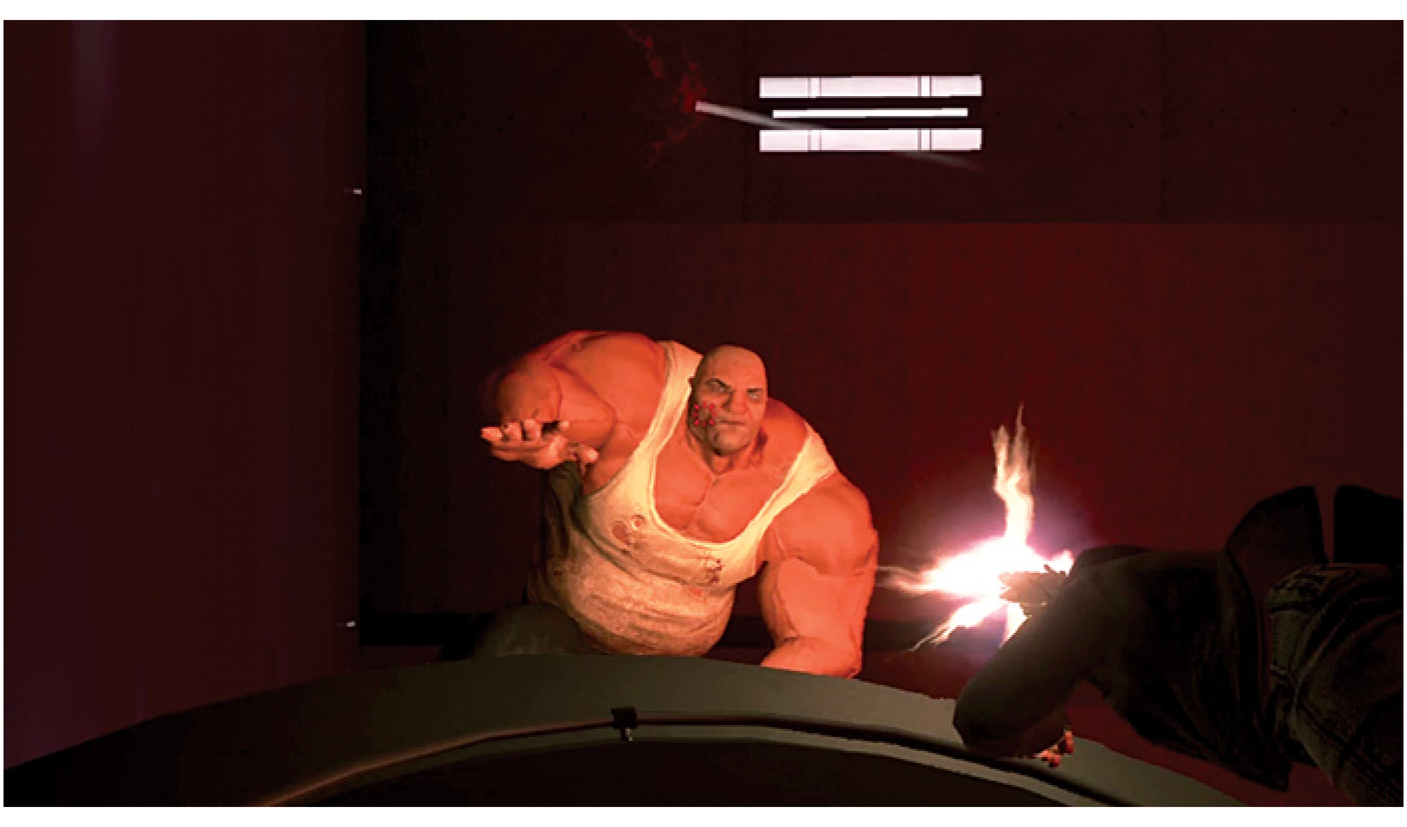
Brutes

Brutes are enormous eight-foot tall behemoths that the Syndicate uses to enforce its will. They are extremely durable and hard to kill.

Also, All Brutes recover health when in a downed state. When Brutes are finally out of health, they will become incapacitated and you must run in and press a button to kill them or continue to pummel them to finish them off.

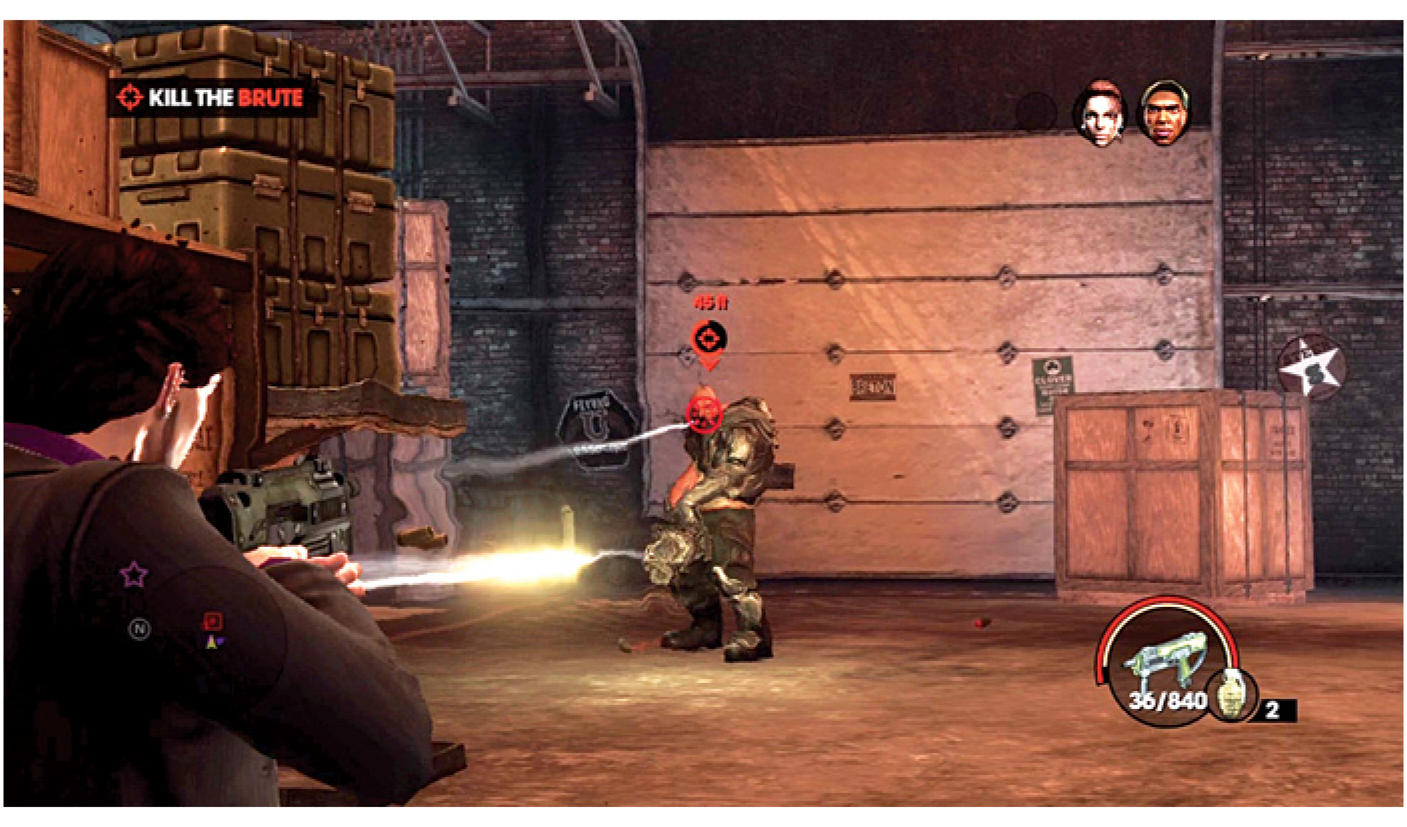
As your notoriety increases, the Brutes arrive on the back of a special vehicles. There are three types of Brutes, each suited to a different type of combat.

Melee Brute



The standard or Melee Brute is a close-in brawler. At range, he will attempt to grab and throw a nearby person or object. In general, however, he is much more effective at rushing in close (like a bull) and then performing a melee attack or grabbing you. Also, like all Brutes, the Melee Brute recovers health when in a downed state, which makes this enemy incredibly tough. The best way to deal with these hulks is to take advantage of the fact that they are unarmed. Keep your distance and plug away at them for as long as you can before sprinting away. That is easier than it sounds since they can charge at you at a very quick pace. These big boys can move!

Minigun Brute



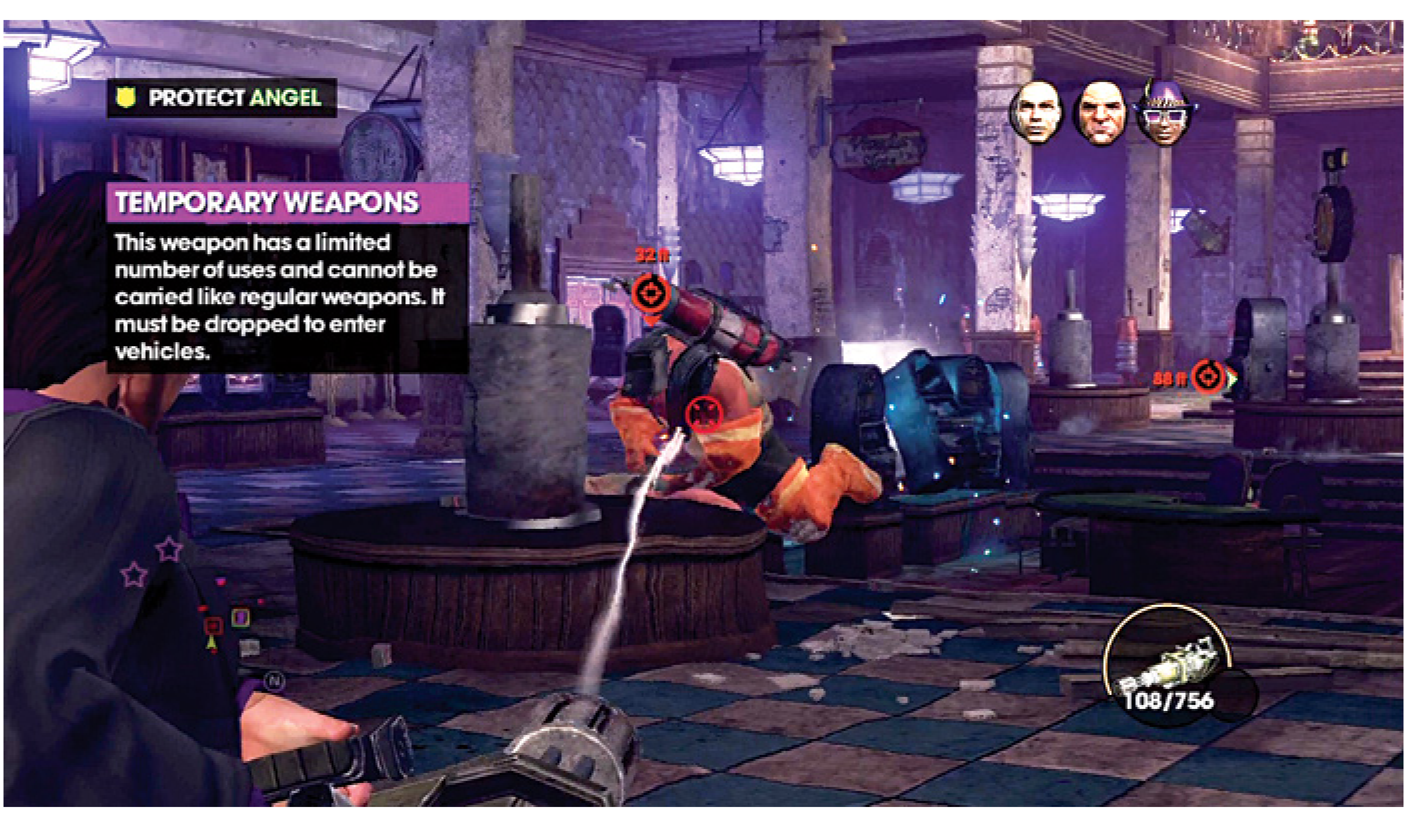
Slower than the other Brutes, the Minigun Brute attacks from range, having no real desire (or ability) to rush his opponents.

But then again, he really doesn't need to. The minigun he carries does heavy damage, has excellent range, and a very quick rate of fire. The Minigun Brute is also protected by bulletproof armor (though it acts as only partial cover).

The major weakness of this Brute is his inability to move and fire at the same time. Also the big gun is hard even for him to carry and he moves rather slowly.

He is very tough to deal with if he has an elevated position or partial cover. Use your speed to outmaneuver him, then force him to come to you, where you are somewhat protected.

Flamethrower Brute


PROTECT ANGEL
TEMPORARY WEAPONS
This weapon has a limited number of uses and cannot be carried like regular weapons. It must be dropped to enter vehicles.
32 ft
88 ft
108/756

This Brute likes to close the distance to be effective with his short-range weapons. Unlike the sluggish Minigun Brute, the Flamethrower Brute has the ability to rush in very quickly. Also, he possesses fireproof armor.

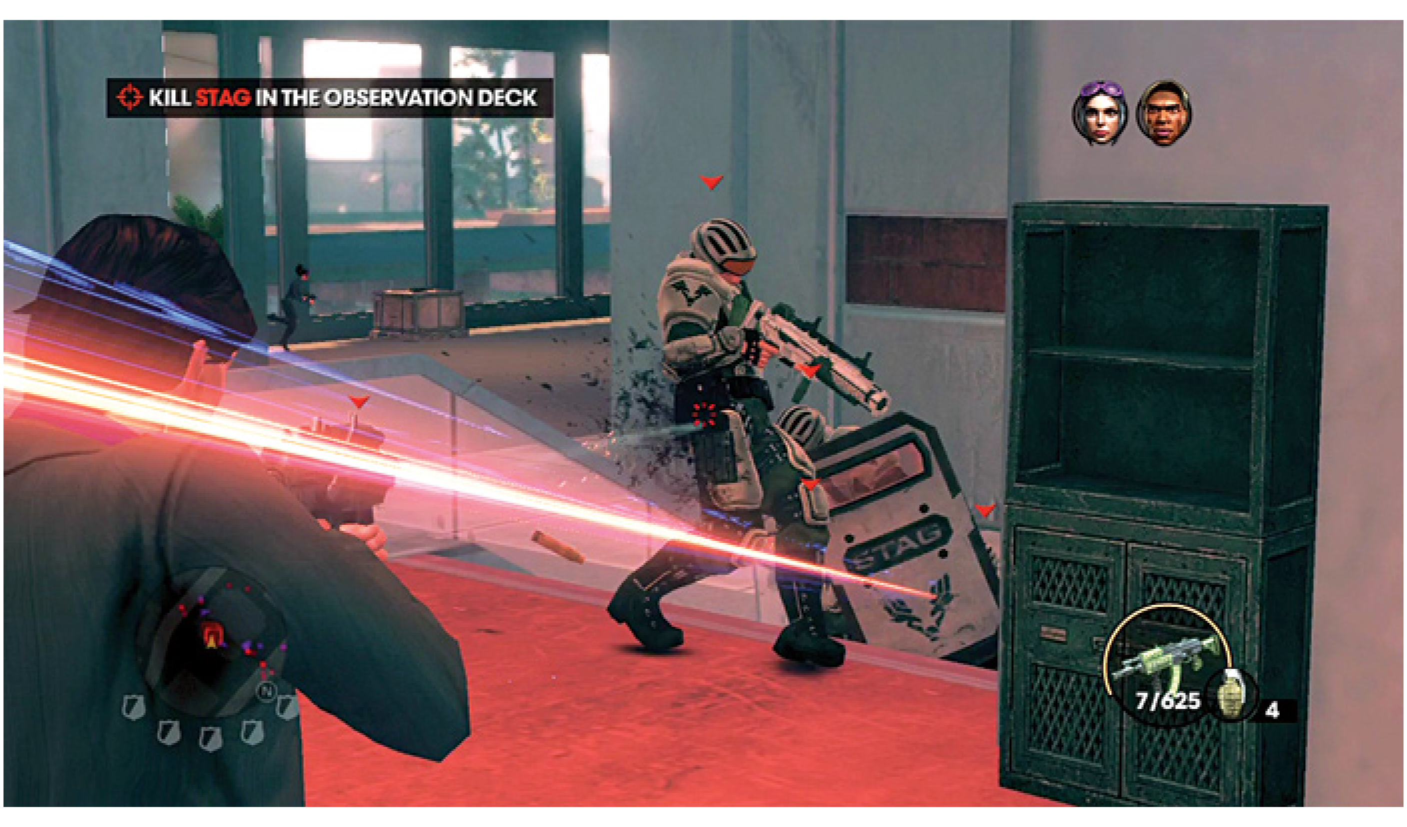
One important weakness is that if his backpack fuel tank is sufficiently damaged, it will explode and kill him. Because of the relatively short range of his flamethrower, keep your distance to attack this foe.

Unless you hare reduced your fire damage through an upgrade, he is simply too tough to take on toe-to-toe even if you have a minigun. Hit-and-run is the best way to deal with these flaming monsters.

Gang Specialists

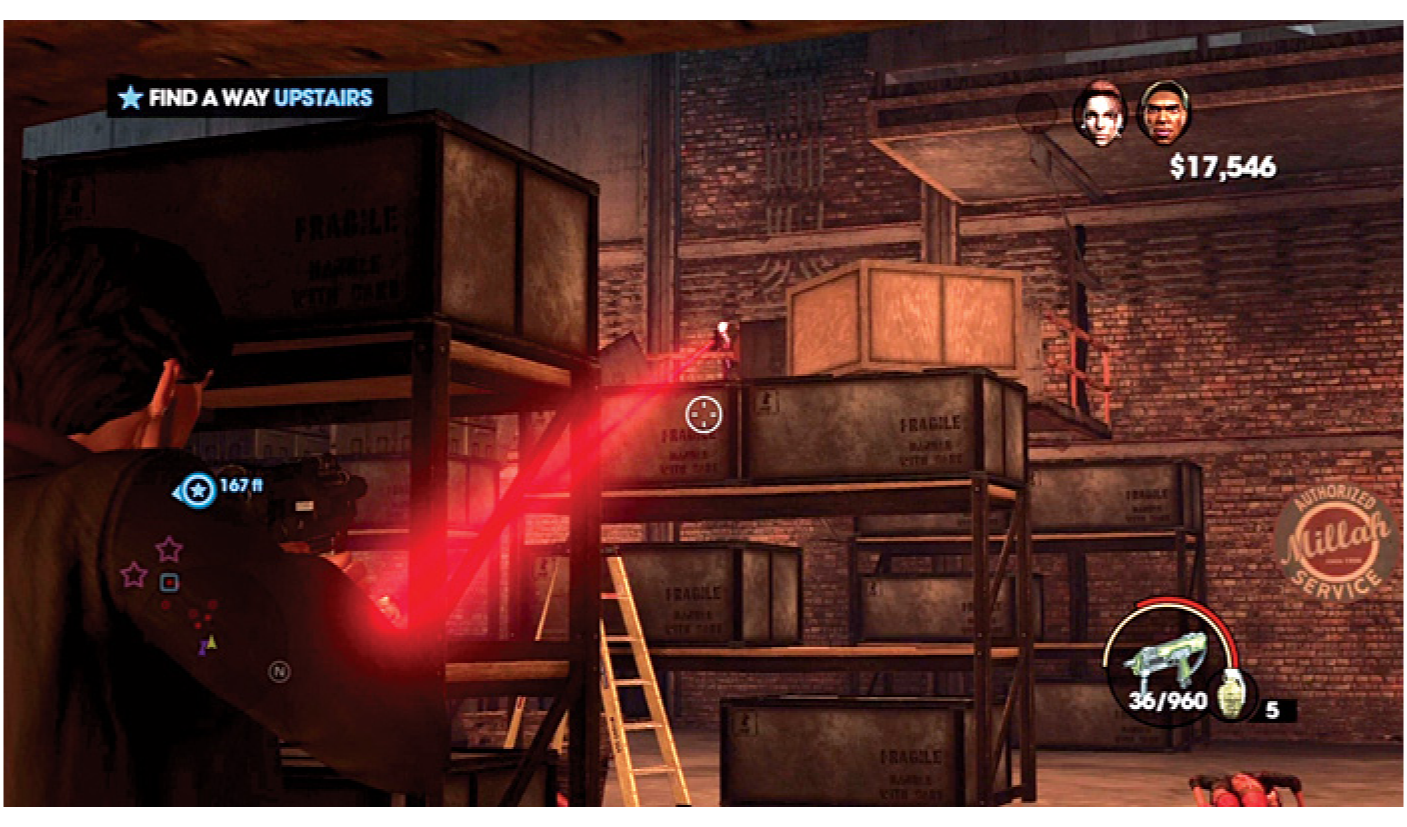
Each enemy group has specialists that are rarer enemies with unique abilities or weapons to provide variety to combat. These are more lethal enemies that should always get your priority when you are fighting any group. Specialists will begin to arrive on the scene as your notoriety increases.

Riot Shield



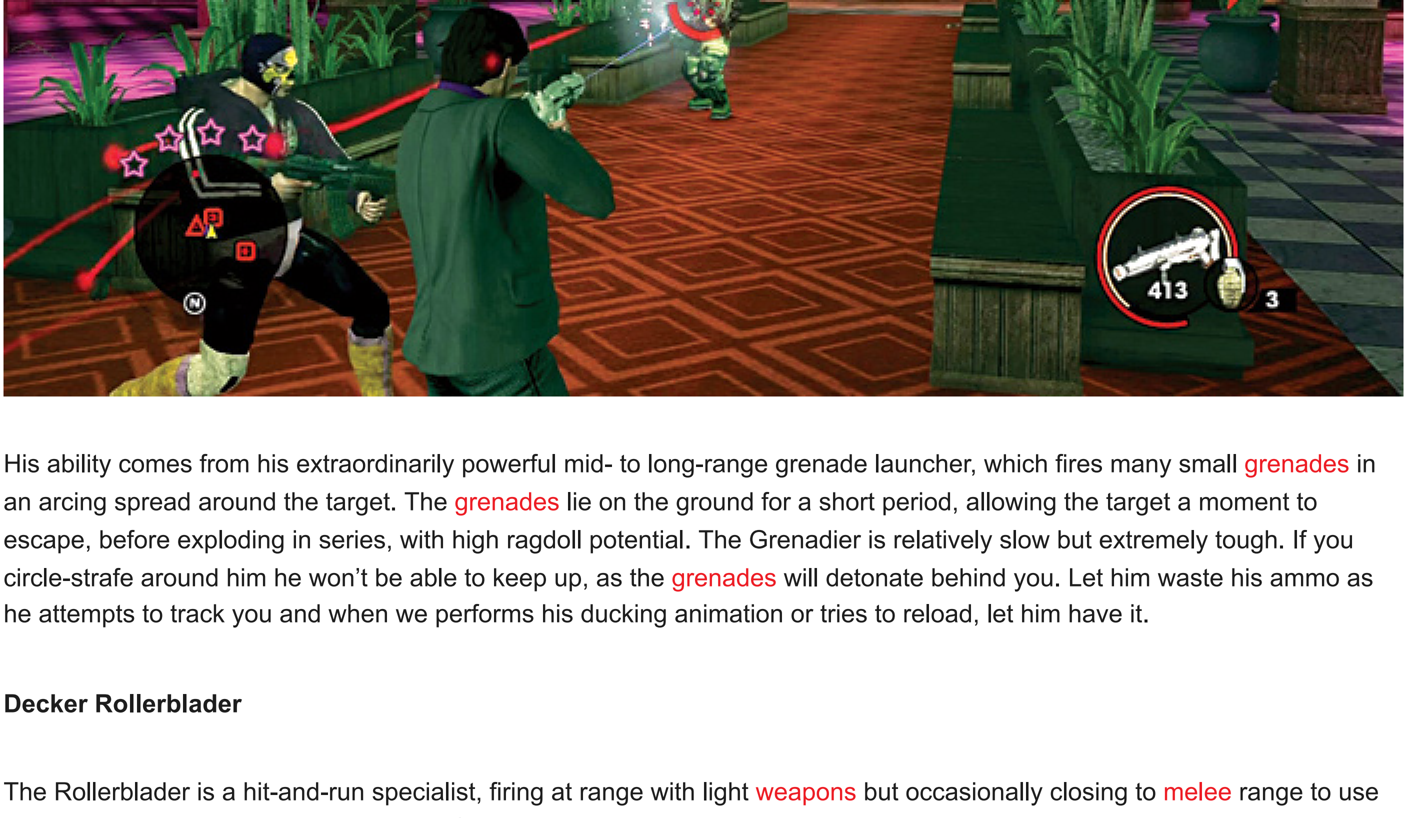
Riot Shield specialists are any law enforcement members (Police, Guard, or STAG) that carry a riot shield. The riot shield provides exceptional cover from bullets, though it doesn't protect against explosive weapons. While the shield is bulletproof, enough damage done in a short period of time can cause the person using it to flinch, temporarily exposing himself. It takes a lot of shots to make the shield carrier flinch, so use any type of explosive to drop them quickly. Also, once they are gone, grab the riot shield yourself! Not only is it a great defensive weapon, it can also deliver a devastating shield bash that sends most enemies sprawling.

Morningstar Sniper



The Morningstar Sniper's high-powered rifle is laser-sighted and produces a red, telltale laser beam. This beam allows you to see both the Sniper's position and who is currently being targeted. Once locked on to a target, the Sniper's rifle is very accurate and damaging. However, it is slow to reload and requires a few seconds to reacquire a lock after a shot. Take these enemies out from cover, or use your own sniper rifle to even the odds. If neither of those are an option,sprint to close the distance to eliminate the Sniper's tactical range advantage.

Luchadore Grenadier



His ability comes from his extraordinarily powerful mid- to long-range grenade launcher, which fires many small grenades in an arcing spread around the target. The grenades lie on the ground for a short period, allowing the target a moment to escape, before exploding in series, with high ragdoll potential. The Grenadier is relatively slow but extremely tough. If you circle-strafe around him he won't be able to keep up, as the grenades will detonate behind you. Let him waste his ammo as he attempts to track you and when we performs his ducking animation or tries to reload, let him have it.

Decker Rollerblader

The Rollerblader is a hit-and-run specialist, firing at range with light weapons but occasionally closing to melee range to use her principal weapon, a rocket-powered Shock Hammer. The Rollerblader is especially dangerous out in the open due to her incredible speed and ability to knock you on your back. Try to force the skater chick into a confided space to limit her movement, or use up-close melee attacks to hinder her mobility.

Game System

Homies and Followers

Homies and Followers

However badass you may be, to expand your empire in Steelport, you will need help. Your job as the leader of the Saints will be to recruit new people to your cause and establish partnerships with key characters. There are two groups of people (homies and followers) that can join your cause; once they are with you they take on the same responsibility and actions. Anyone who agrees to stick by your side will follow you on foot, into buildings, and into any vehicle if there is room for them. More importantly, though, these are loyal companions who will fight with you and attack anyone who is giving you trouble.

Followers

These are gangbangers that appear in any hood that you have taken over. They also roam around your HQ to keep you company. Call them to your side simply by getting close and pressing the recruit button. Likewise, they can be dismissed just as easily. The number of followers you have, their health, and even weapons can be upgraded though you cell phone. Also, when you complete Activities and missions in the Campaign you will receive more options to customize your gang's style and the signs they throw up.

Homies

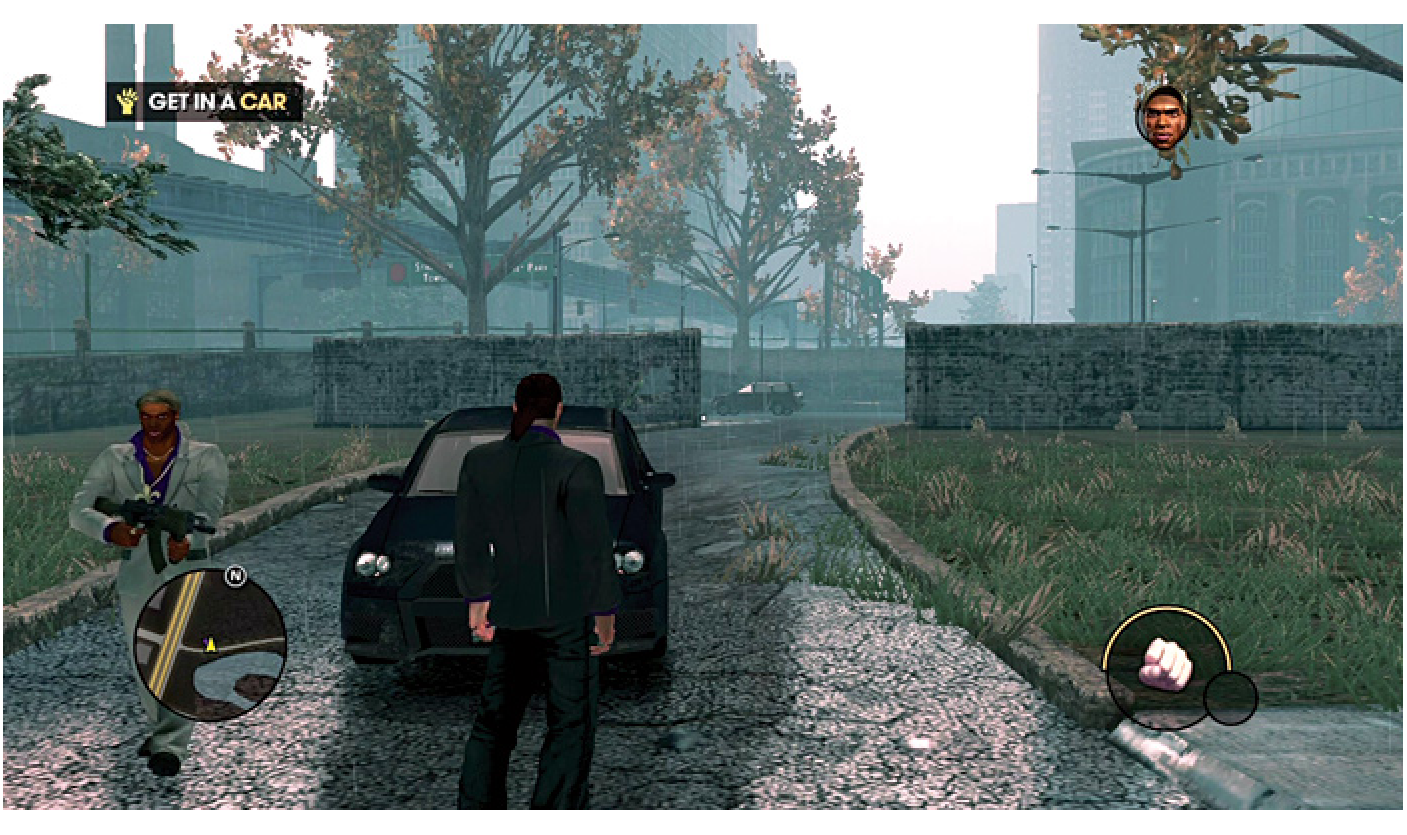
Homies are special followers that are related to the story of the game or provide specific functions. Unique character homies are unlocked by playing through the Campaign. Each has their own personality, commentary, and abilities. In fact, if you call a couple of them together they will interact in interesting ways. For the most part they are pretty equal in covering your back, but the unarmed guys like Oleg and the mayor are real powerhouses. In addition to these colorful characters there are other homies that can arrive in squads or deliver various vehicles. There are even a few homies that you can ring up for a special favor to wipe notoriety. Homies make up a pretty diverse group of friends but the one thing they all have in common is that they are accessed through the phone app on your cell phone.

Game System

Player Actions

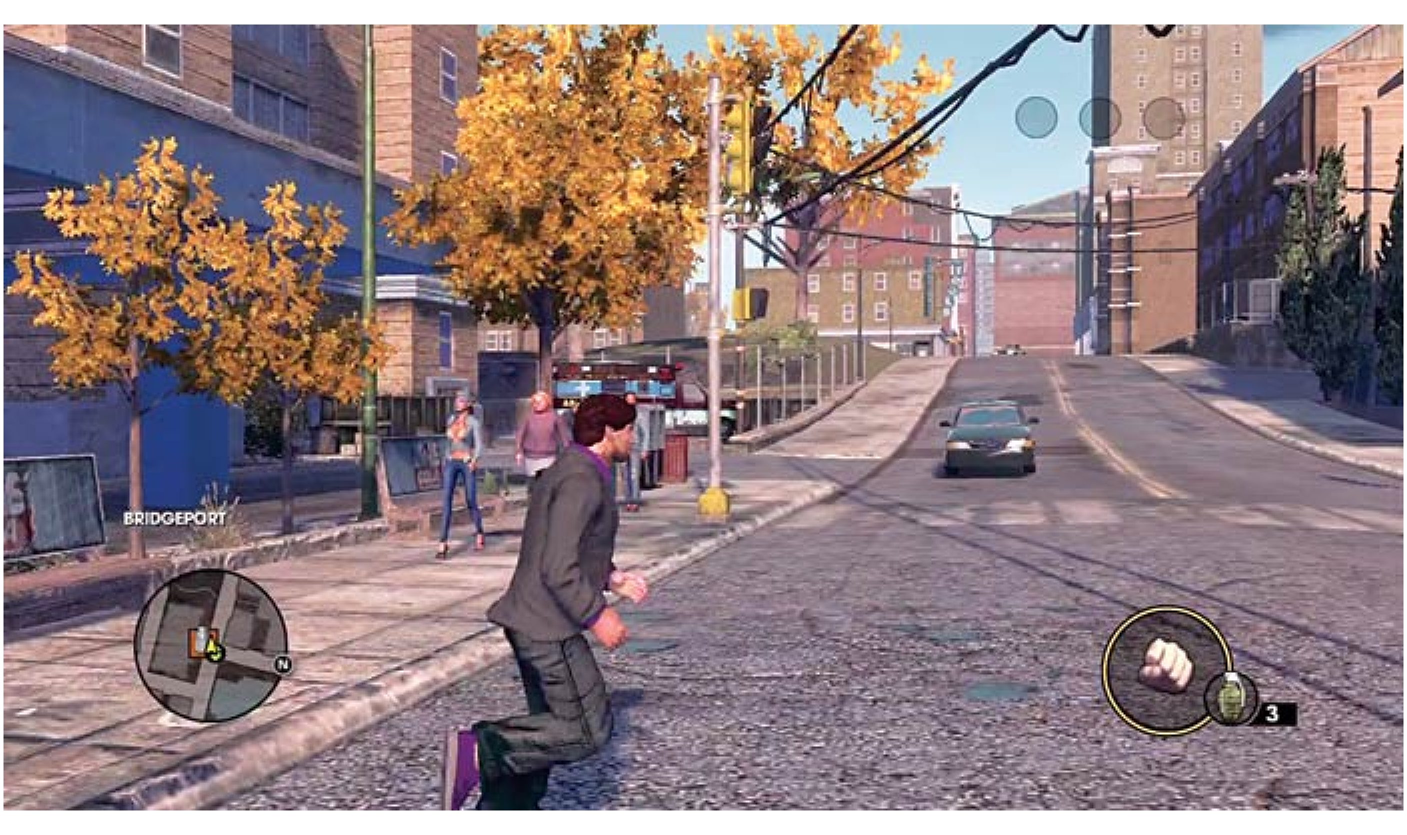
Player Actions

Walking



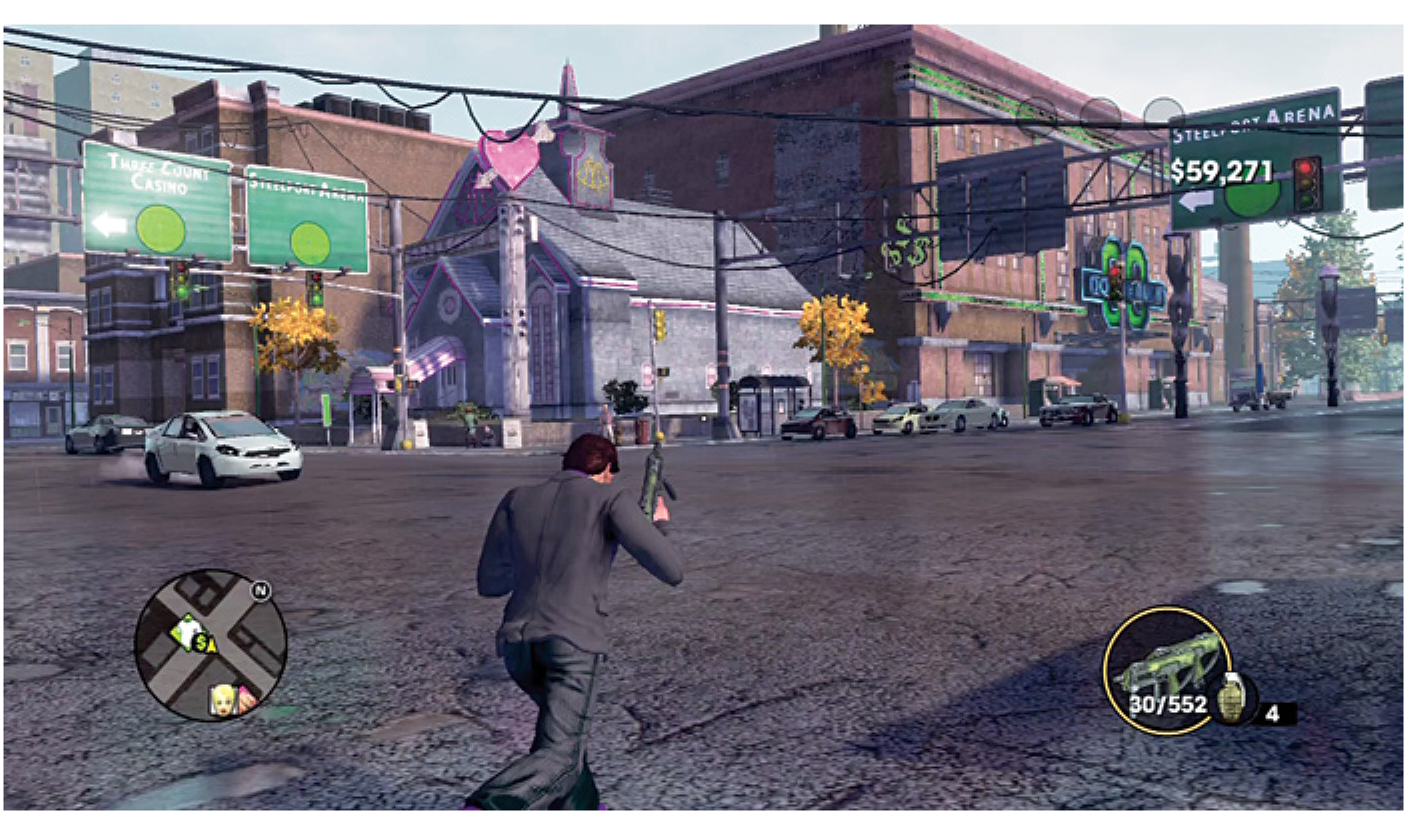
By default, you walk when the movement stick is pushed in any direction gently so that you can have fine control over speed and position. Most of the game you will be running or sprinting, but when you need fine control of your position just walk.

Running



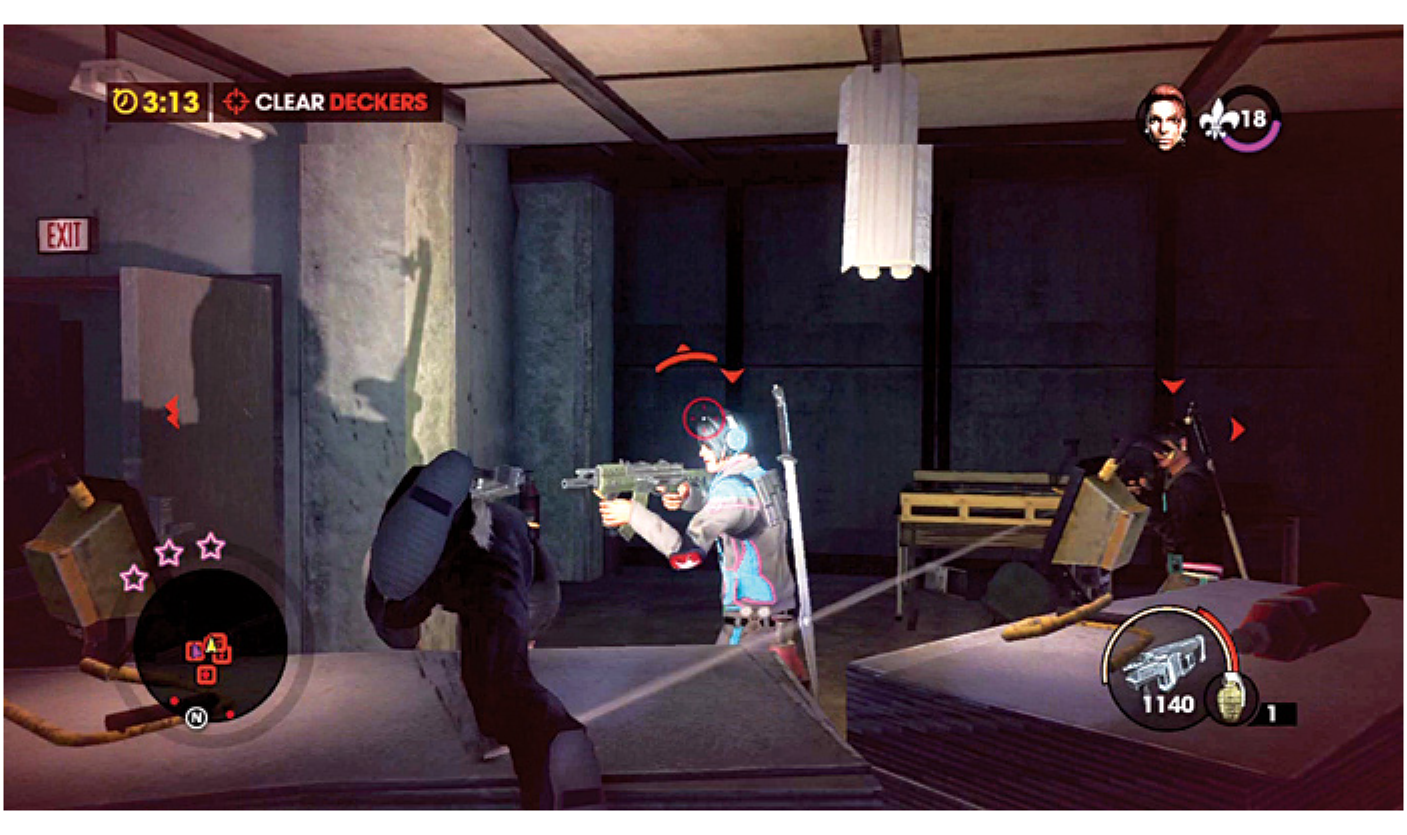
When you push the movement stick beyond the walking speed threshold, your character will immediately begin moving at a faster running pace. This movement can be made in any direction and at any time.

Sprinting



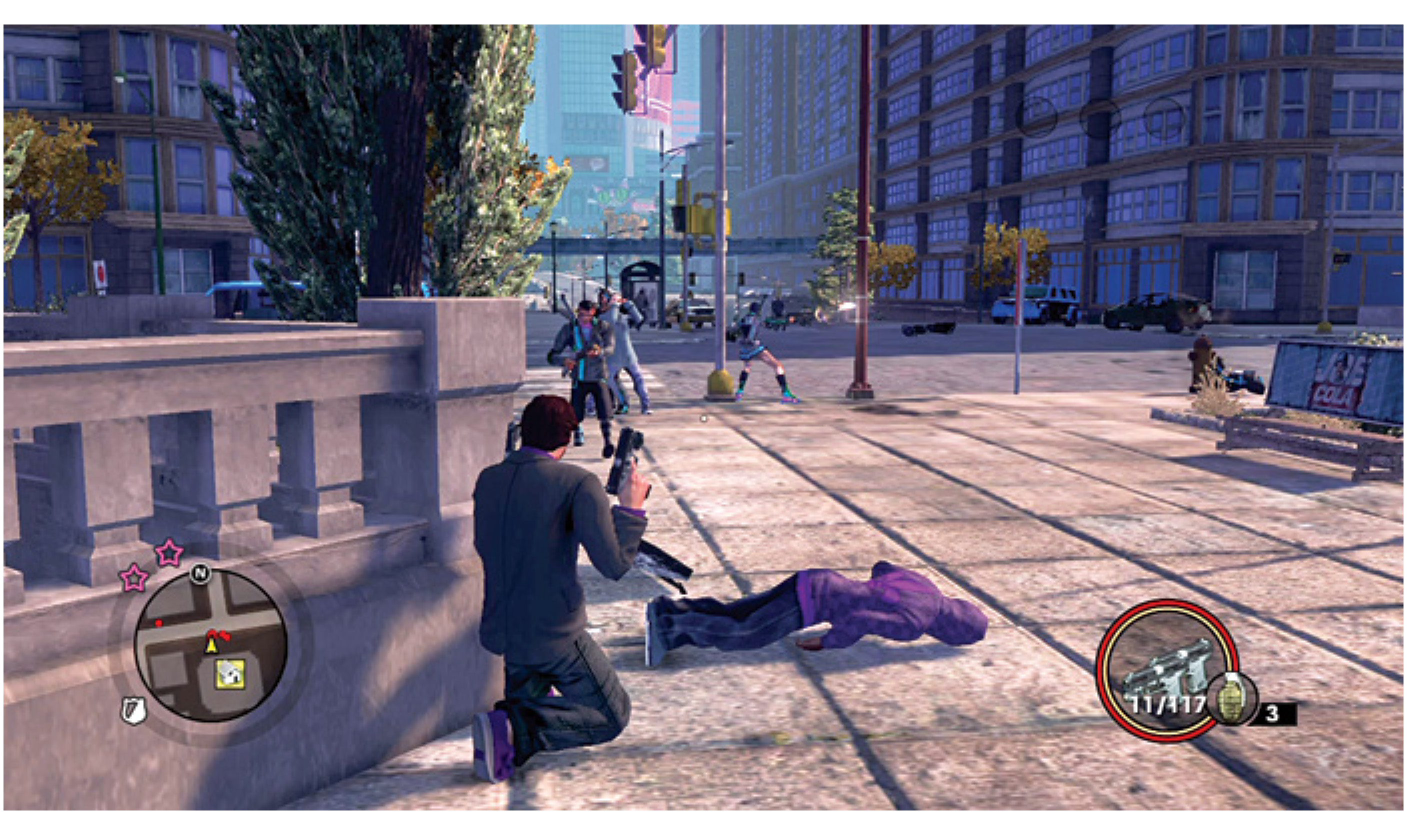
By holding a button down, you can sprint. Sprinting moves your character at a faster than normal speed and decreases the sprint meter, which determines how long the character can sprint. In addition to simply moving faster, you will also push people out of the way and can enter vehicles a lot faster while sprinting.

Jumping and Diving



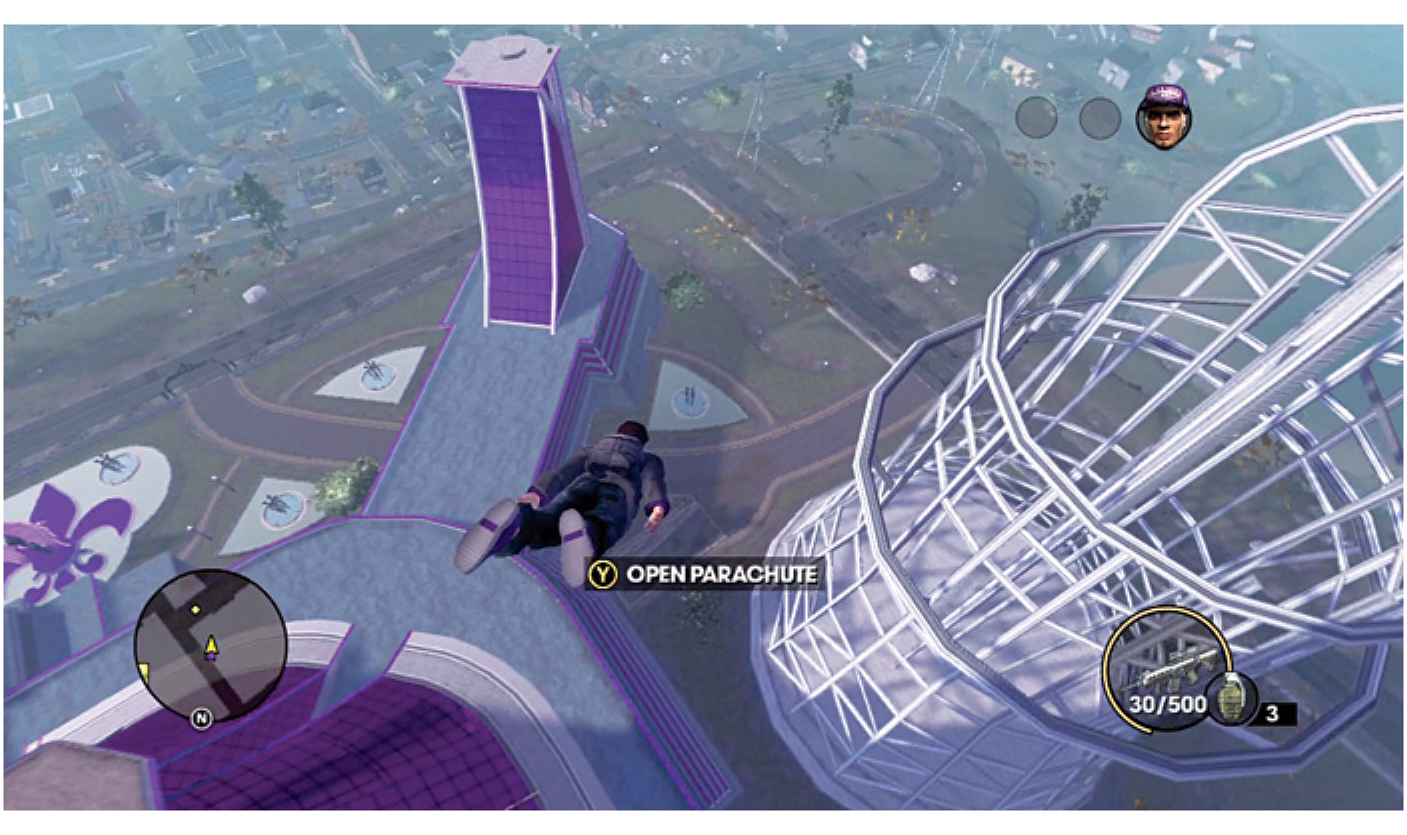
When you are running you can press the jump button to make a small leap. This is very useful for hopping over small hurdles that get in your way. However, if you are sprinting, you will make a much large dive that is great for ducking behind cover or avoiding gunfire.

Crouching



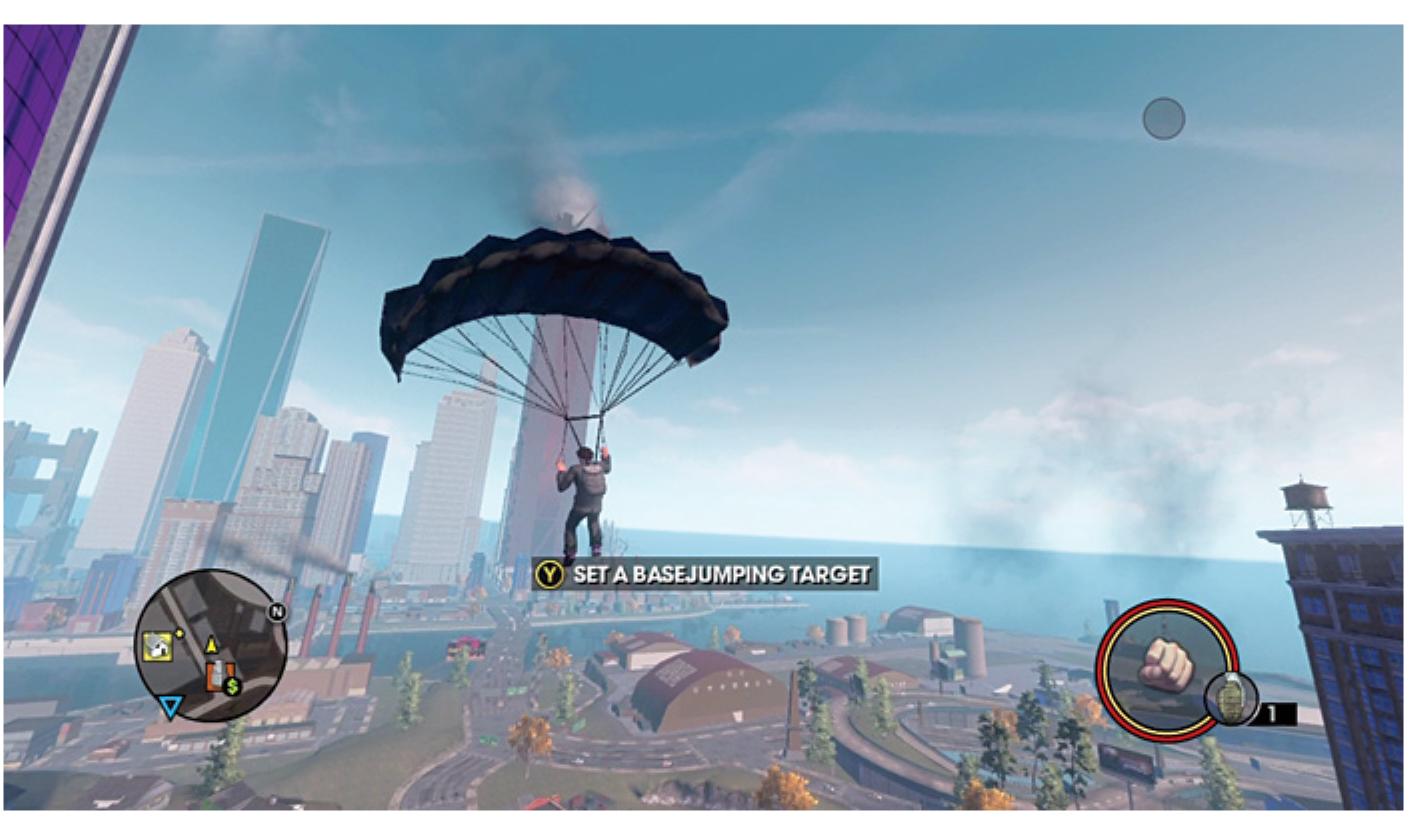
Players can crouch down to allow them to hide below taller objects by entering crouch mode. Crouch mode can be either a press-and-hold button or a toggled button that stays on once activated, this can be set in the options menu. Crouching is a great way to make yourself a smaller target during gun battles.

Skydiving



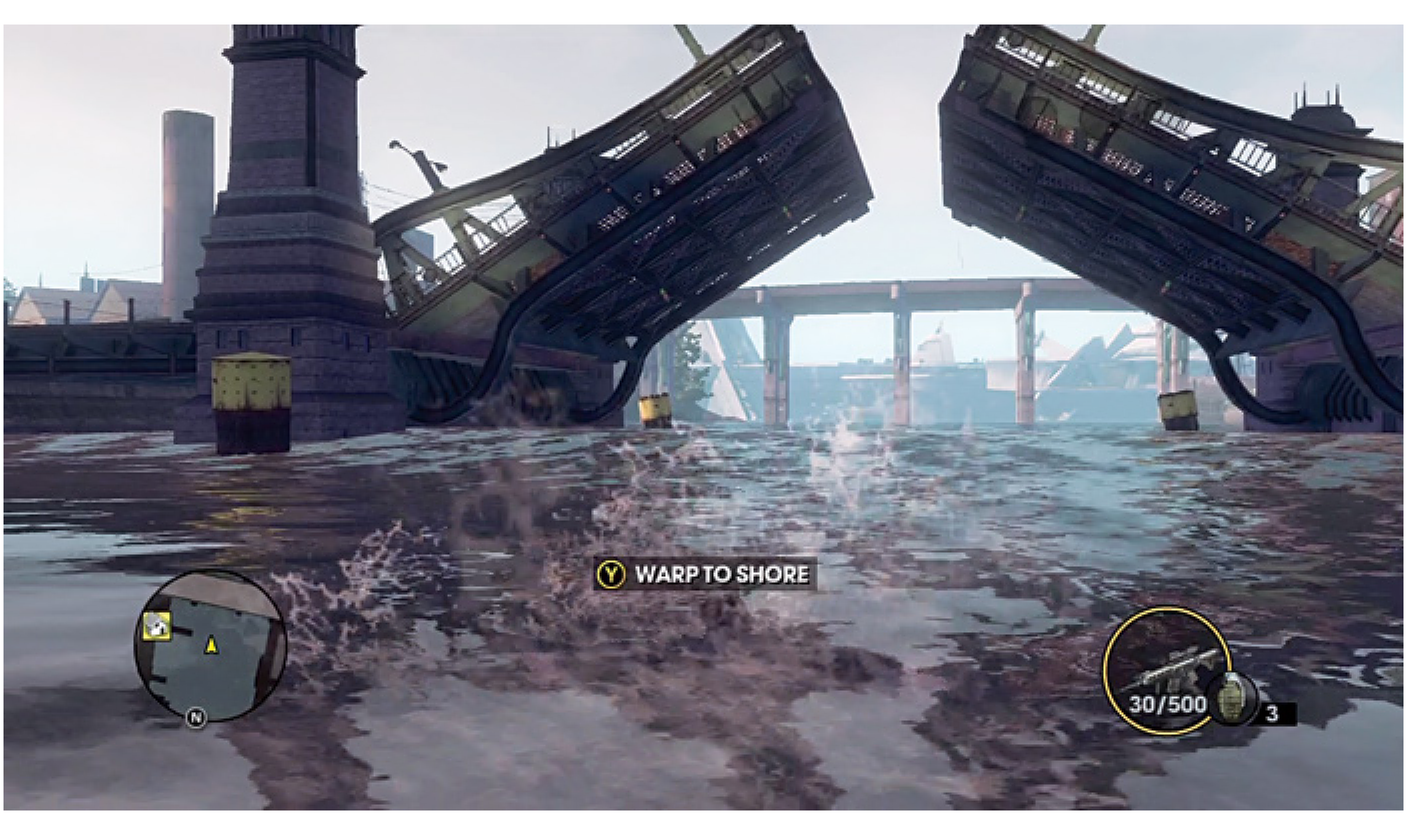
After falling for a certain distance, you will automatically enter a skydiving movement mode. While in this mode, you can alter your direction and speed. Depending on the height of the jump, you must either deploy the parachute or land in water to avoid a mess.

Parachuting



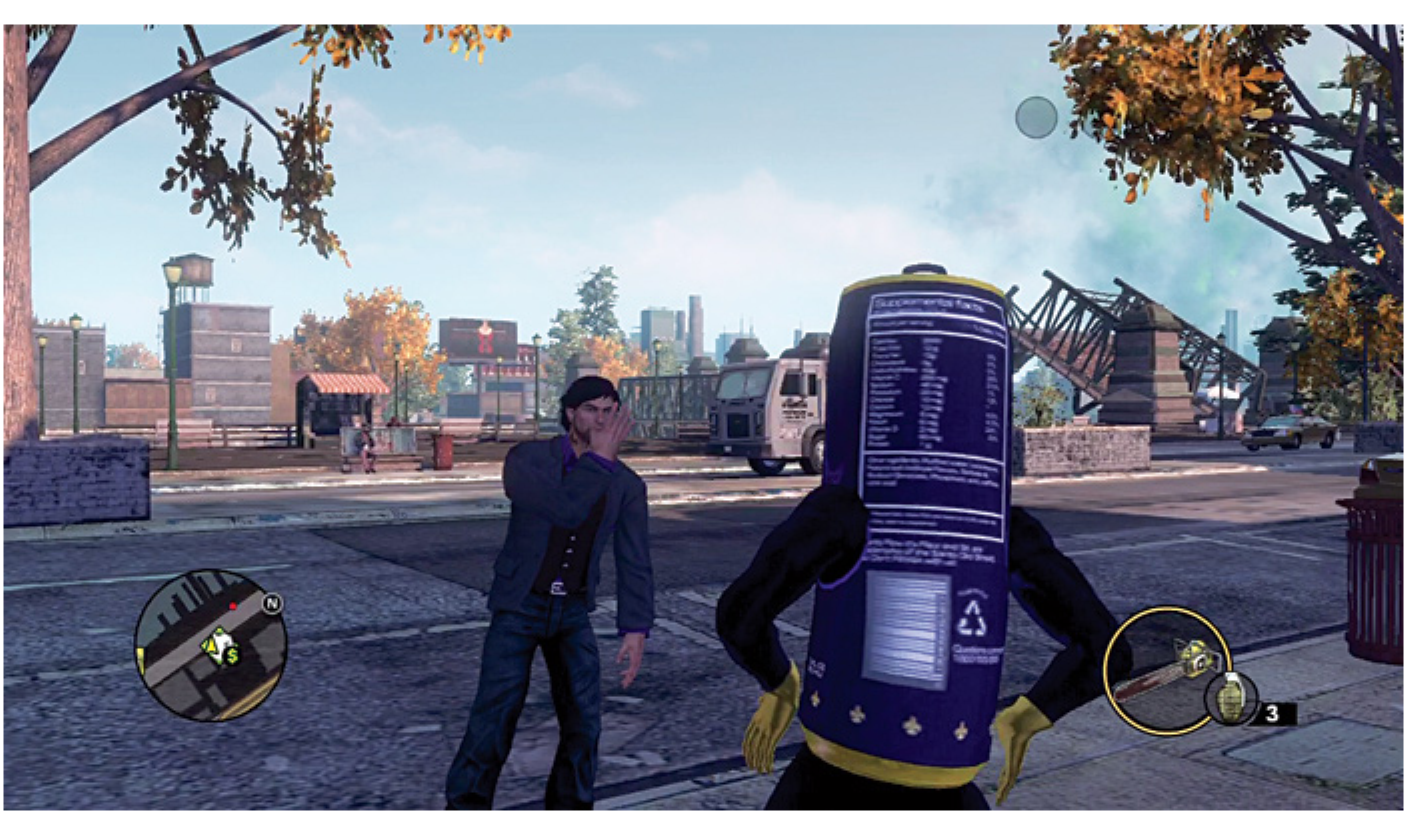
While skydiving you will be prompted to open the parachute. In this mode you can adjusting the parachute canopy to change the movement direction and speed to choose where to land. While parachuting you can activate the base jumping diversion and attempt to land in a lighted target on the ground.

Swimming



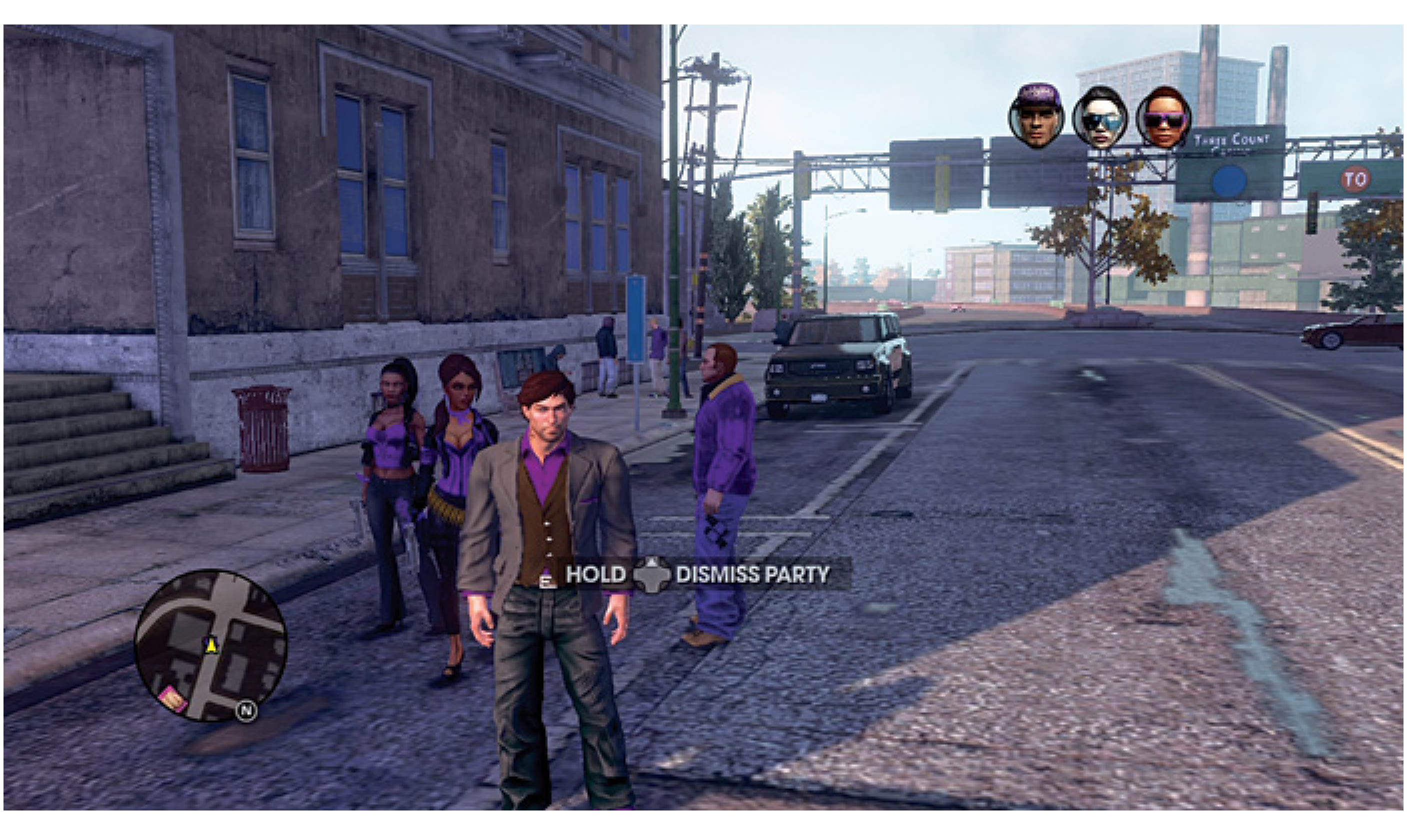
Any time you enter water of a certain depth you immediately begin swimming. Swimming uses the same movement controls as walking and running and you swim at a set speed. If you don't feel like swimming, simply press the button shown on screen to warp to the nearest land mass.

Taunting/Complimenting



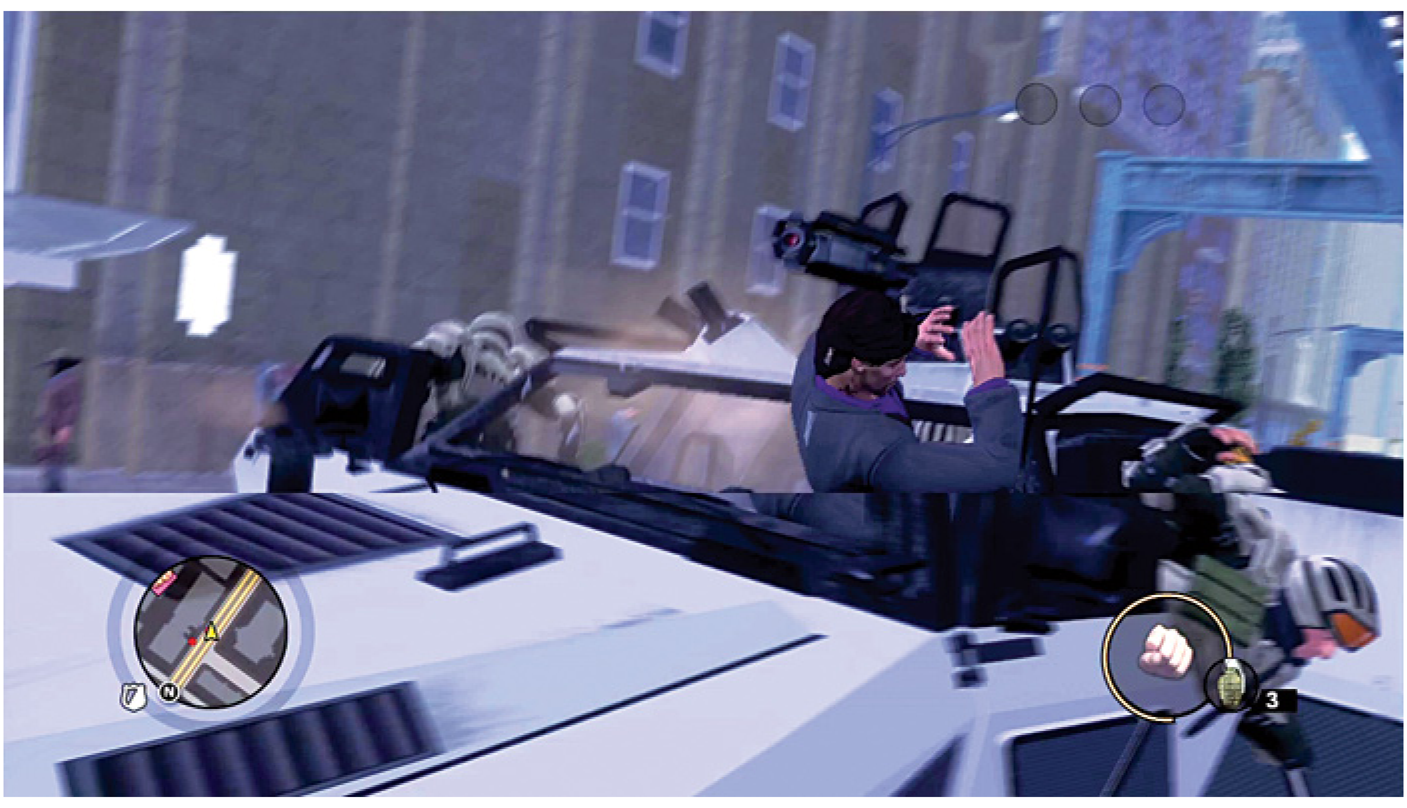
Whenever you are on foot you will be able to express yourself by taunting or complimenting nearby people of Steelport. Complimenting people passing by elicits humorous responses. However, if you taunt police or gang members, you had better be ready for a reprisal because they don't take kindly to being insulted. Through player customization, you can choose from a long list of taunts and compliments to express your style best.

Recruiting/Dismissing Followers



As the leader of the Saints, you have a large number of gang members at your disposal to help you engage the enemies. If you see a friendly gang member, simply press the recruit button to call the ally to your side. Once recruited, the friendly gang member follows you around, gets into cars with you, and even defends you in battles. This can be a tremendous help when tackling Gang Operations, attempting to make it through survival missions, or any time you need help wiping out your enemies. Up to three followers can be recruited at any one time. You must purchase the recruiting option in the Upgrades Menu. If you get tired of being shadowed, dismiss your followers as easily as they were recruited.

Vehicles



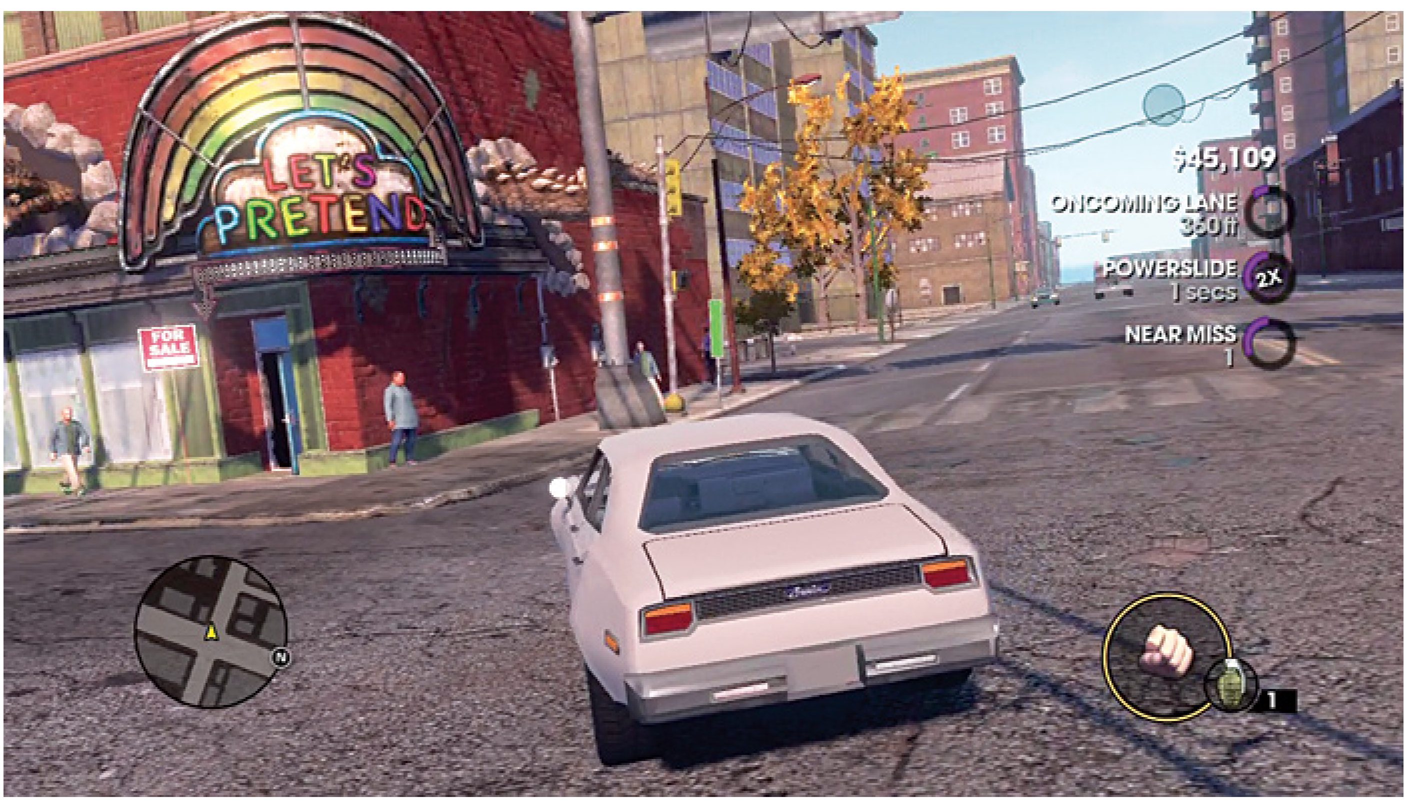
Explore the world of Steelport via ground, air, or water with a wide assortment of vehicles including cars, trucks, planes, fighter jets, helicopters, boats, and tanks.

Stealing/Hijacking Vehicles

Building upon the classic Saints Row functionality, in Saints Row: The Third, you can enter any vehicle in the world. Simply walk up to a vehicle to steal it, or perform one fluid hi-jack maneuver when sprinting.

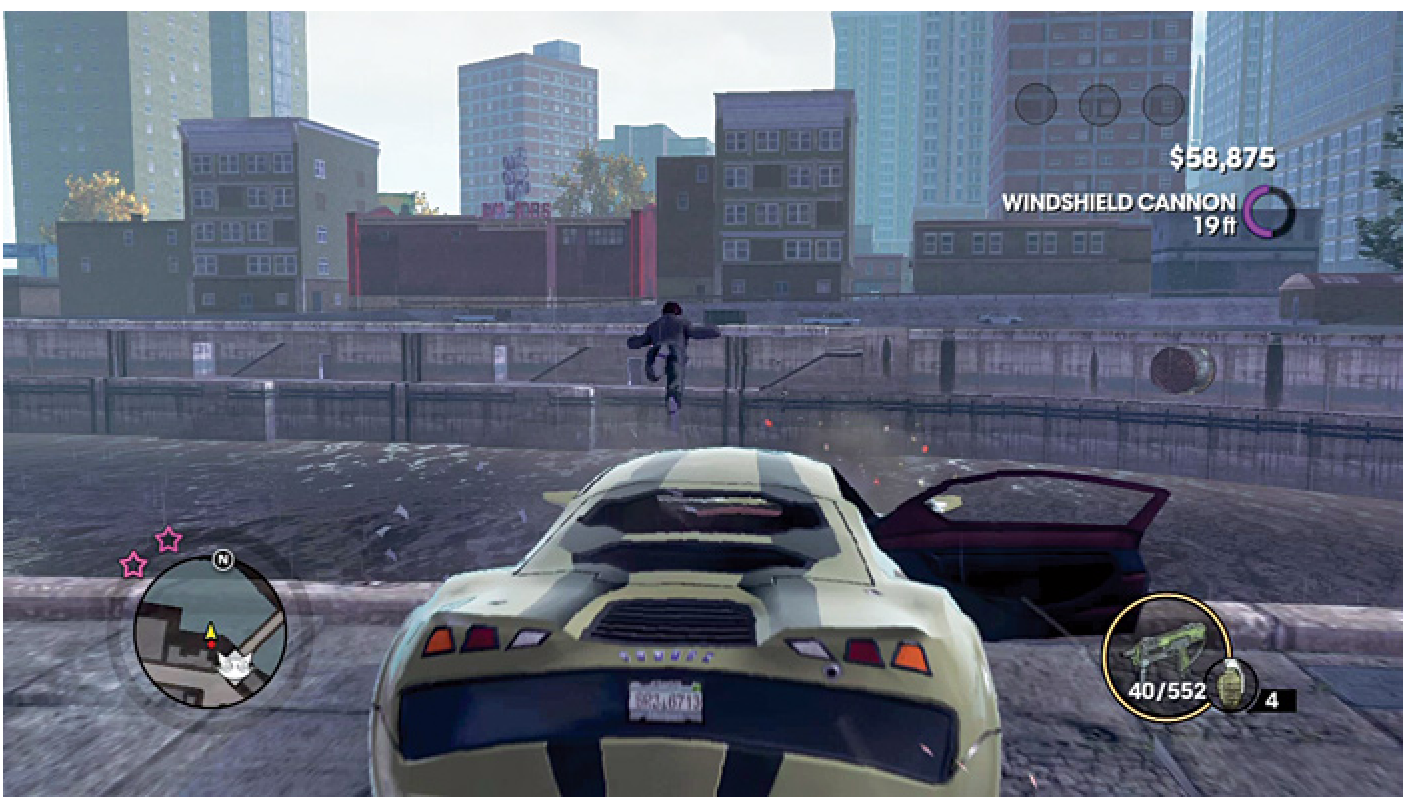
When performed correctly, you jump into the air and smash through the vehicle's windows or windshield, knocking out the driver and stealing the vehicle. Some vehicles may not allow you to immediately enter them and instead require that you hijack them.

Powerslide

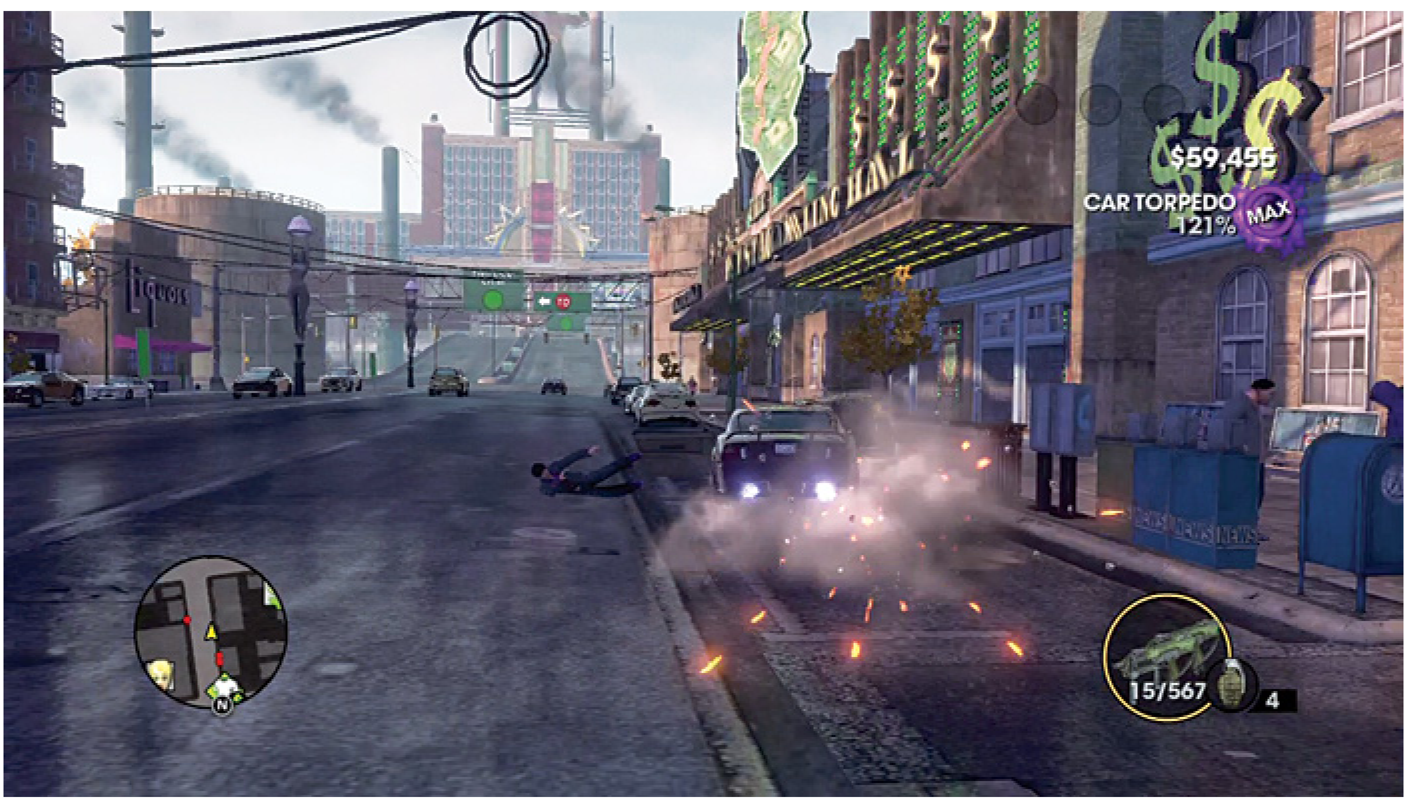


Powersliding or drifting helps you maintain speed through a turn to make driving more fun and efficient. For best results, begin your drift shortly before the intersection. Keep holding the accelerator and the drift button at the same time, and begin your turn. Once you're lined up with the road, release the button and resume driving normally.

Car Torpedo and Windshield Cannon



You can exit a vehicle like most people (that is, wait for it to stop before getting out) or you can do it the Saints way: Building up a lot of speed and then bailing out send the vehicle hurling toward some unsuspecting target as a car torpedo.



Also, if you are traveling at a good pace and smash into an inert object you will be thrown through the windshield. That's not nearly as fun as the prior method but both of these techniques count toward completing challenges in the Saintsbook. Also, you can eject from any aircraft at anytime and then skydive toward Steelport.

Game System

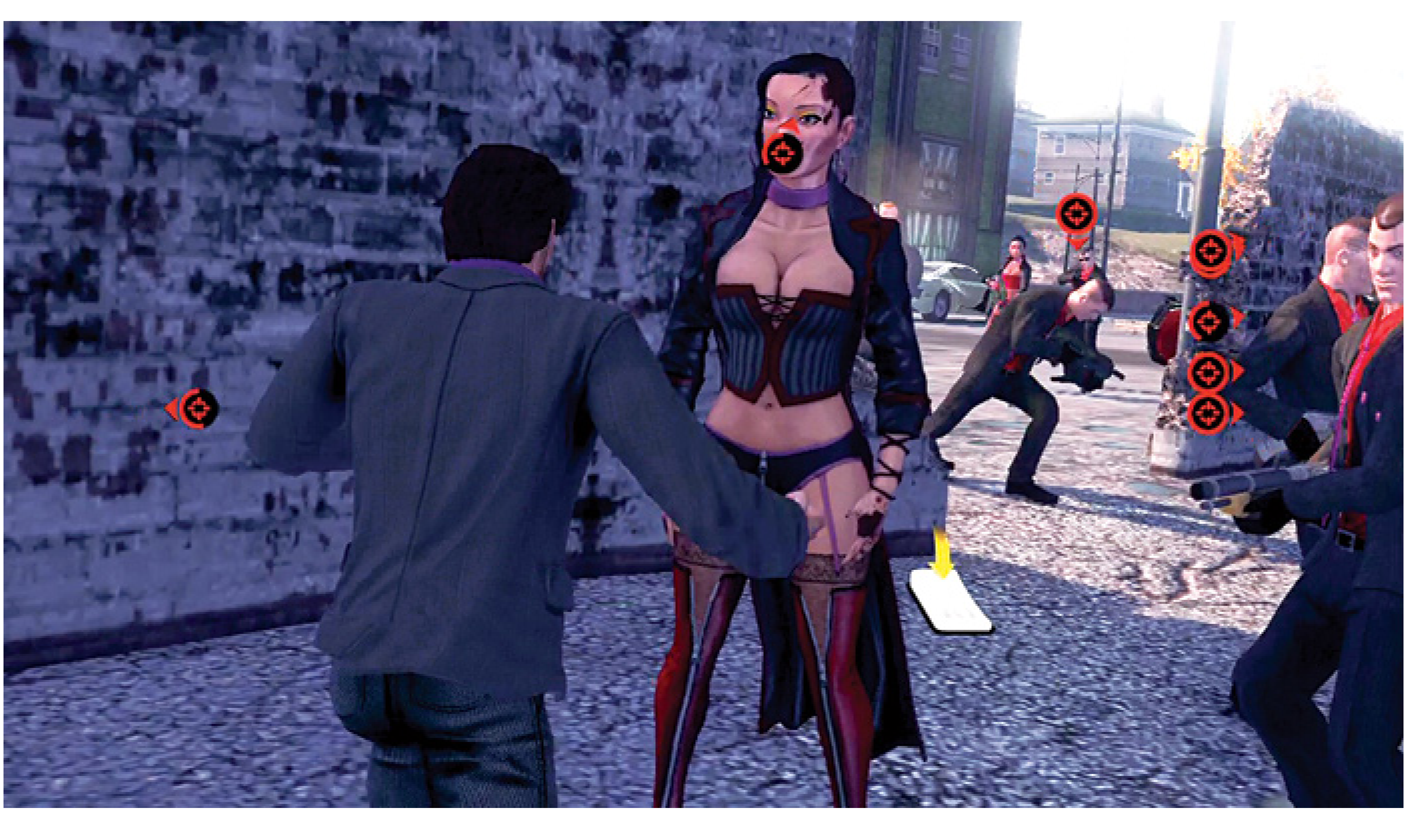
Combat and Weapons

Combat and Weapons

Combat in Saints Row: The Third retains the over-the-top action and intensity that makes the series incredibly enjoyable. The combat system has been revised to make it quicker and more intuitive than ever.

You can access the Weapon Palette Menu at any time during the game and choose from any category of weapons and grenades. To change the weapon you currently have equipped for each category, you must access your weapons cache at a gun store or one of your cribs.

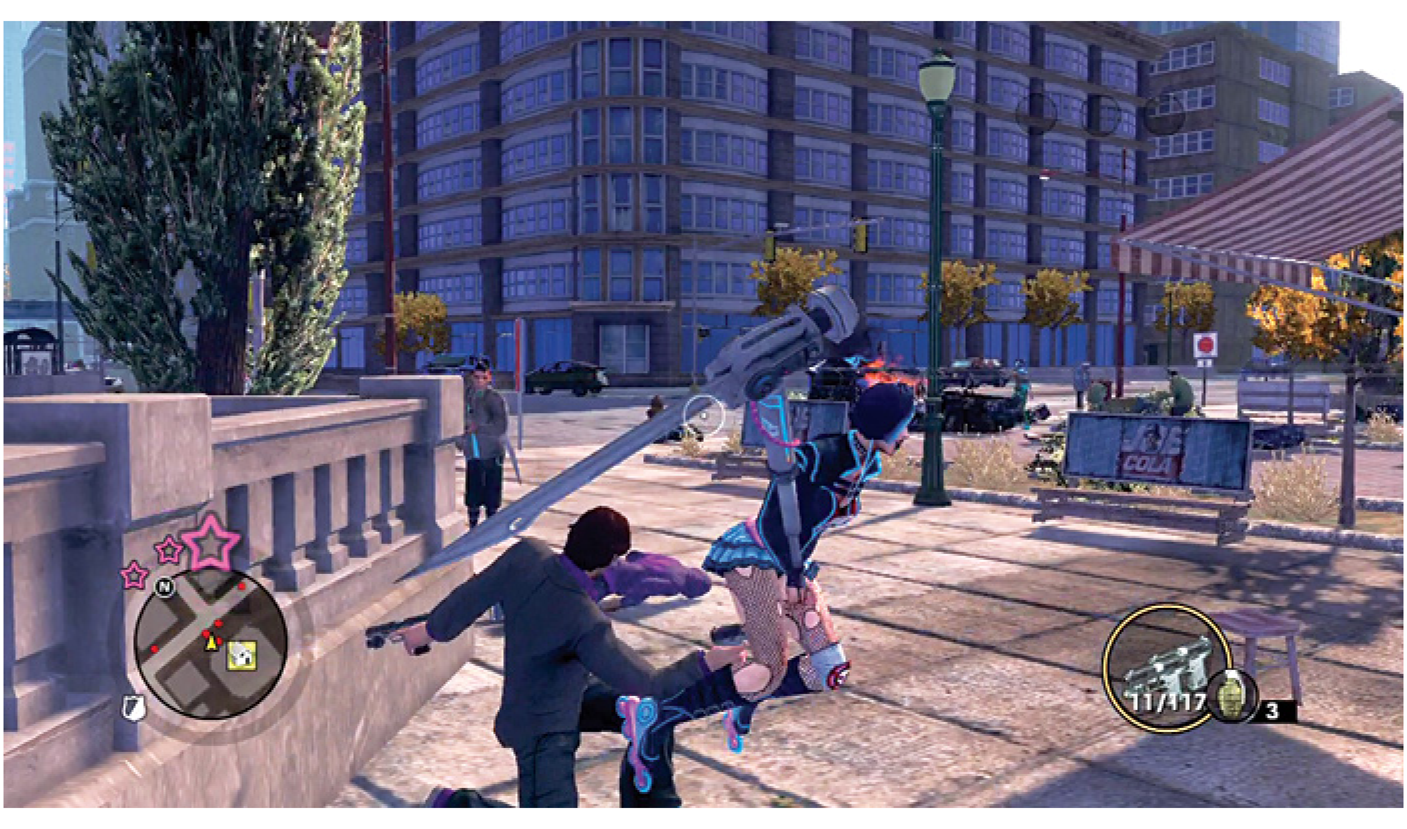
Melee



Players can engage in visceral melee combat with any person in the world at any time by selecting the Fist from the weapon selection menu. Melee combat features combo attacks and finishers with custom animations and camera views to reward players for landing combo attacks. Hand-to-hand combat is initiated with a light or heavy attack.

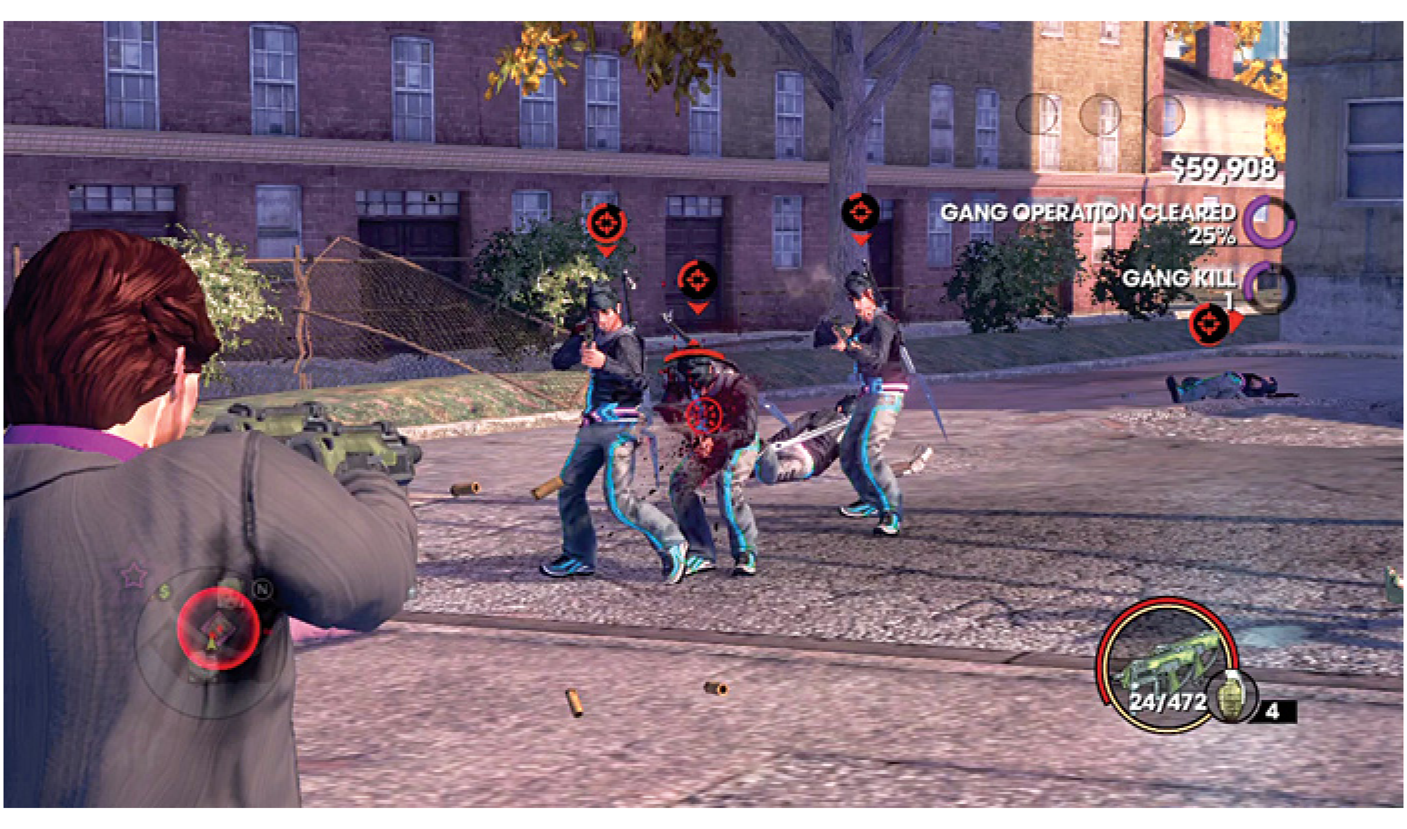
Continuing to press the buttons creates a combo attack that can end with several finishers. When a combo is underway, buttons appear on the HUD; if you are able to press the corresponding button, the attack becomes stronger. In addition to using your fists for melee combat, you also have an assortment of close-combat weapons. All of the melee weapons must be used at short range and, for the most part, consist of swinging instruments like bats.

Testicular Assault



While wielding a weapon, you always have a fallback attack called a Testicular Assault. This is a simple quick melee attack that can be used at any time, from the front or back, and will damage and incapacitate enemies in funny ways. This a comical, single-hit maneuver can be as useful as it is painful.

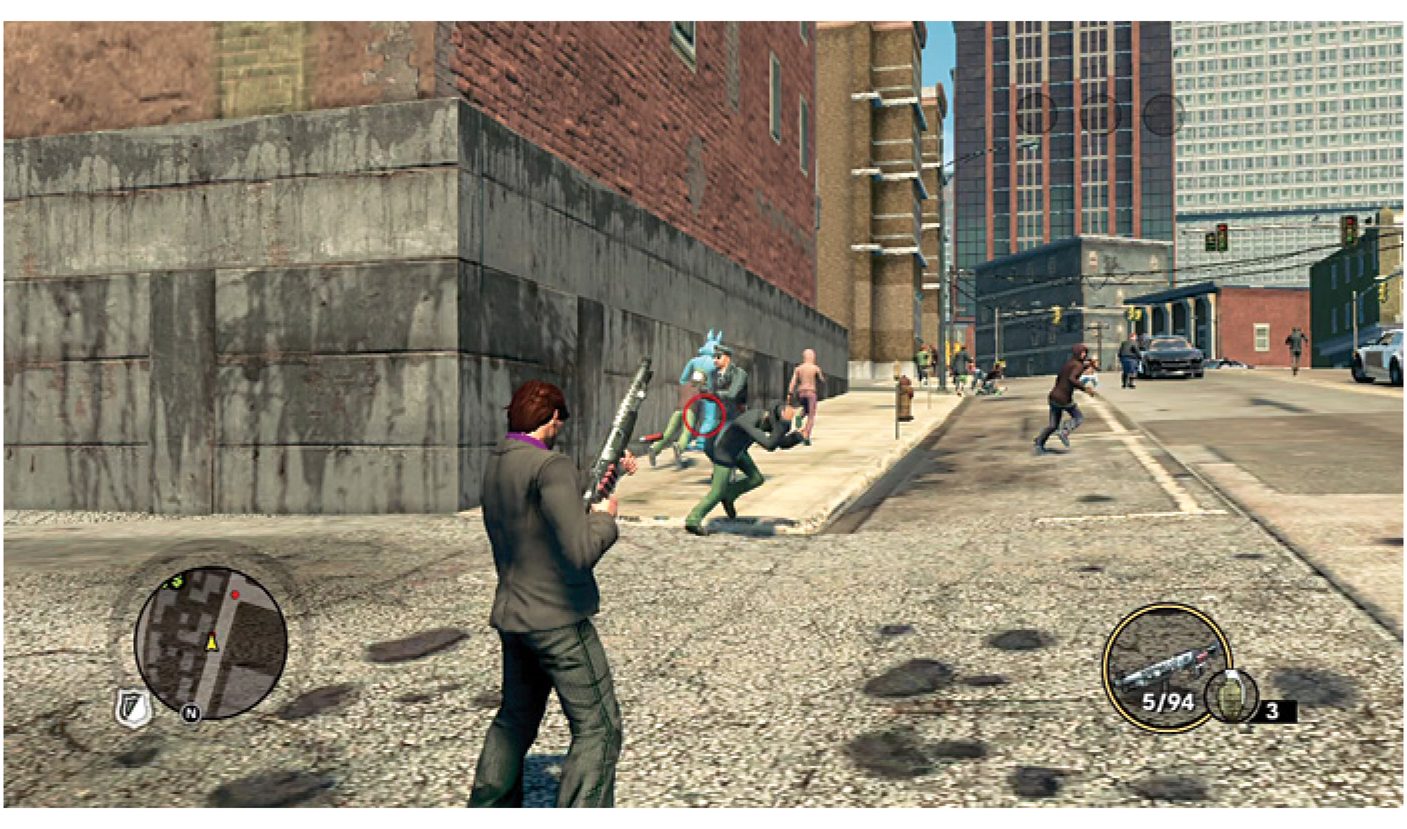
Shooting



Shooting is the main form of combat. There are numerous weapons and upgrades that allow you to customize how your weapons improve over the course of the game.

Each weapon has upgrades that can change its recoil, reload amount, rate of fire, accuracy, and other attributes. Some of the smaller weapons like the pistol and SMG can even be dual wielded by purchasing an upgrade.

Reloading and Ammo

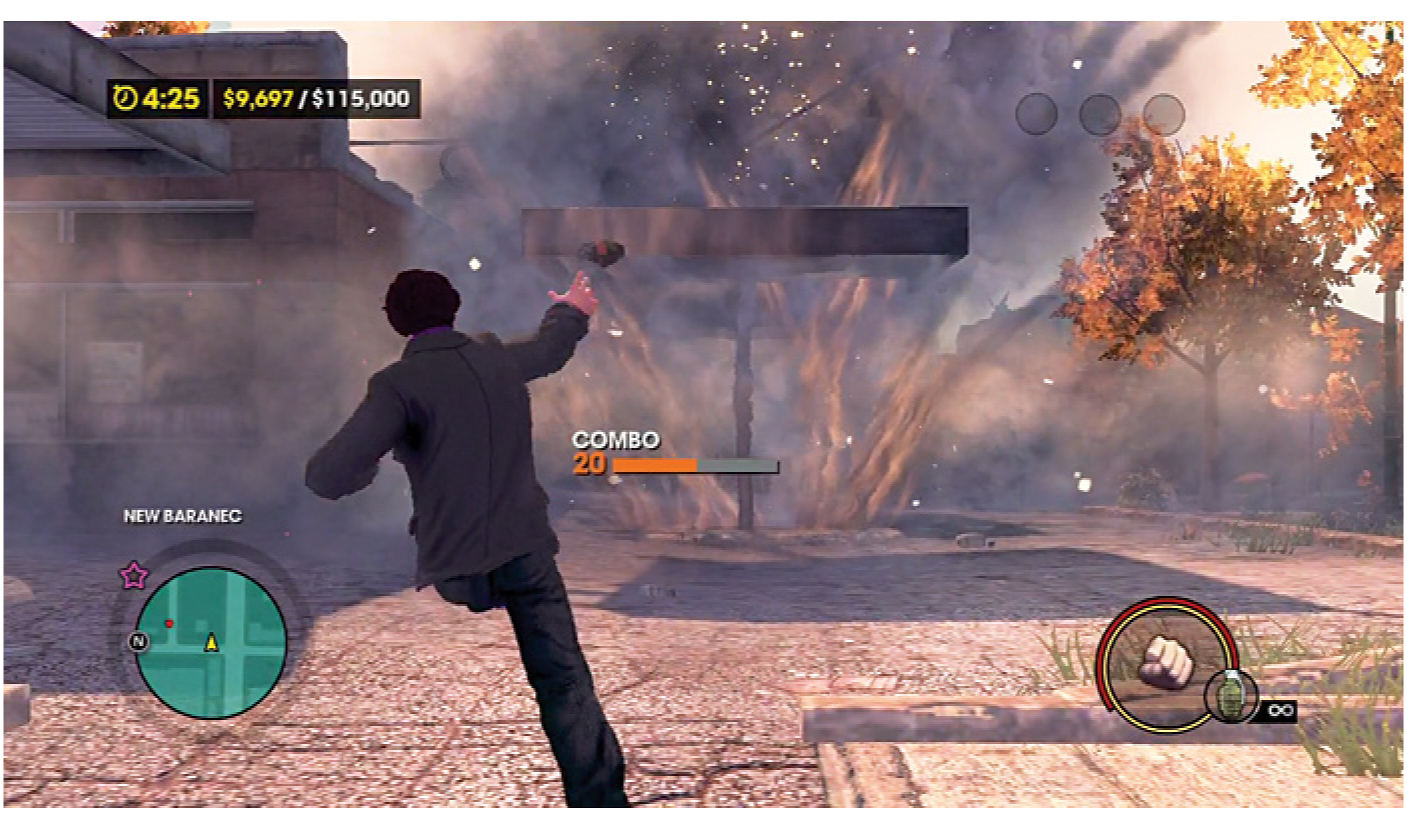


Weapons automatically reload when the clip is empty. However, you can also strategically reload your guns manually to avoid awkward situations.

Any time you take cover to regenerate your health or get a breather, check your ammo status and consider manually reloading.

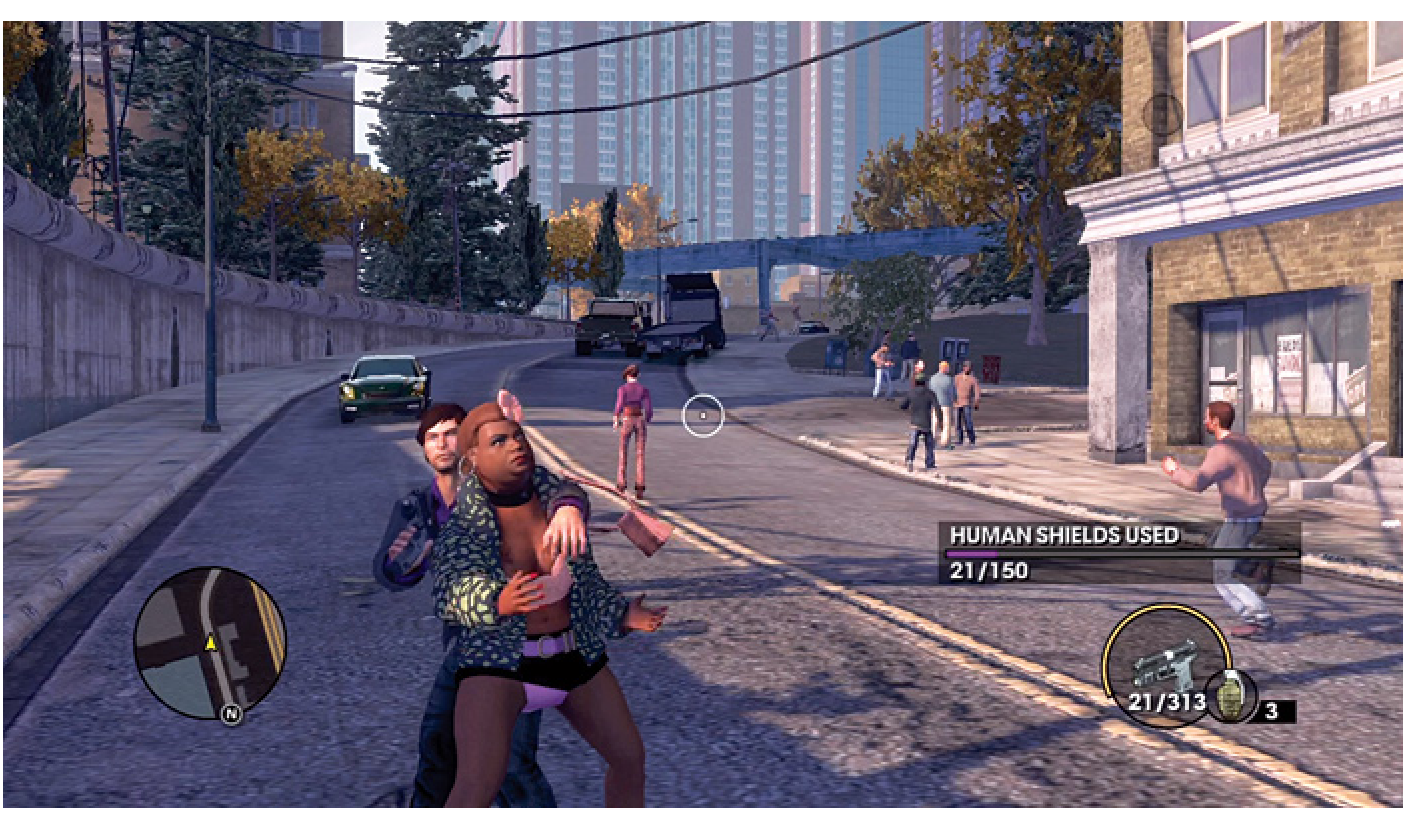
The amount of rounds for each weapon can be increased by upgrading the gun itself or by using the Upgrade app. Luckily, all guns of the same type, such as rifles, use the same ammo so switching from one rifle to another means it will have the same ammo.

Off-Hand Grenades



Players can throw grenades at any time. Unlike the previous versions of Saints Row, you no longer must manually switch to the grenade you want to throw on a Weapon Select Menu in the middle of combat. Instead, select a grenade at any time and then throw it even while shooting or doing another action.

Human Shield



Grab almost any person and use them as a human shield. Human shields absorb bullets being fired by enemies and provide you with a moving cover. With a human shield, you can recover health in the middle of a tough combat situation.

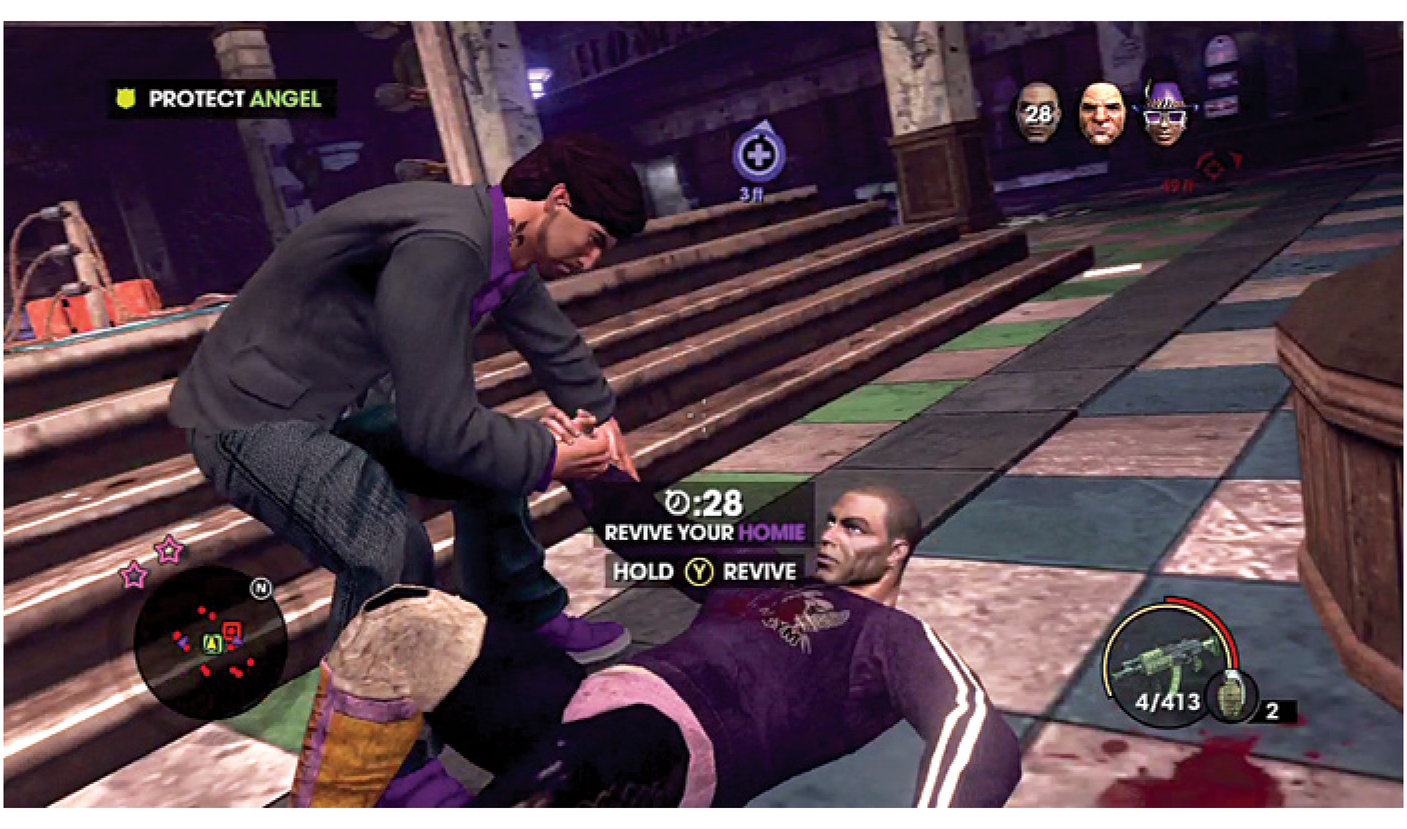
If you choose, you can also execute or throw the human shield at any time. Grabbing and executing a human shield is a great one-hit kill that can remove enemies fast. On the other hand, the hostage can be tossed to knock down other enemies.

Quick-Time Events

Quick-time events (QTEs) are gameplay elements that require you to mash buttons or press specific buttons within a given time period to avoid taking damage or to perform a special move.

These QTEs are used in missions, boss battles, Brute combat, and other gameplay during intense parts of the game.

Down and Revival



In single-player games, you simply die if you take too much damage. In Co-op, you can be revived with the assistance of the co-op player. Recruited gang members (followers) and story characters (homies) can be revived when they are downed.

You will receive multiple prompts on the HUD that a follower or homie is downed; a timer also appears. Get near the downed character and press and hold the specific button to revive the downed person and restore their health. I

f you do not revive fallen comrades before the time is up, that person dies. During a mission, if one of your homies dies you will usually fail.

Game System

Customizing

Customizing

The amount of options to customize your character, clothes, cars, and gangs is just plain sick! This is not a small set of selectable choices, it is an immense system for creating countless combinations.

This takes the notion of "play it your way" and jams it full of easy tools to give the game a personalized feel that each player is in complete control of. As an added incentive to experiment with different options, anything you purchase for customization earns you a small amount of respect that is used to boost your rank.

Total customization choices:

2 body genders
4 races
4 bodies
55 skin colors
4 skin masks
5,000+ morphs
28 facial hair styles*
13 eyebrows styles*
52 hair styles*
35 hair colors
14 eye colors
80+ makeup and facial features
500+ pieces of clothing
126 clothing colors
200+ tattoos
* Including the "None" option

Note

The total permutations of customization choices exceeds a googol googol, meaning greater than 1 with 200 zeros. I got up to 150 digits and got tired of counting the permutations and I hadn't even exited player creation. So, that doesn't include any clothing or tattoos."
- Eric Braun, Senior Programmer.

Character

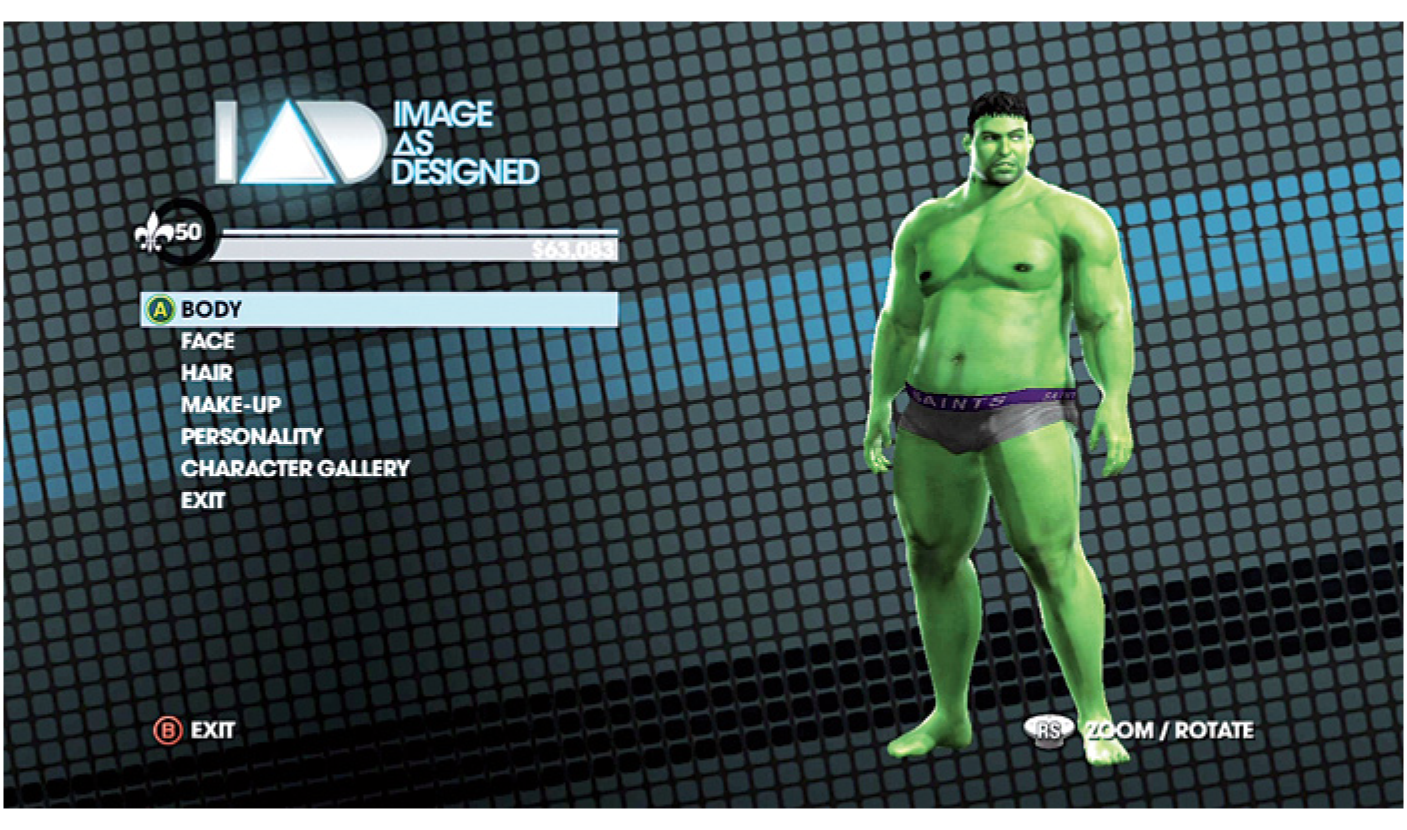


IMAGE AS DESIGNED
50
$63,083
Ⓐ BODY
FACE
HAIR
MAKE-UP
PERSONALITY
CHARACTER GALLERY
EXIT
Ⓑ EXIT
RS ZOOM / ROTATE

The character creation system enables you to make a completely unique virtual representation in the game world. The options are dizzying and your imagination is pretty much the only restriction. You can craft a very good likeness of yourself, a celebrity, or any of your favorite characters.

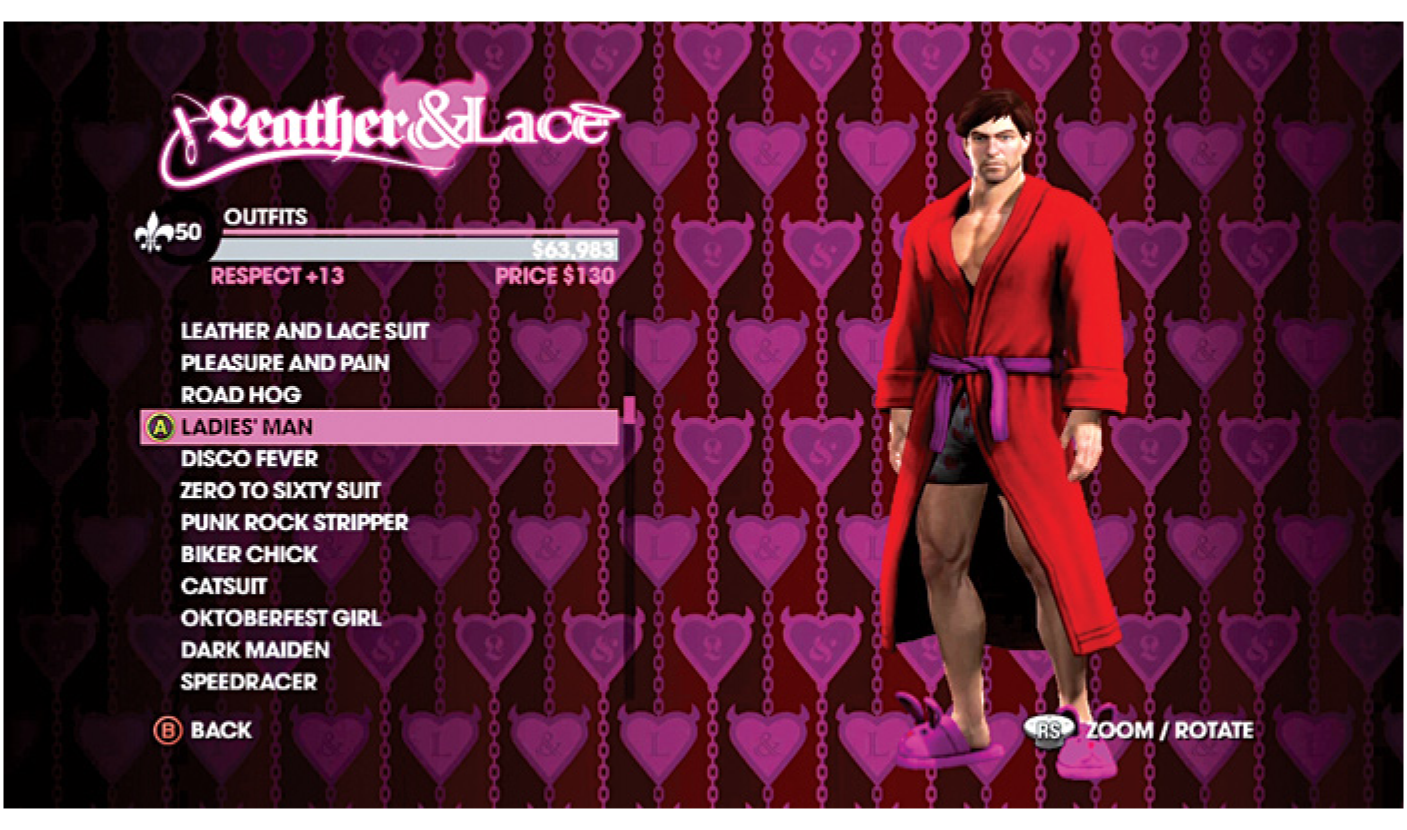
The best part is that after your initial makeover, you can go to the shop Image by Design and completely rework your character at any time.

Not only can you determine how your character looks, you can also change their personality, including their voice. There are seven different voices to play around with and each one has its own style and unique lines of dialogue.

If you're up for something out of the norm, try the zombie voice for hilarious groaning responses. There is even a feature to upload and download your character to the community site. This chart illustrates just the top-level options at your disposal for customizing you character.

Body Area	Customisable features
Body	Sex, Race, Build, Skin, Body, Mask, Age, Sex appeal
Face	Featuers, Crown, Forehead, Brow, Eyes, Eye Color, Ears Cheekbones, Nose, Mouth, Chin, Jaw
Hair	Facial hair, Eyebrows
Make up	Eyeliner, Eyeshadow, Cheeks, Mouth, Entire Face, Interns, Fingernails
Personality	Voice, Compliment, Taunt

Clothes


Leather&Lace
50
OUTFITS
$63,983
RESPECT +13
PRICE $130
LEATHER AND LACE SUIT
PLEASURE AND PAIN
ROAD HOG
Ⓐ LADIES' MAN
DISCO FEVER
ZERO TO SIXTY SUIT
PUNK ROCK STRIPPER
BIKER CHICK
CATSUIT
OKTOBERFEST GIRL
DARK MAIDEN
SPEEDRACER
Ⓑ BACK
RS ZOOM / ROTATE

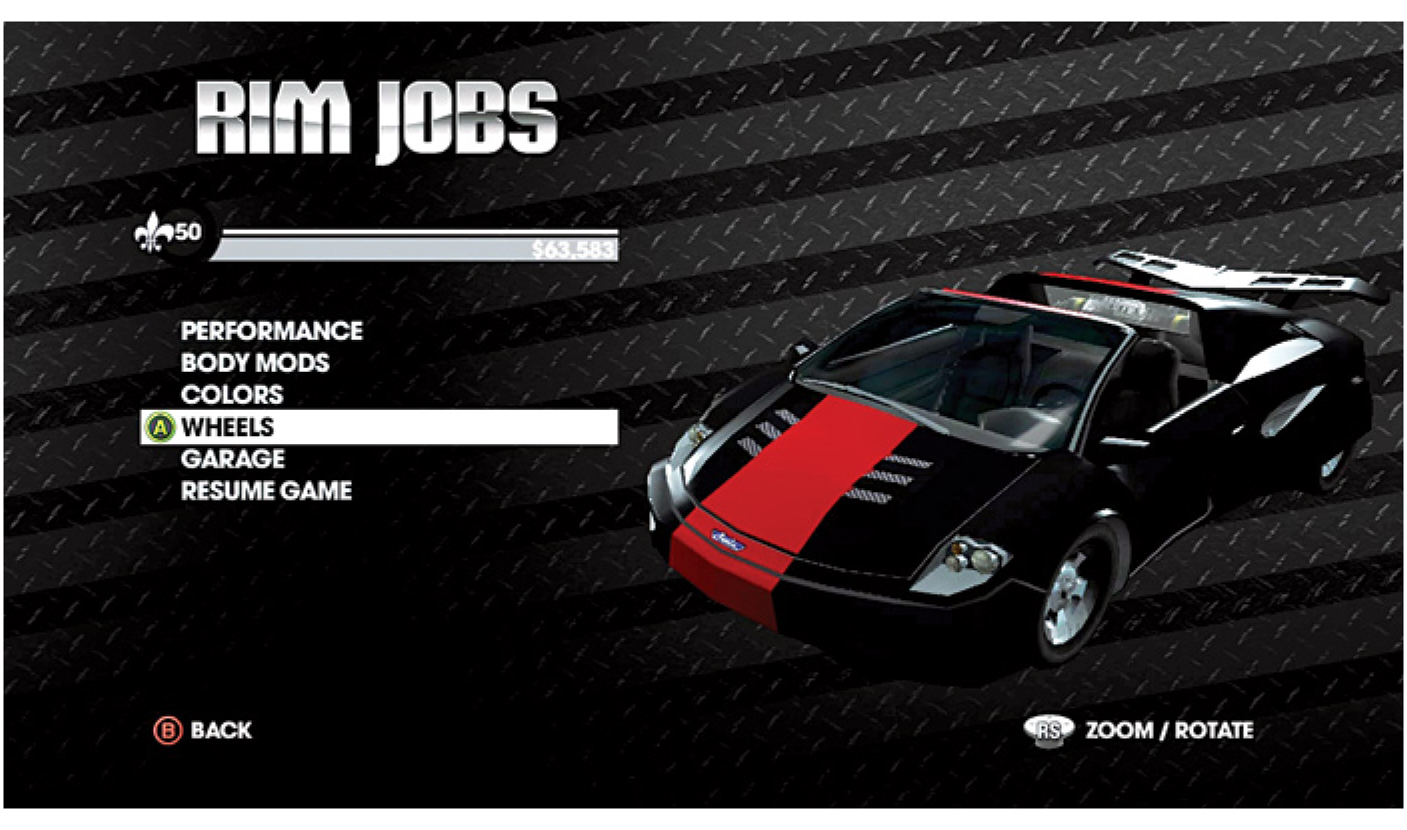
It seems like a tragedy to throw clothes on that finely crafted body you just made, but once you check out the options it hard to resist playing dress-up with some of the crazy combinations.

There are tons of choices to cover your character from head to toe, including accessories like piercings and jewelry. Yet, there is no requirement to wear anything, so you can stroll around fully decked-out or stripped down naked. Most of the clothing shops are Planet Saints that were inspired by your gang and feature hip gangster clothing.

However, there are three speciality shops—Nobody Loves Me, Let's Pretend, and Leather and Lace—that offer some unique apparel. Here is a sample of the various options for styling your character.

Body Area	Customisable features
Head	Hats, Eyewear, Face Wear
Upper Body	Upper Body, Necklace, Backback, Bra
Lower Body	Lower Body, Shoes, Underwear
Piercings	Ear Piercings, Face Piercings
Outfits	Suits

Vehicles

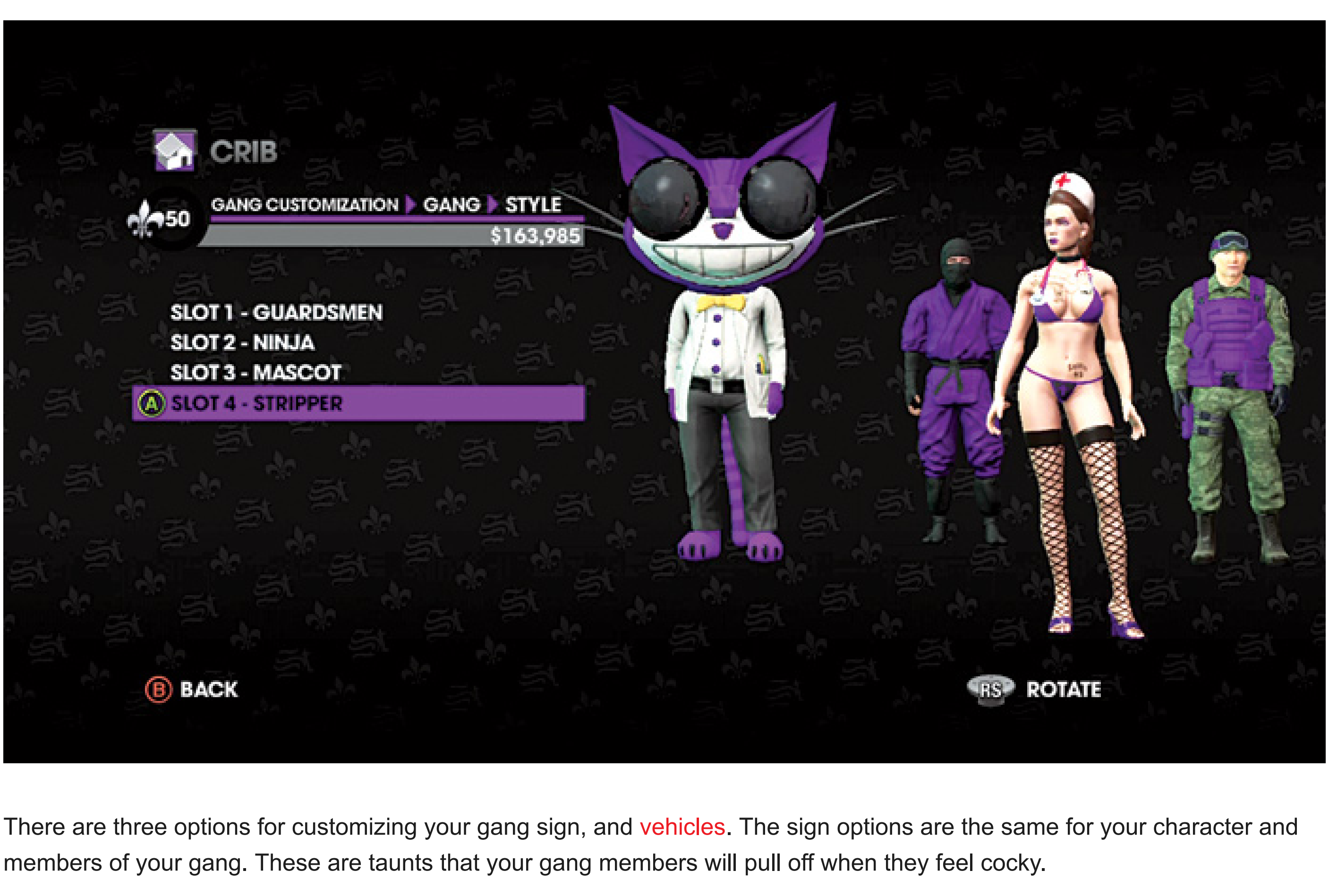

RIM JOBS
50
$63,583
PERFORMANCE
BODY MODS
COLORS
Ⓐ WHEELS
GARAGE
RESUME GAME
Ⓑ BACK
RS ZOOM / ROTATE

You can't expect the Saints to roll around in a standard, off-the-lot car. This gang is oozing with style and you need to pimp their rides to match.

Pull into any Rim Jobs or use your garage feature at your crib to put some cool and useful mods on your vehicles. Not all vehicles can be modified, and there are different tweaks for bikes and cars. Also, different classes of car even have different customization options.

Body Area	Customisable features
Performance	Torque, Tire Durabilty, Reinforced Bumper, Reinforced Frame, Nitrous, Kneecappers
Body Mods	Grills, Exhaust, Tips, Front, Bumpers, Lights, Hoods, Mirrors, Rear, Bumpers, Roofs, Side Skirt, Spoilers
Colour	Body, Trim, Rim, Interior, Window Tint, Interior, Underglow
Wheels	Both Axles, Front Axle, Back Axle

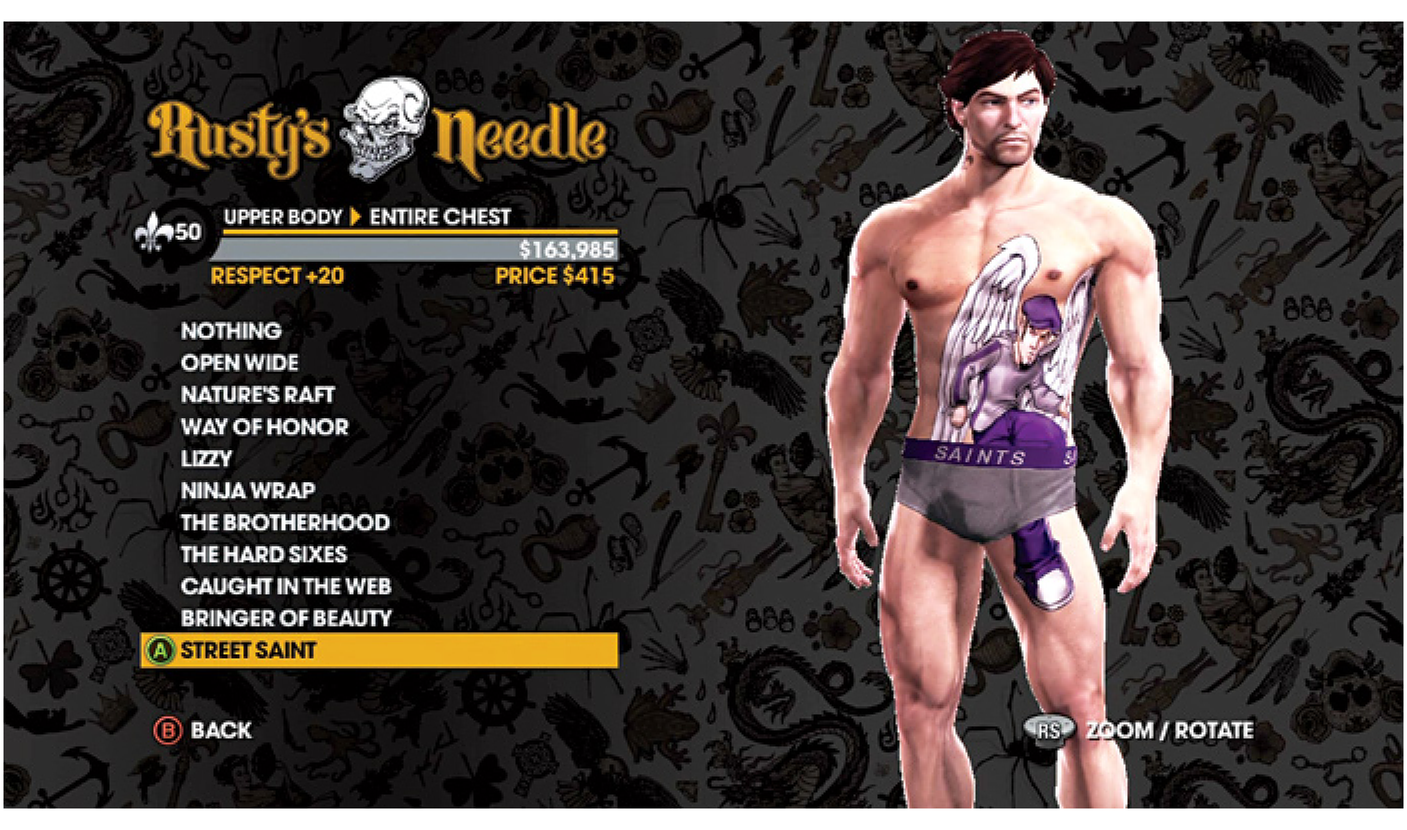
Gang


CRIB
50
GANG CUSTOMIZATION ▶ GANG ▶ STYLE
$163,985
SLOT 1 - GUARDSMEN
SLOT 2 - NINJA
SLOT 3 - MASCOT
Ⓐ SLOT 4 - STRIPPER
Ⓑ BACK
RS ROTATE

There are three options for customizing your gang sign, and vehicles. The sign options are the same for your character and members of your gang. These are taunts that your gang members will pull off when they feel cocky.

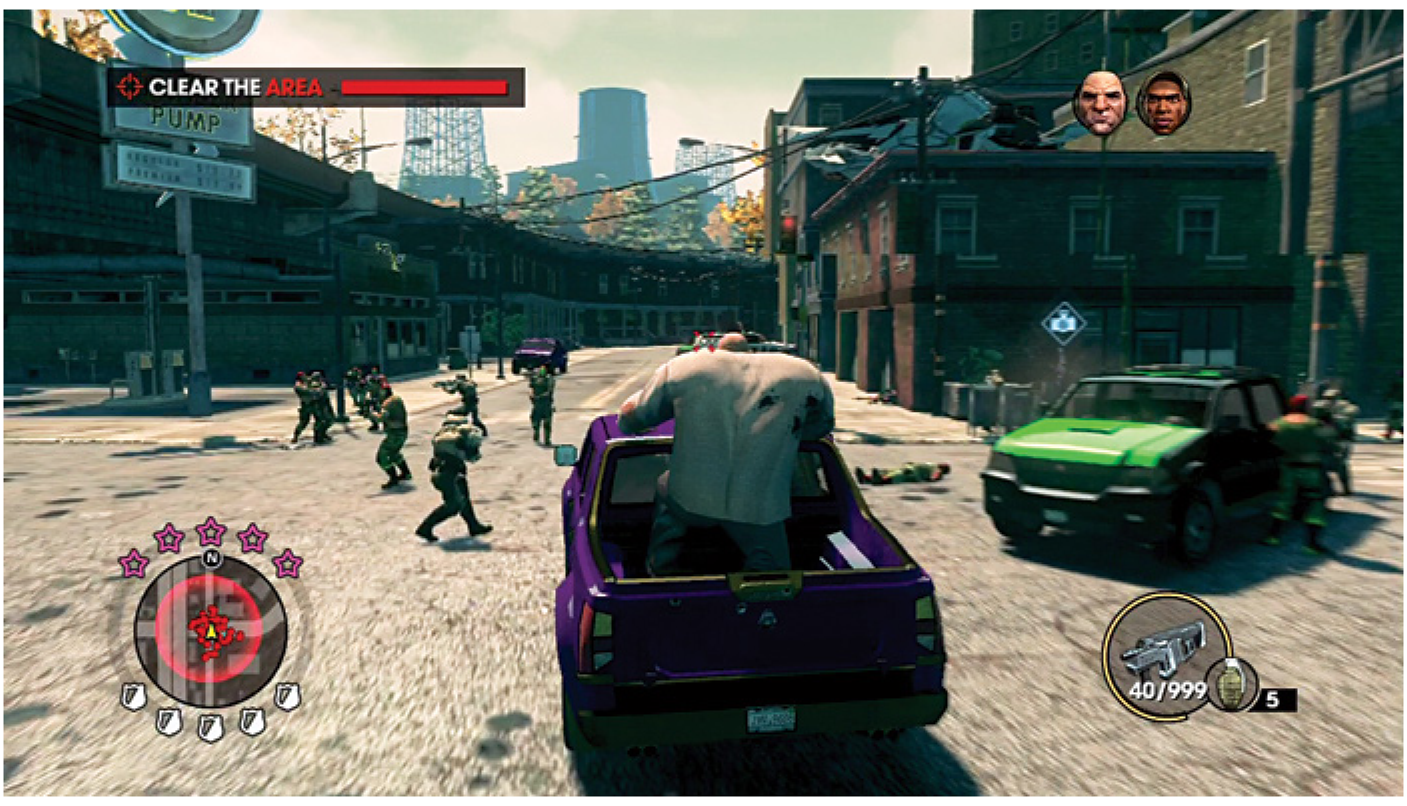
As you complete the Campaign and Activities you can unlock styles to increase your list of choices for each of the four style slots. Also, as you take over Strongholds you will be able to customize your followers to look like the rival gangs. Vehicles has three slots for you to pick the specific cars you want your crew to drive around the city.

Tattoos


Rusty's Needle
50
UPPER BODY ▶ ENTIRE CHEST
$163,985
RESPECT +20
PRICE $415
NOTHING
OPEN WIDE
NATURE'S RAFT
WAY OF HONOR
LIZZY
NINJA WRAP
THE BROTHERHOOD
THE HARD SIXES
CAUGHT IN THE WEB
BRINGER OF BEAUTY
Ⓐ STREET SAINT
Ⓑ BACK
RS ZOOM / ROTATE

One final touch to make your character your own is to add some ink. Stop by any of the Rusty's Needle tattoo shops to pick some art for your head, neck, back, chest, arms, and legs. Getting a tattoo isn't a serious commitment, as tats can be removed as easily as they are added. This allows you to experiment with different combinations and continue to alter your character with no regrets.

Notoriety



Notoriety is your "wanted level." It tells you what level of response to expect from the two types of enemy forces. Notoriety is increased by committing acts of violence or provocation against enemy gang members, law enforcement, and even pedestrians. The game system will begin spawning a defined set of vehicles and characters appropriate to the level of your notoriety.

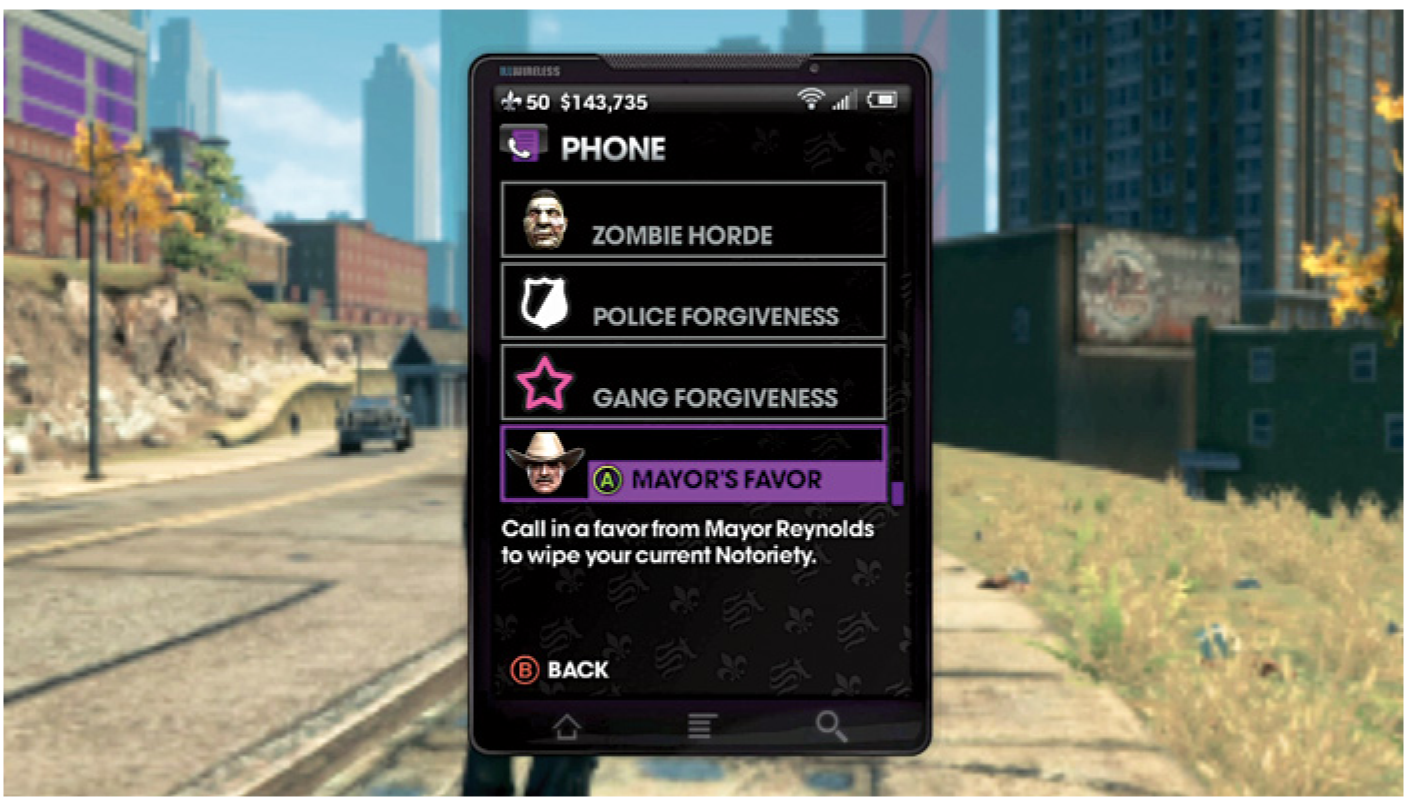
Law Enforcement Notoriety

Law enforcement notoriety is a measure of how much police, SWAT, Guard, and STAG (when they arrive in Steelport) are interested in you. Law enforcement officers will respond to violence committed against pedestrians or just general violence, like shooting your weapon out in the open.

Gang Notoriety

The Syndicate, as a combined organization of three gangs, responds to negative actions against any of their members. The gang notoriety is carried over from area to area and from one gang to another. For example, if you have level three notoriety (three stars) in Morningstar territory, that same level will carry over to level three Decker notoriety if you enter their district.

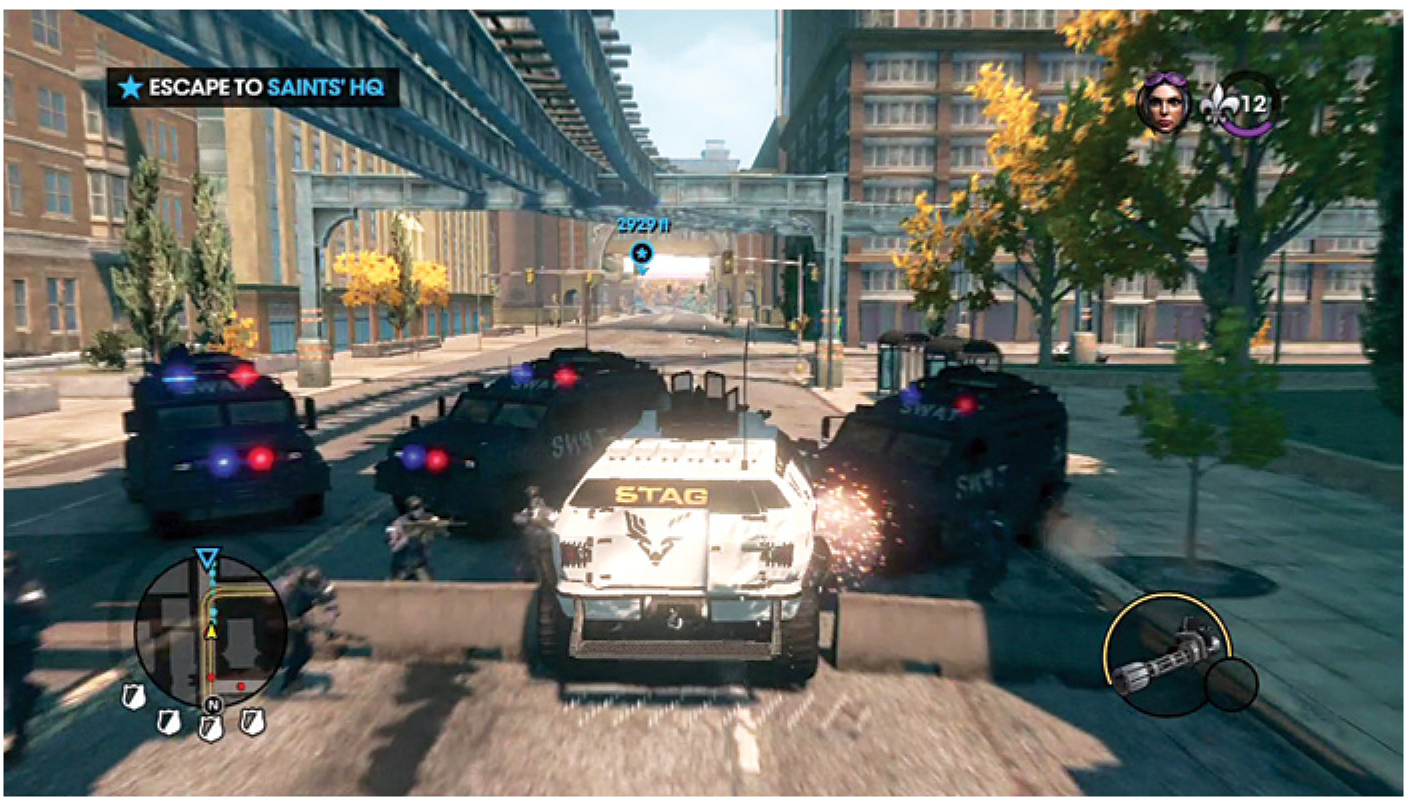
Notoriety Decay/Wipe



Call in a favor from Mayor Reynolds to wipe your current Notoriety.

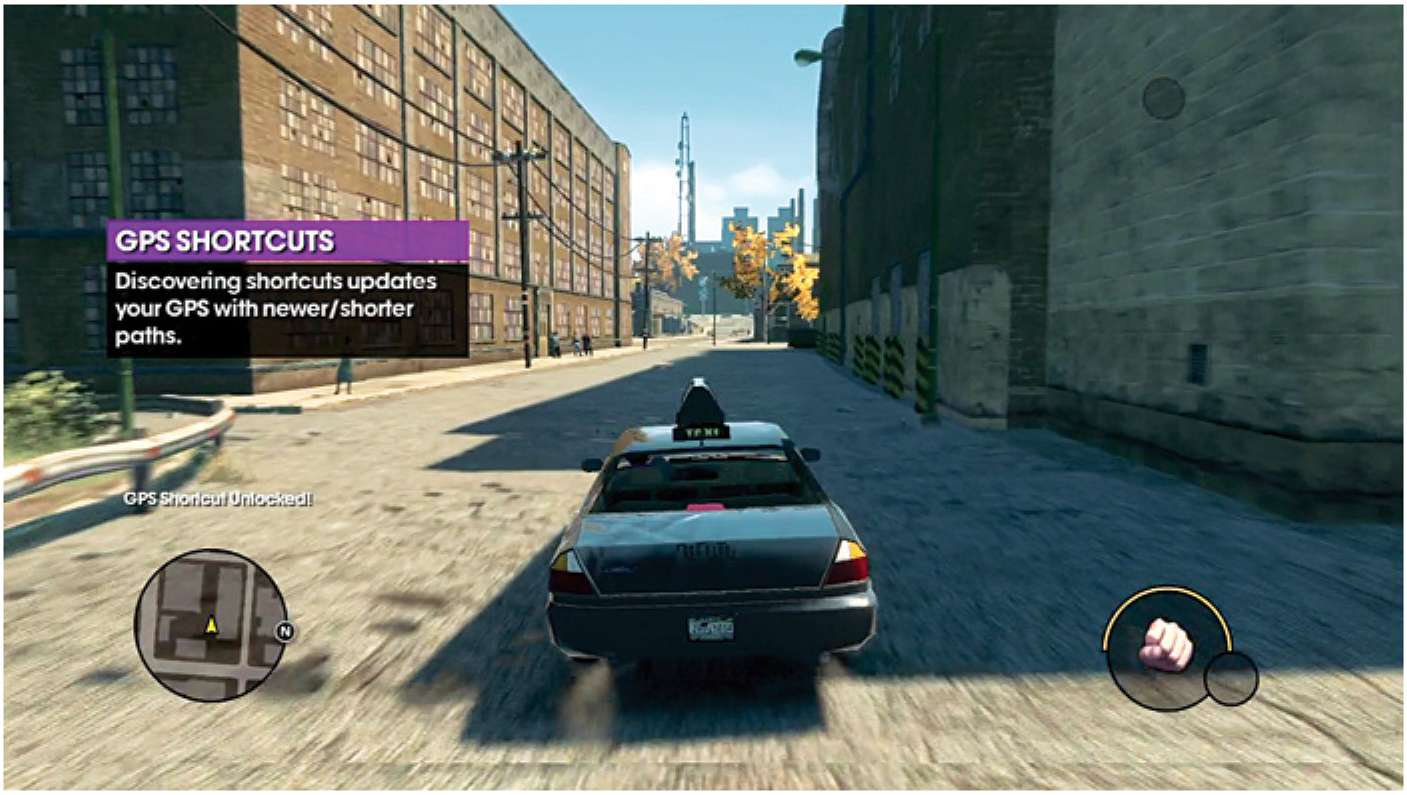
Over time, notoriety decays naturally, as long as you don't continue to commit acts of violence that would raise it. Using the Upgrades app, you can purchase the ability to increase the rate of decay and even completely wipe each type notoriety. Also, any shop you own or crib functions as a hideout and entering one removes all types of notoriety.

Roadblocks



After you reach a certain notoriety threshold, you will begin seeing gang or law enforcement roadblocks appropriate to the notoriety level. These spawn in front of you to impede your travel and provide resistance to an easy escape.

Shortcuts



GPS SHORTCUTS

Discovering shortcuts updates your GPS with newer/shorter paths.

GPS Shortcut Unlocked!

The city is a dense place with tons of roads, paths, and highways. However, hidden among the obvious roadways are paths less traveled: shortcuts. There are 263 back-alley and off-road paths that make up the shortcuts in the game. While it is never necessary to use a shortcut, finding 50 of them will complete a challenge in the Saintsbook.

Also, these shortcuts can be great time savers when you travel from place to place, especially if you are trying to ditch someone tailing you. Drive down just about any alley or path between buildings and you will probably find one.

Game System

Radio

Radio

The car radios in Saints Row: The Third continue to beat the car radios in other games that feature a dynamic and interactive radio experience.

ll radio stations, regardless of what station you're listening to, keep playing, even when you're not in a car. If you stop listening to a station, wait 10 minutes, and then go back, you'll notice it doesn't continue playing from where you left off, as though the station had paused.

Rather, these are real radio stations with music, programs, and DJs that keep going whether you're tuning in or not. You also have the option to turn the radio off. To cut down on repetitiveness and make the radio even more realistic, they feature randomly selects songs, ads, and other types of content to play.

Here is a list of all the stations with the songs and artists that are featured.

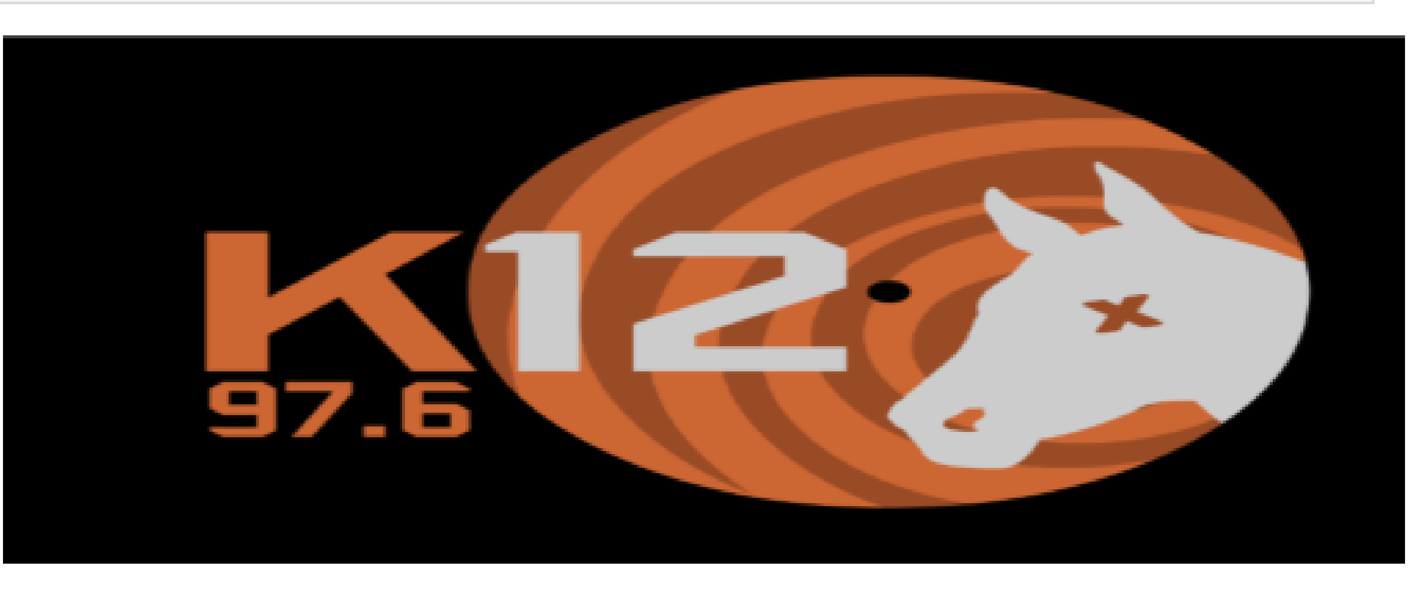
Hip Hop (Rap and R&B)

Track	Artist
Gimme What You Got	Amanda Blank
Done Did It (featuring Nicole Wray & NOE)	Blakroc
Throw Your Hands Up	Freeway
My Life Is A Party	G-Eazy
Power	Kanye West
Get It In (featuring Ammo & K. Madison)	K:B
I'm Burnt (featuring Problem)	Kurupt
Don't Panik	Madine
Paradise	Mickey Factz
Quiet Dog	Mos Def
In the Zone	Pharoahe Monch
Fur In My Cap	Rob Roy
Boom Bye Yeah	Sean Price
Push Play	Sixx John
Can't Stop Now	Southpaw Swagger
The Countdown	Sum Kid
93 Hardcore	Tandem
Yonkers	Tyler, The Creator
Mirrors (featuring Bun B)	Wale
Good to Go (featuring Bun B)	Yelawol

the Mix
107.77

80s and 90s Mix

Track	Artist
Stand and Deliver	Adam Ant
Fantasy	Aldo Nova
Holding Out for a Hero	Bonnie Tyler
Machinehead	Bush
Pepper	Butthole Surfers
Epic	Faith No More
Relax	Frankie Goes To Hollywood
You're the Best Around	Joe Esposito
Return of the Mack	Mark Morrison
Live Wire	Mötley Crüe
Shout at the Devil	Mötley Crüe
No Easy Way Out	Robert Tepper
My Adidas	Run DMC
Ball and Chain	Social Distortion
What I Got	Sublime
It's My Life	Talk Talk
Birds Fly (Whisper To A Scream)	The Icicle Works
Funky Cold Medina	Tone-Loc



Electronic

Track	Artist
Baggy Bottom Boys	Jokers of the Scene
State of Ghetto Jackin (featuring DJ Nasty)	Baobinga
Satisfaction	Benny Benassi
A City in Florida	Deadmau5
Idealistic	Digitalism
Pitiless	Dilemn
Heartbeats	Grum
Double Bubble	Jesse No
Angry Elephants	Junkie XL
Wallflower	Kevin & Carrick
Scrub Down	Kevin Seaton
O NO U DON'T	Jesse No
C.L.U.B.	MNDR
Neckbrace	Ratatat
Woo Boost	Rusko
31 Seconds to Die	The Bloody Beetroots
Don't Break It	Tugboat

Pop Rock/Punk/Etc.

Track	Artist
Volcanology	Brooklyn
Diamond Eyes	Deftones
Clarion Call	Delphic
Stupid Grin	Dragonette
Renegades	Feeder
Sha La La La La	Heavy Young Heathens
Too Fake	Hockey
Torture	King Khan and the Shrines
Animal	Miike Snow
Lost Desire	JR
Riot Rhythm	Sleigh Bells
Next Girl	The Black Keys
In Cauda Venemum	The Dear Hunter
Queen Dot Kong	The Do
El Matador	The Lines
Born Free	The Rassle
Stop Searching aka Sweatpants	Valencia
Paint Yourself	White Denim

the
106.66
Blood

Metal

Track	Artist
Berzerker	After the Burial
Runes To My Memory	Amon Amarth
Obfuscation	Between the Buried and Me
Perfect Weapon	Black Veil Brides
Suicide Jag	Chemlab
Feel Like I Do	Drowning Pool
Apocalyptic Havoc	Goatwhore
Regurgitated Disinformation	Job for a Cowboy
WW III	KMFDM
arma goddamn motherfuckin geddon	Marylin Manson
Divinations	Mastodon
Apologies Are for the Weak	Miss May I
The Lotus Eater	Opeth
Rise, Rebel, Resist	Otep
Misanthropy Pure	Shai Hulud
Love?	Strapping Young Lad
Necropolis	The Black Dahlia Murder
Farewell, Mona Lisa	The Dillinger Escape Plan
Slow Revolution	Tugboat
Engine Wrecker	You Love Her Coz She's Dead

WPDT
CPDG
adult swim

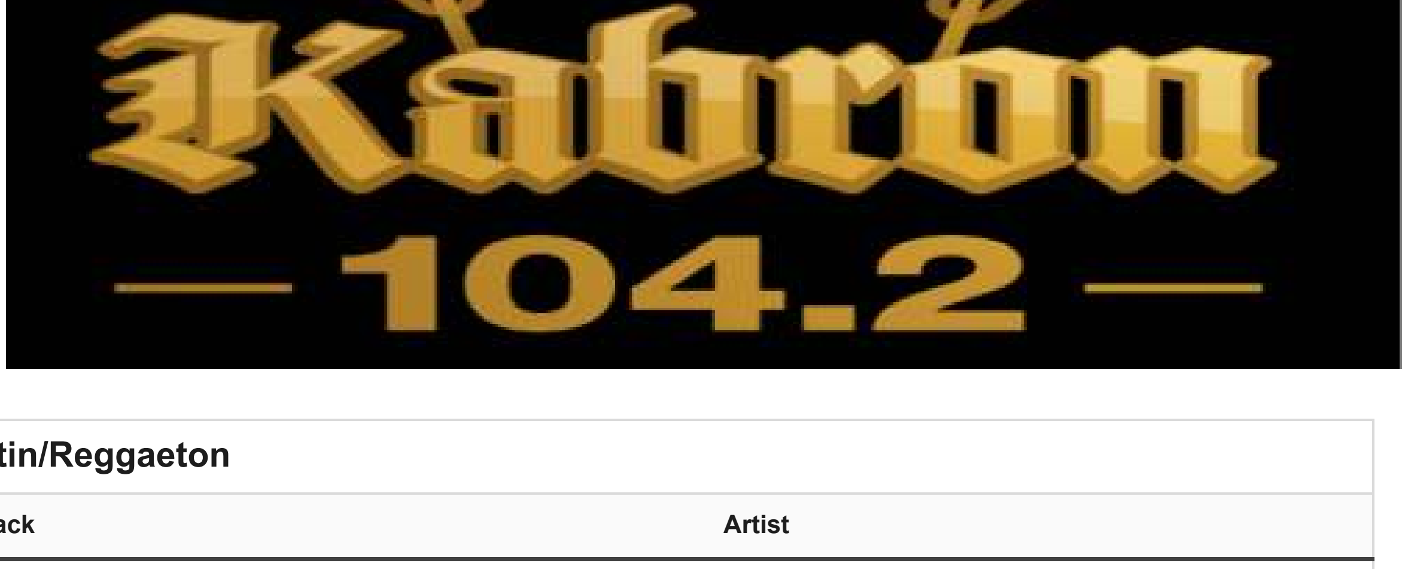
Adult Swim Music

Track	Artist
Let Spirits Ride	Black Mountain
INSUFFICIENT FAIR	Cerebral Ballzy
Winner	CheeseBurger
Basket Case	Dangerdoom
The Cyborg Slayer	Dethklok
No Vacancy	J.G. Thirlwell
The War	Mike Bigga
Anarchy	Odd Future
ATHF Theme Remix	Schooly D
Sports! Sports Bar Remix	Tim and Eric
Save Me From Myself	Unknown Hinson
Idiot	Wavves

102.4
KLASSIC

Classical

Track	Artist
Blue Danube	Strauss
Brandenburg Concerto No. 3 Allegro	Bach
Carnival of the Animals: The Fossils	Saint Saens
Serenade No 13 in G, Allegro	Mozart
Serenade No 13 in G, Rondo	Mozart
Hallelujah from Messiah	Handel
Humoresque Op 101 No 7	Dvorak
Hungarian Rhapsody	Liszt
Minuet	Boccherini
Ride of the Valkyries	Wagner
Skaters Waltz	Waldteufel
Spring Song	Mendelssohn
Stars and Stripes	Sousa
The Magic Flute: Der Holle Rache	Mozart
The Thieving Magpie Overture	Rossini
Waltz in D Flat Major Op 64 No 1	Chopin
William Tell Overture	Rossini

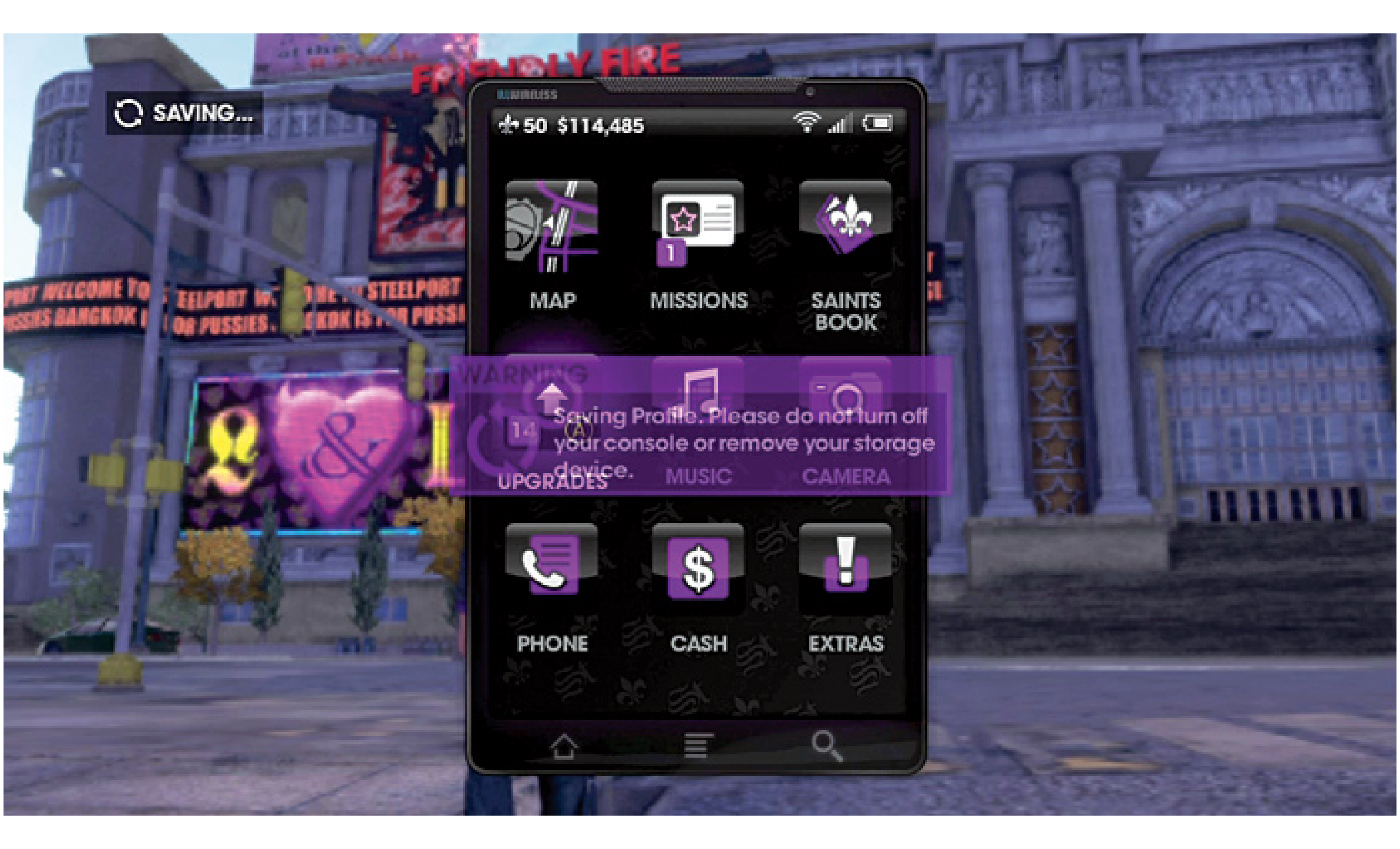


Latin/Reggaeton

Track	Artist
Este Reggaeton	Ambush
Vamonos Hasta Bajo	Blaster Chicks
Get Down	Calle Cardona
Ella Prende Gilla	DJ Genesis ft Shimola
Diva Virtual	Don Omar
Lujo	FDK
Dejate Llevar	FDK (featuring Pinky)
Movimiento Espectacular	Flama
Friendz	Chacka
Maria Juana	Mr. Kapri
Maldito Alcohol	Pitbull
La Turbina	Prophex
Sue Fue La Luz	Prophex Feat. R-1
Suéltate y Toma	Reggae Black
Ponte A Trabajar	Vakero
Todavia No Hay Na	Villanosam

Game System

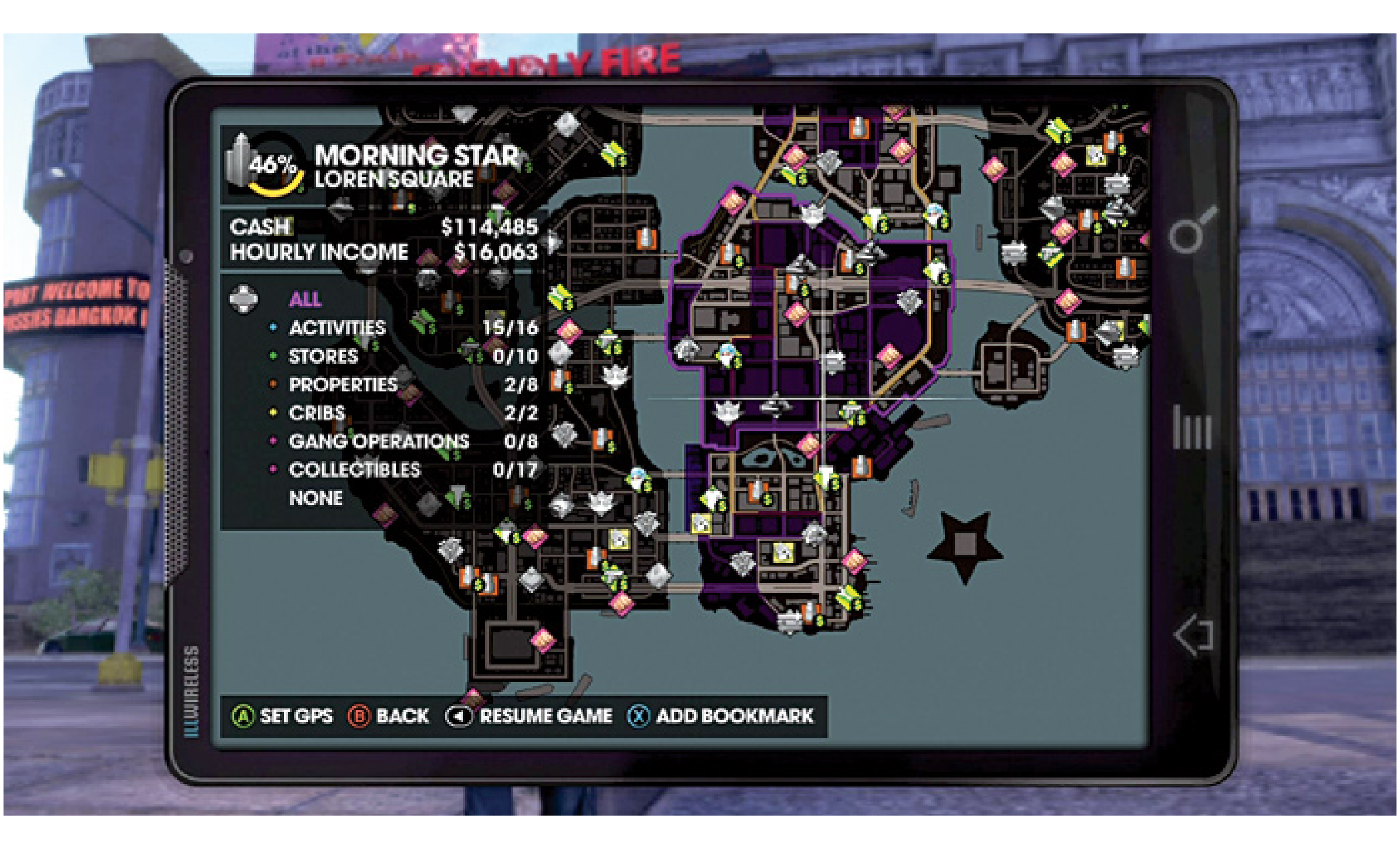
Cell Phone Menu


SAVING...
50 $114,485
MAP
MISSIONS
SAINTS BOOK
UPGRADES
MUSIC
CAMERA
PHONE
CASH
EXTRAS

WARNING Saving Profile. Please do not turn off your console or remove your storage device.

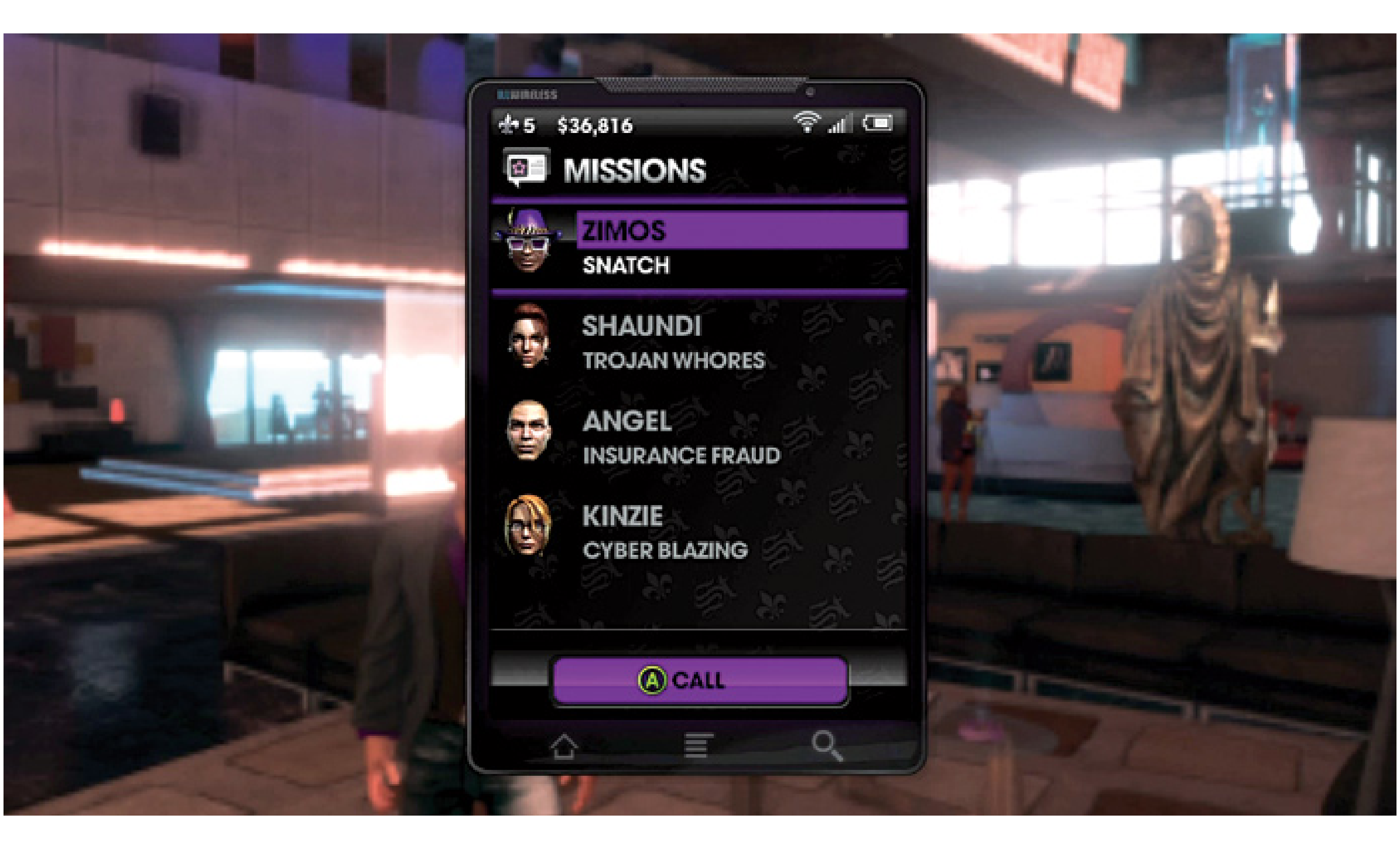
The cell phone is the main hub to access all of the menus, options, and upgrades for the game. Your phone has several apps or submenus, where you will have access to most of the game's systems.

Map


46% MORNING STAR
LOREN SQUARE
CASH $114,485
HOURLY INCOME $16,063
ALL
ACTIVITIES 15/16
STORES 0/10
PROPERTIES 2/8
CRIBS 2/2
GANG OPERATIONS 0/8
COLLECTIBLES 0/17
NONE
Ⓐ SET GPS Ⓑ BACK RESUME GAME Ⓧ ADD BOOKMARK

Selecting the map allows you to view all of Steelport, and zoom in and out to check out any hood. As you explore each neighborhood and complete missions, icons appear that corresponds to various gameplay elements. This app comes with a built-in GPS system that allows you to set a destination and receive visual indicators on the minimap and HUD to guide you. The map also contains numerous filters that display only the info you want to see about stores, cribs, Gang Operations, and more.

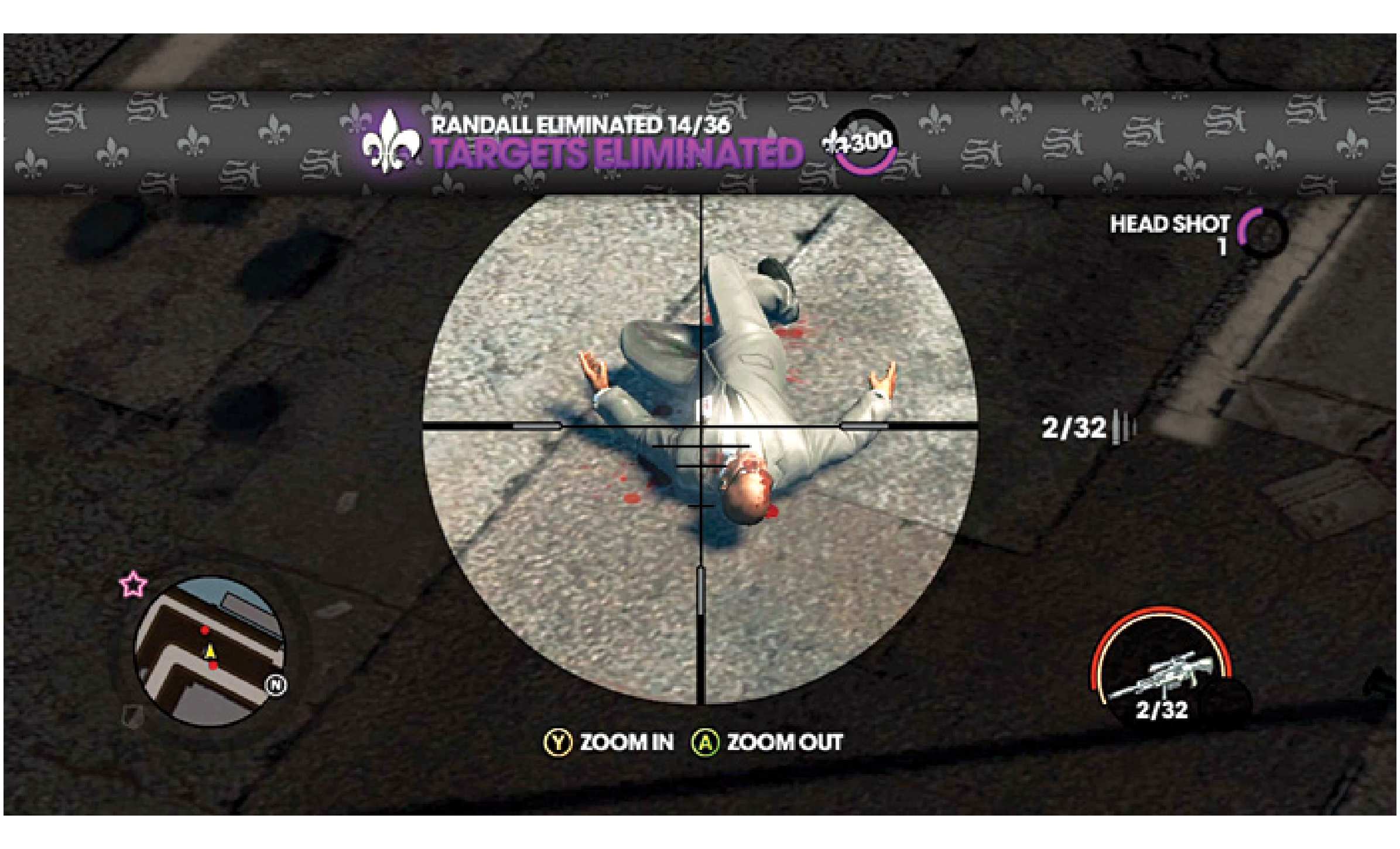
Missions


5 $36,816
MISSIONS
ZIMOS
SNATCH
SHAUNDI
TROJAN WHORES
ANGEL
INSURANCE FRAUD
KINZIE
CYBER BLAZING
Ⓐ CALL

Enter this section to select from any of the available main story missions from the Campaign.

Saintsbook

Assassinations


RANDALL ELIMINATED 14/36
TARGETS ELIMINATED
300
HEAD SHOT 1
2/32
2/32
Ⓨ ZOOM IN Ⓐ ZOOM OUT

These 32 mini-missions are exactly what they sound like: the targeted killing of an individual who has raised the concern or ire of the party employing your services. Although, it's never quite as simple as discreetly walking up to the target in public, killing them, and escaping without being seen.

GANG OPERATION CLEARED 12%
19 ft
PREMIUM CONCRETE Services
4/96
4

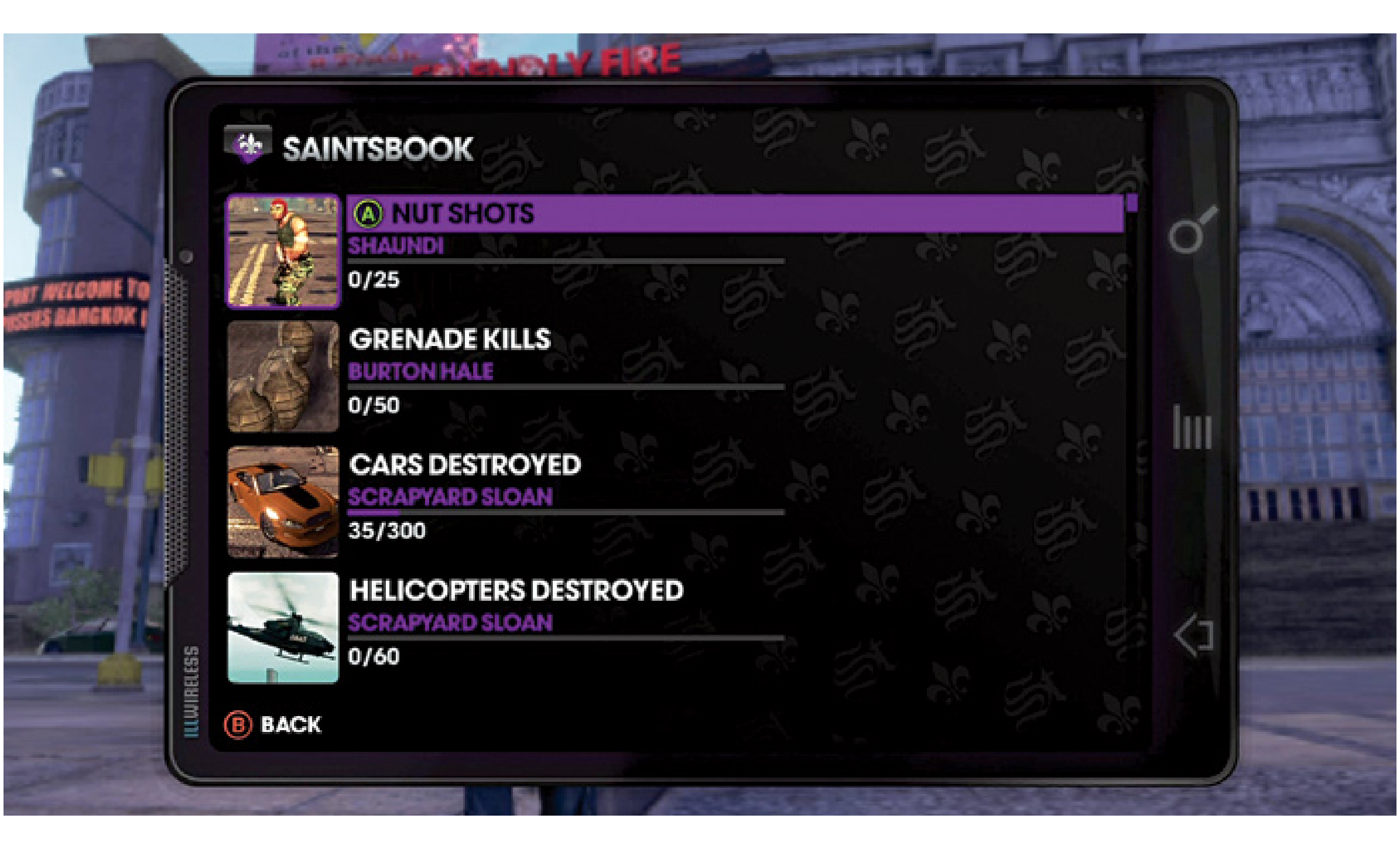
Initially, you have access to only a portion of the missions. You must complete various parts of the Campaign to continue to access new missions.

Vehicle Thefts

Steelport has five major chop shops that all want your carjacking services.

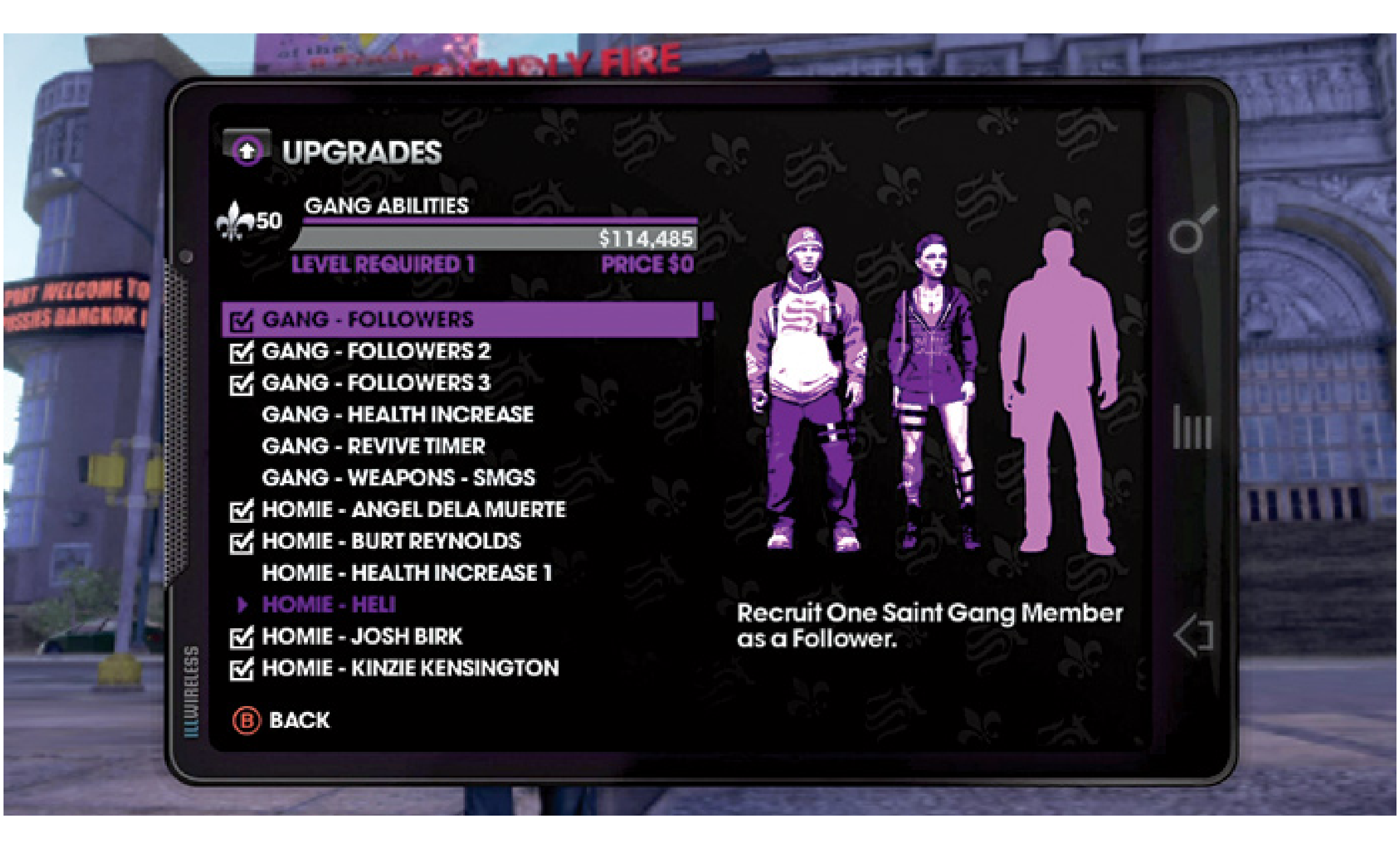
Each shop offers six jobs, with the difficulty increasing at each level. Like the Assassination jobs many of the theft missions become accessible only after specific points in the Campaign.

Challenges


SAINTSBOOK
Ⓐ NUT SHOTS
SHAUNDI
0/25
GRENADE KILLS
BURTON HALE
0/50
CARS DESTROYED
SCRAPYARD SLOAN
35/300
HELICOPTERS DESTROYED
SCRAPYARD SLOAN
0/60
Ⓑ BACK

These represent an achievement system that tracks the completion of 41 crazy tasks. They cover a huge spectrum, including killing and destructive goals, absurd actions like streaking, and simple exploration. As you complete milestone percentages of the required number of things to finish in a challenge, a message appears on the HUD. When you complete a challenge a reward screen indicate the payoff for your persistence.

Upgrades


UPGRADES
50
GANG ABILITIES
$114,485
LEVEL REQUIRED 1
PRICE $0
GANG - FOLLOWERS
GANG - FOLLOWERS 2
GANG - FOLLOWERS 3
GANG - HEALTH INCREASE
GANG - REVIVE TIMER
GANG - WEAPONS - SMGS
HOMIE - ANGEL DELA MUERTE
HOMIE - BURT REYNOLDS
HOMIE - HEALTH INCREASE 1
HOMIE - HELI
HOMIE - JOSH BIRK
HOMIE - KINZIE KENSINGTON
Ⓑ BACK

Recruit One Saint Gang Member as a Follower.

This incredibly important menu item keeps track of elements that are unlocked, and is the place to buy most of the upgrades for the entire game. Further strengthening the concept of "play it your way," you get to chose which upgrades to buy and when, making it the hottest app on your cell phone! Each upgrade costs some of your hard-earned cash, and also requires you to be at a specific rank. One of the best things about the system is that it shows you the next tier of upgrades so you always know what rank you must achieve to get them. You can plan out your upgrade path. There are tons of choices and there is really no right or wrong way to upgrade. Ultimately, it depends on your gameplay philosophy and personal preference. However, here are a few suggestions.

Plot your upgrade path! Since you can see the requirements for the next upgrade, when you get close to a milestone, perform some diversions to get the cash and respect you need.

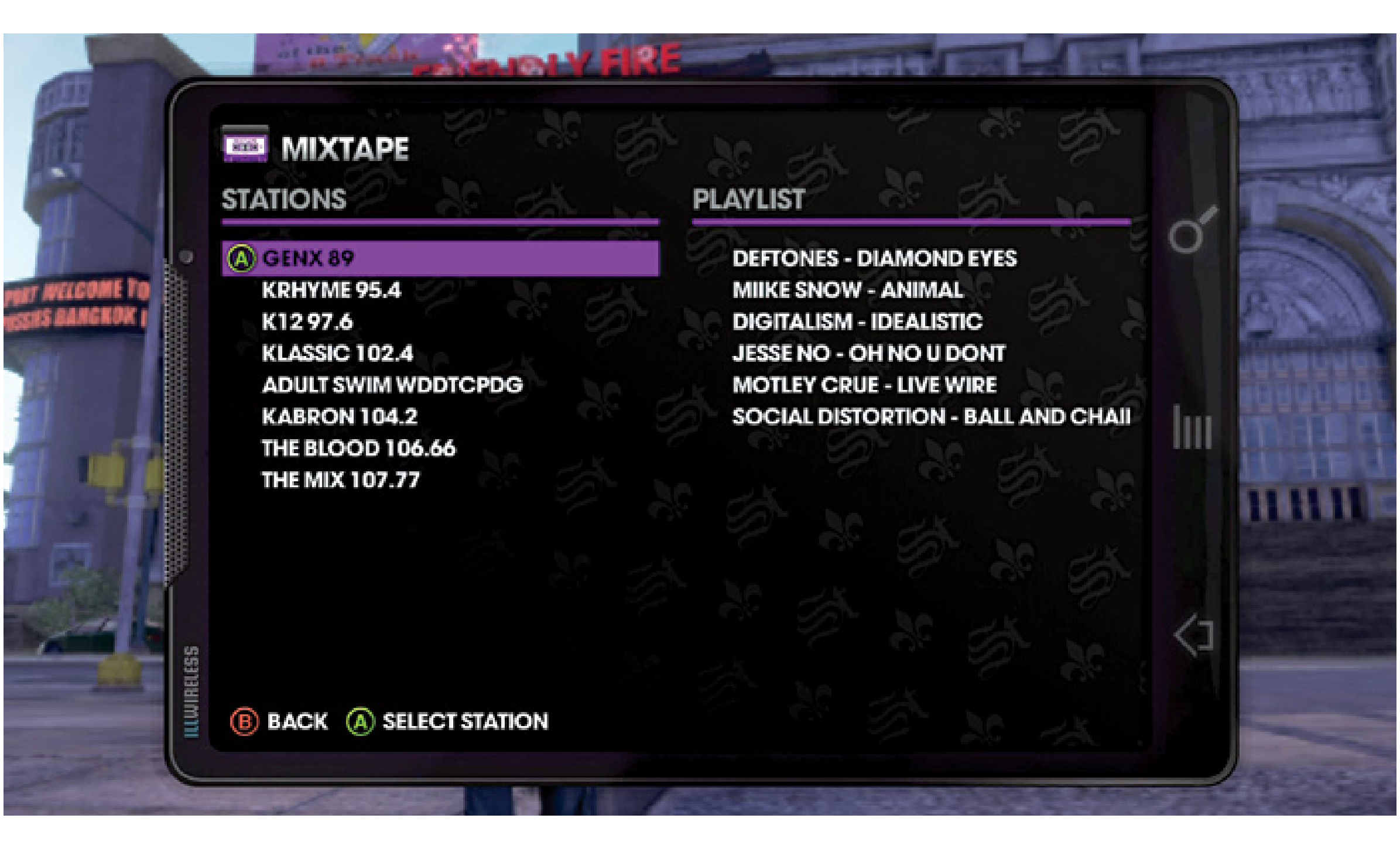
If you are in it for the long haul and plan on doing lots of supplemental gameplay like Activities, City Takeover, etc., then max out everything in the bonuses category to take maximize your earning and reward potential.

Pick your favorite weapon category and boost it as soon as possible. If you like the accuracy of pistols, increase the ammo and dual wield while upgrading the weapon itself at Friendly Fire.

Staying alive is key, and the best way to do that is buy the health upgrades as soon you reach the level required. Likewise, reducing the bullet damage has the same effect but approaches it from the other side of the equation.

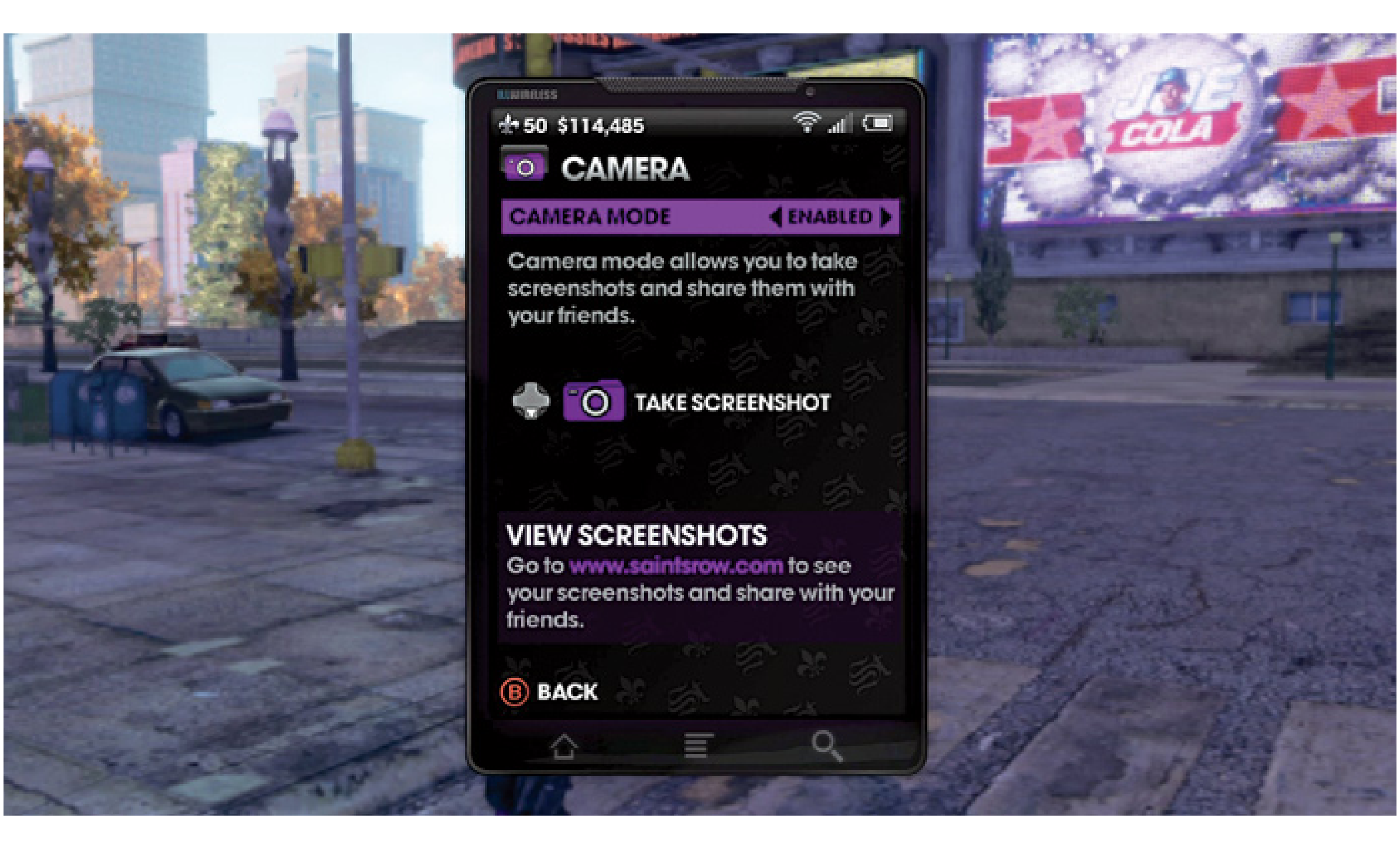
The game is pretty huge and speed is what you need. Getting the sprint upgrade means not only can you get around at a faster pace but also you can get to safety where you can heal and regroup.

Music


MIXTAPE
STATIONS
PLAYLIST
Ⓐ GENX 89
KRHYME 95.4
K12 97.6
KLASSIC 102.4
ADULT SWIM WDDTCPDG
KABRON 104.2
THE BLOOD 106.66
THE MIX 107.77
DEFTONES - DIAMOND EYES
MIIKE SNOW - ANIMAL
DIGITALISM - IDEALISTIC
JESSE NO - OH NO U DONT
MOTLEY CRUE - LIVE WIRE
SOCIAL DISTORTION - BALL AND CHAI
Ⓑ BACK Ⓐ SELECT STATION

A lot of time is spent behind the wheel and if you want more control over the vehicle's stereo system, this is the place to go. Not only can you permanently toggle stations on and off but you can make your own mix tape! Compile songs from any of the stations to create your own personal sound track.

Camera

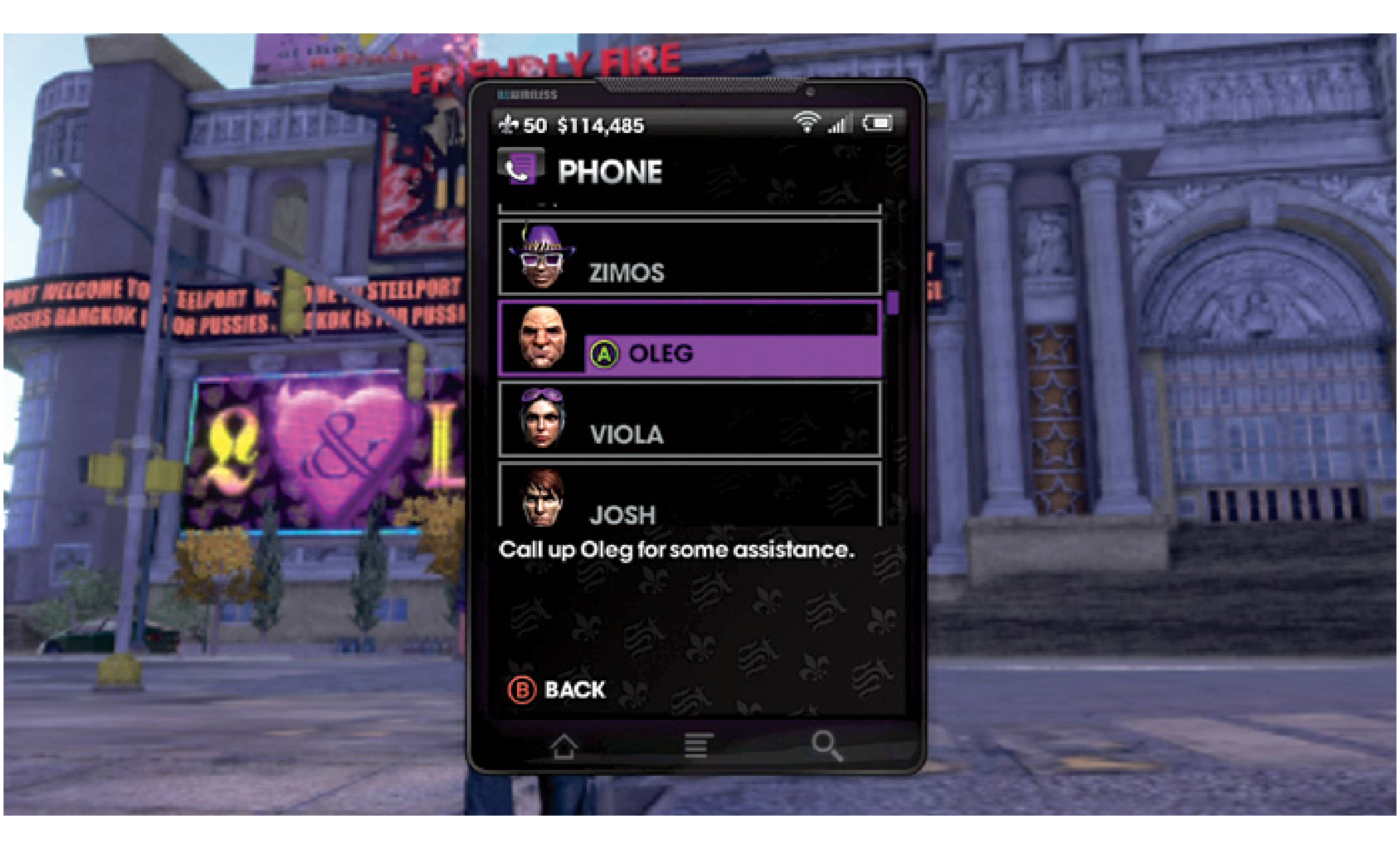

50 $114,485
CAMERA
CAMERA MODE
ENABLED
TAKE SCREENSHOT
VIEW SCREENSHOTS
Ⓑ BACK

Camera mode allows you to take screenshots and share them with your friends.

Go to www.saintsrow.com to see your screenshots and share with your friends.

Camera modes allow you to take screenshots and share them with your friends online.

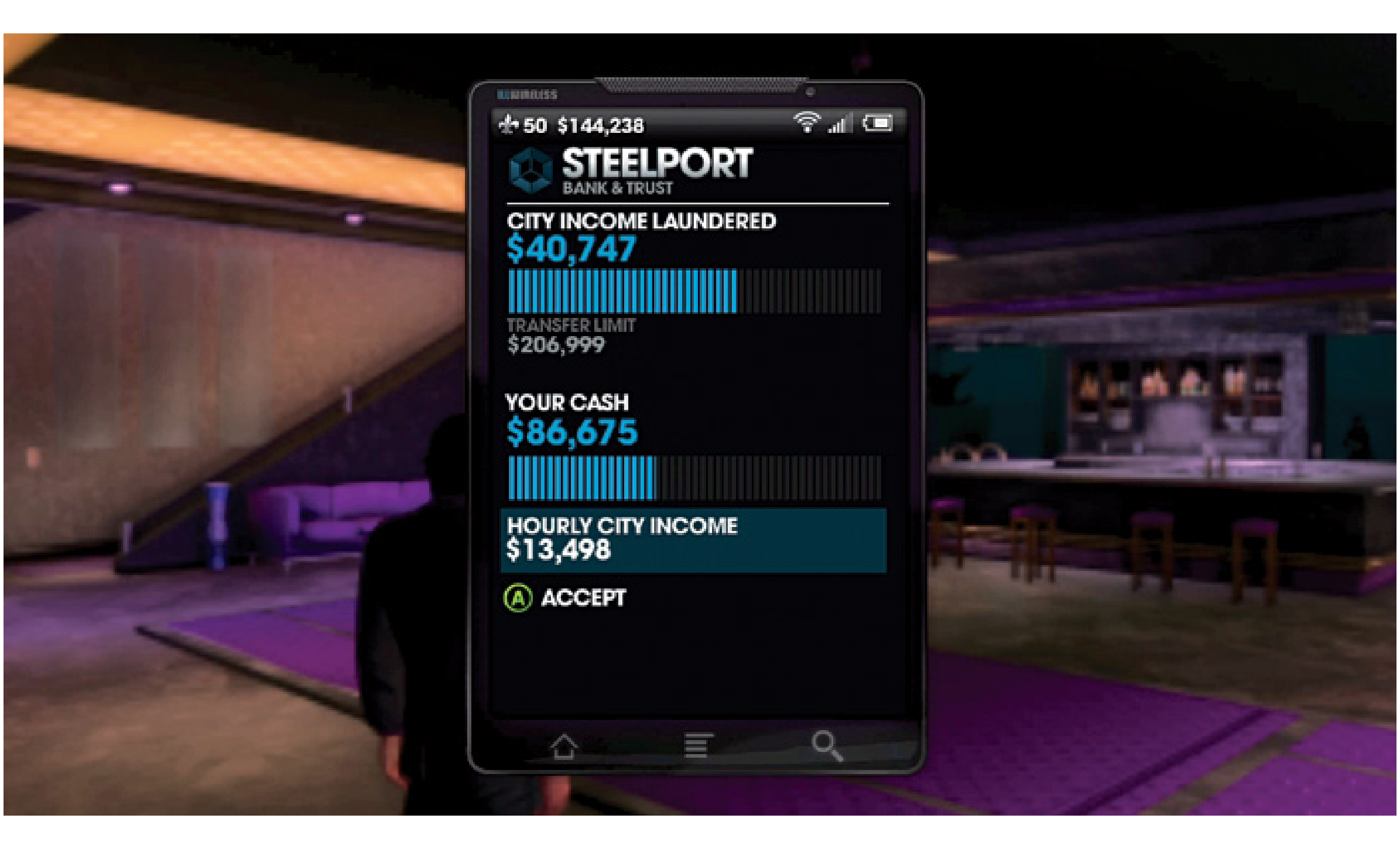
Phone


50 $114,485
PHONE
ZIMOS
Ⓐ OLEG
VIOLA
JOSH
Ⓑ BACK

Call up Oleg for some assistance.

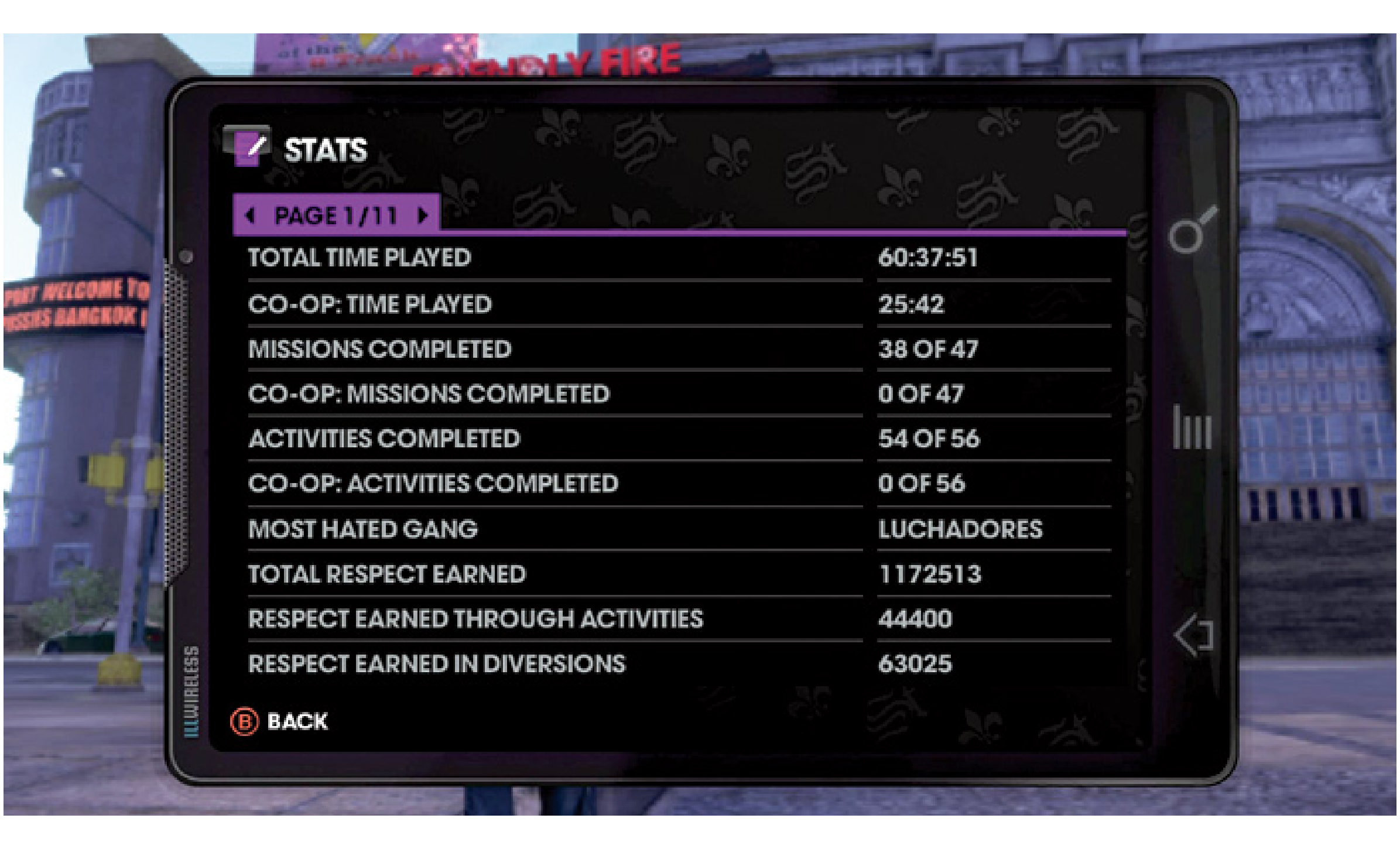
If you are in a jam, call any of your homies to enlist their help. The phone can also be used to call in favors to wipe notoriety and make your life a lot easier. As the big boss, you can even request a car, tank, or VTOL to be delivered right at your feet. Now that's service!

Cash


50 $144,238
STEELPORT
BANK & TRUST
CITY INCOME LAUNDERED
$40,747
TRANSFER LIMIT
$206,999
YOUR CASH
$86,675
HOURLY CITY INCOME
$13,498
Ⓐ ACCEPT

This is where you can monitor your city income that is being laundered. Each time you access this icon, the funds will be transfer to your account. It's important to note that the system starts out with a small transfer limit and you must increase it through conquering and upgrading your Strongholds if you want to move big bucks.

Extras


STATS
PAGE 1/11
Ⓑ BACK

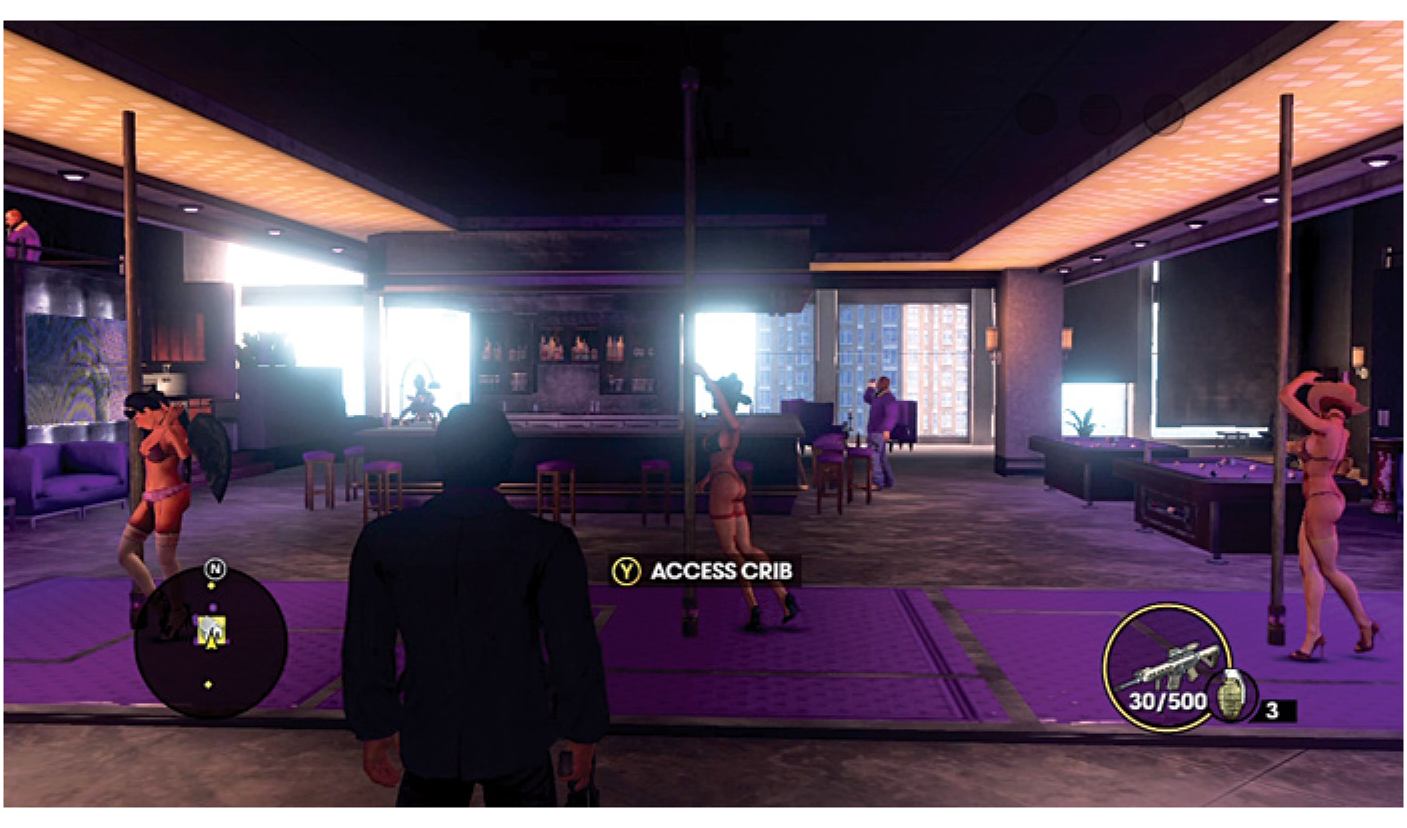
TOTAL TIME PLAYED	60:37:51
CO-OP: TIME PLAYED	25:42
MISSIONS COMPLETED	38 OF 47
CO-OP: MISSIONS COMPLETED	0 OF 47
ACTIVITIES COMPLETED	54 OF 56
CO-OP: ACTIVITIES COMPLETED	0 OF 56
MOST HATED GANG	LUCHADORES
TOTAL RESPECT EARNED	1172513
RESPECT EARNED THROUGH ACTIVITIES	44400
RESPECT EARNED IN DIVERSIONS	63025

This section contains a stats tracker that provides 11 pages of detailed info on just about any statistic you can think of: game completion, money spent, number of kills, Activities, diversions, and more. This is also the spot to access and enter cheats. However, if you do cheat, achievements won't be counted.

Game System

Cribs and Stronghold

Cribs


Y ACCESS CRIB
N
30/500
3

A crib is your base of operation where you can access any of your inventory and gang customization. Most of the cribs are won by completing Campaign missions. There are two optional cribs that can be purchased at the docks and airport. All of your cribs, except the two that are bought, are linked and share the same inventory.

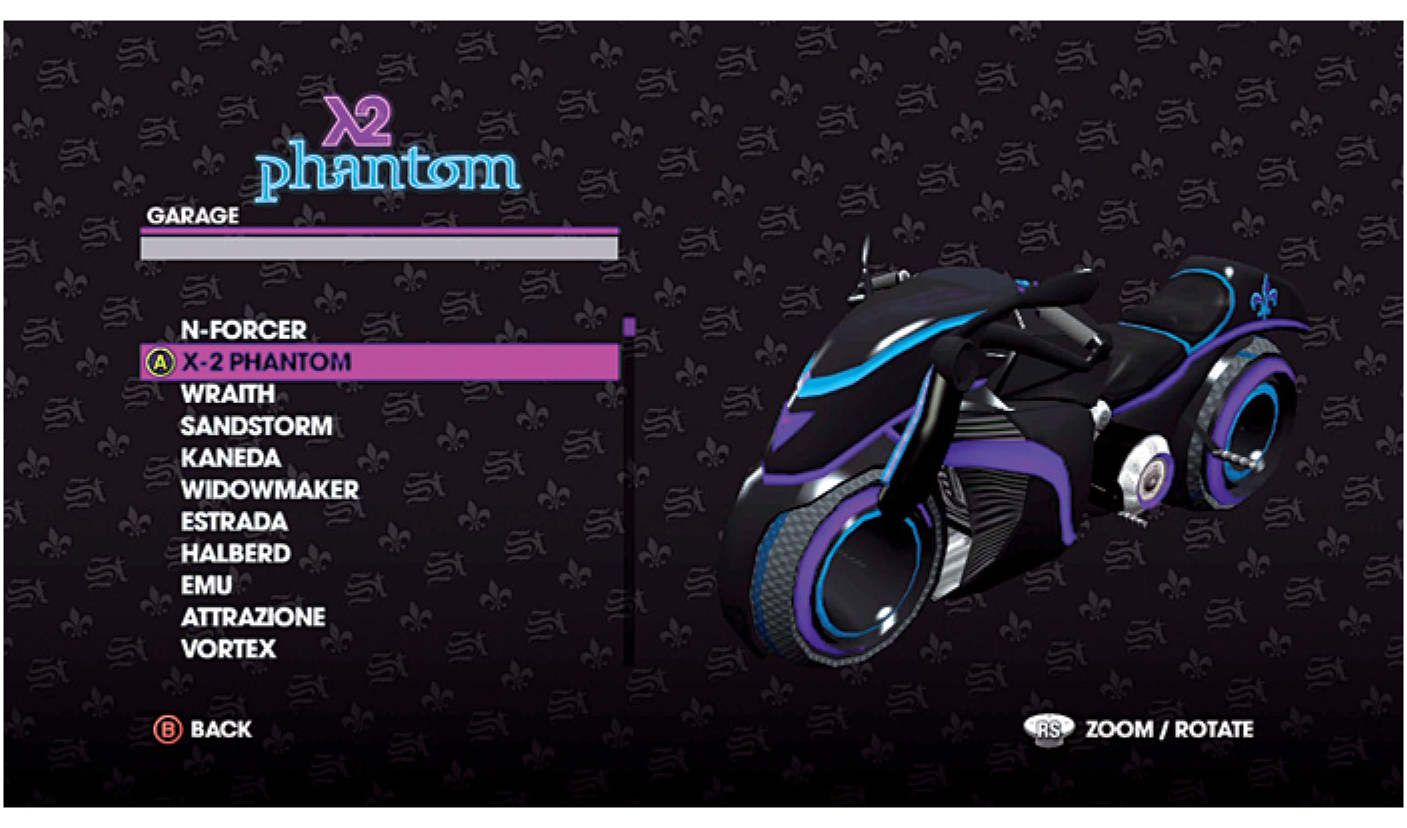
Wardrobe

GASOLINE
THE JOB CUSTOM COACHES
STORE HOLD-UP COMPLETED
HOLDUPS
Y
N
30/500
3

Continue to Zoom Aim at the clerk to rob this store.

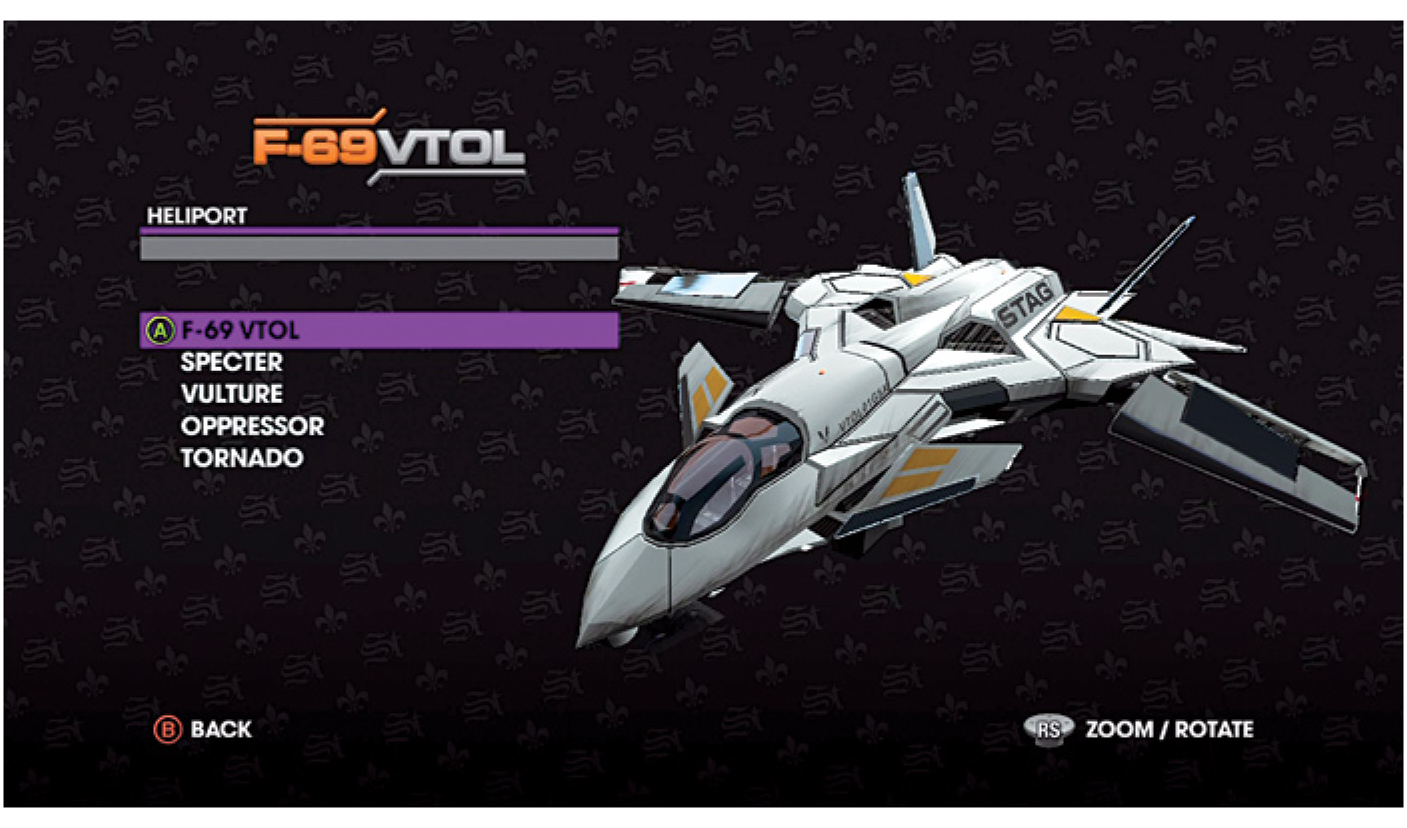
The wardrobe function allows you to customize your clothes and accessories from anything you own for your head, lower body, shoes, under garments, wrists, hands, etc. Complete themed outfits can also be equipped, and you can even save your own custom get up as a suit that can be loaded at any time.

Garage


X2 phantom
GARAGE
N-FORCER
A X-2 PHANTOM
WRAITH
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
EMU
ATTRAZIONE
VORTEX
B BACK
RS ZOOM / ROTATE

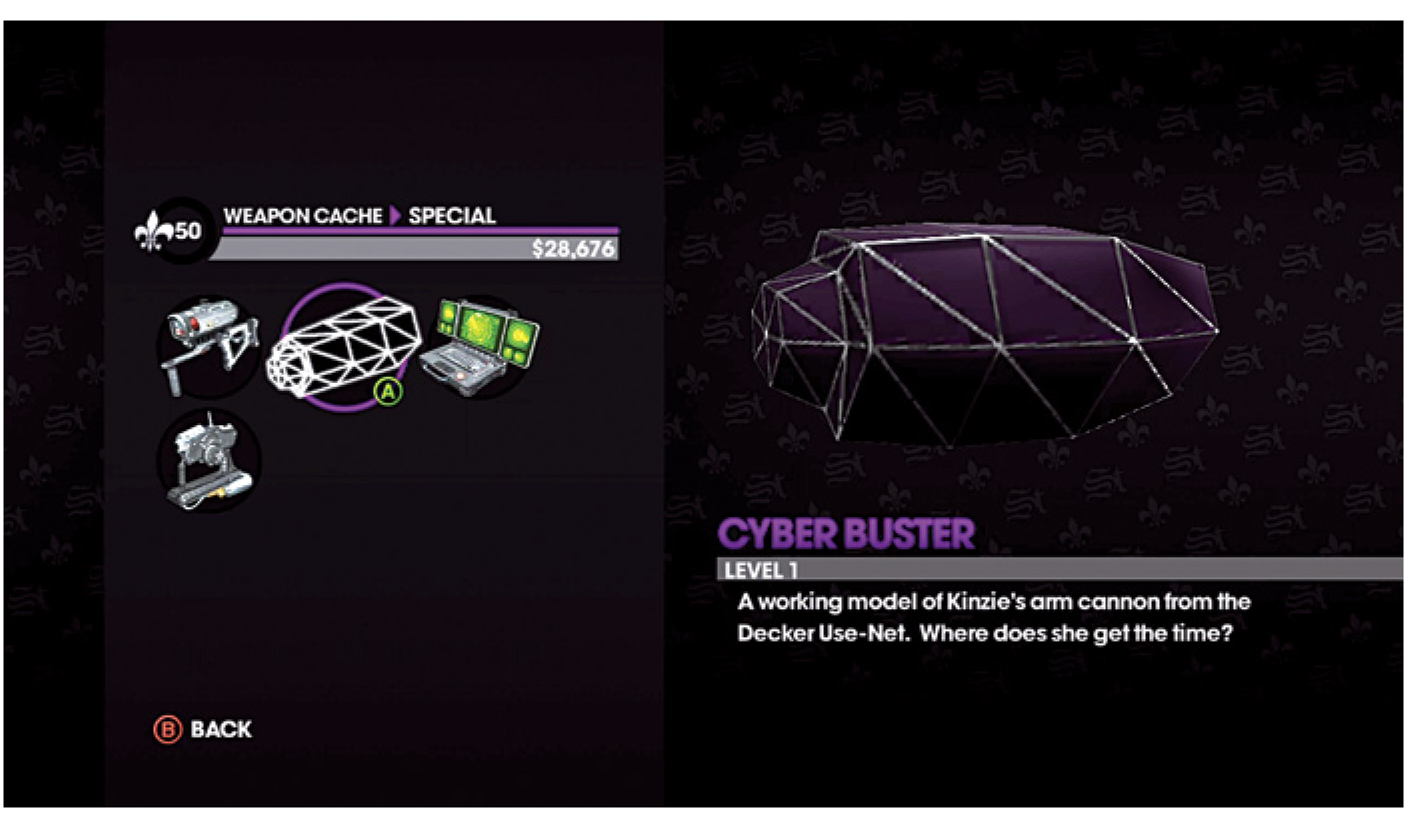
Using the garage option brings up a list of all the vehicles you own. Any vehicle can be retrieved and repaired even if it is destroyed on the road. Your garage can also act like a Rim Jobs mechanic shop, allowing you to customize your vehicles at your crib.

Heliport


F-69VTOL
HELIPORT
A F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
B BACK
RS ZOOM / ROTATE

Similar in function to the garage, you will be able to access any of your aircraft, such as helicopters and planes.

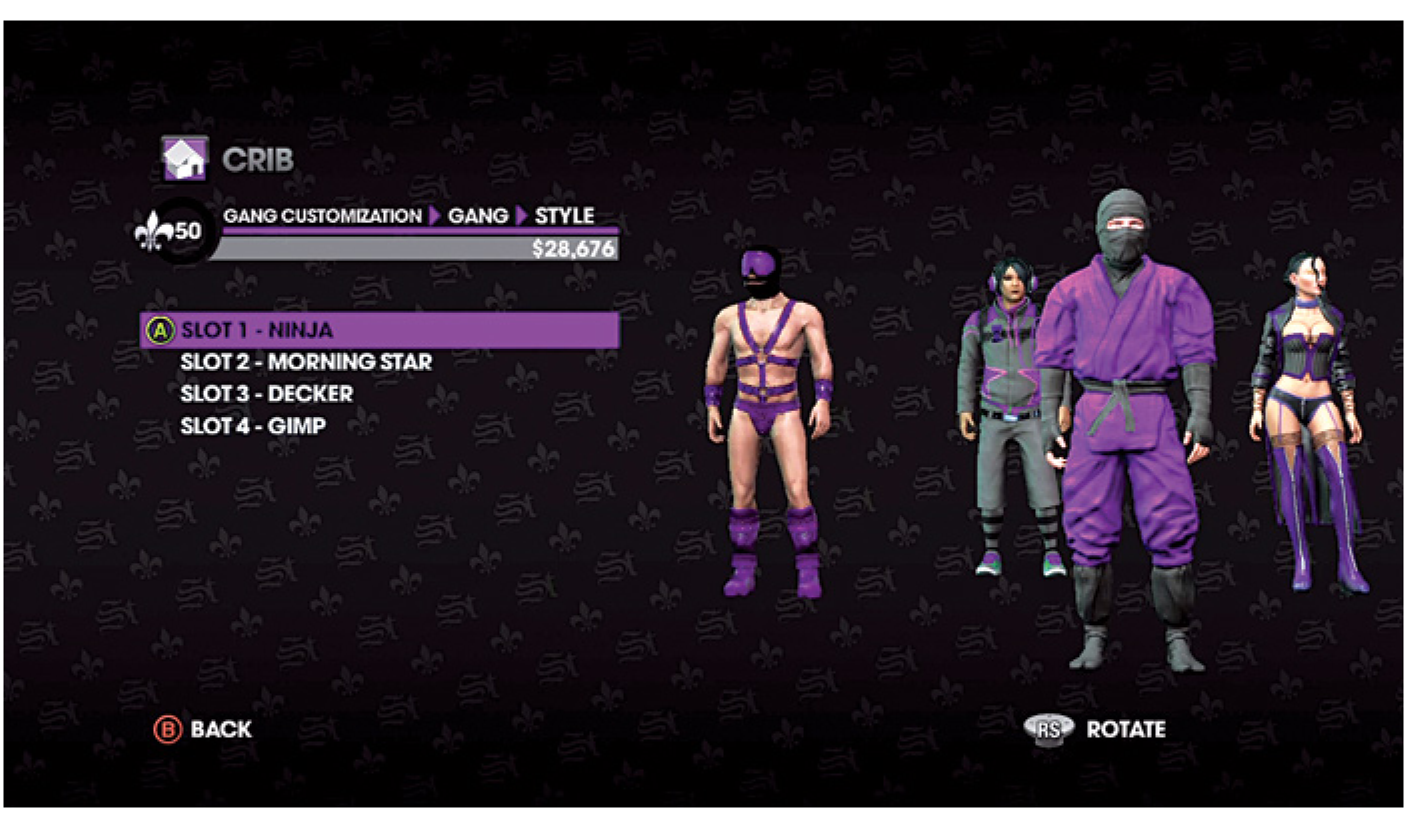
Weapons Cache


50
WEAPON CACHE ▸ SPECIAL
$28,676
A
CYBER BUSTER
LEVEL 1
B BACK

A working model of Kinzie's arm cannon from the Decker Use-Net. Where does she get the time?

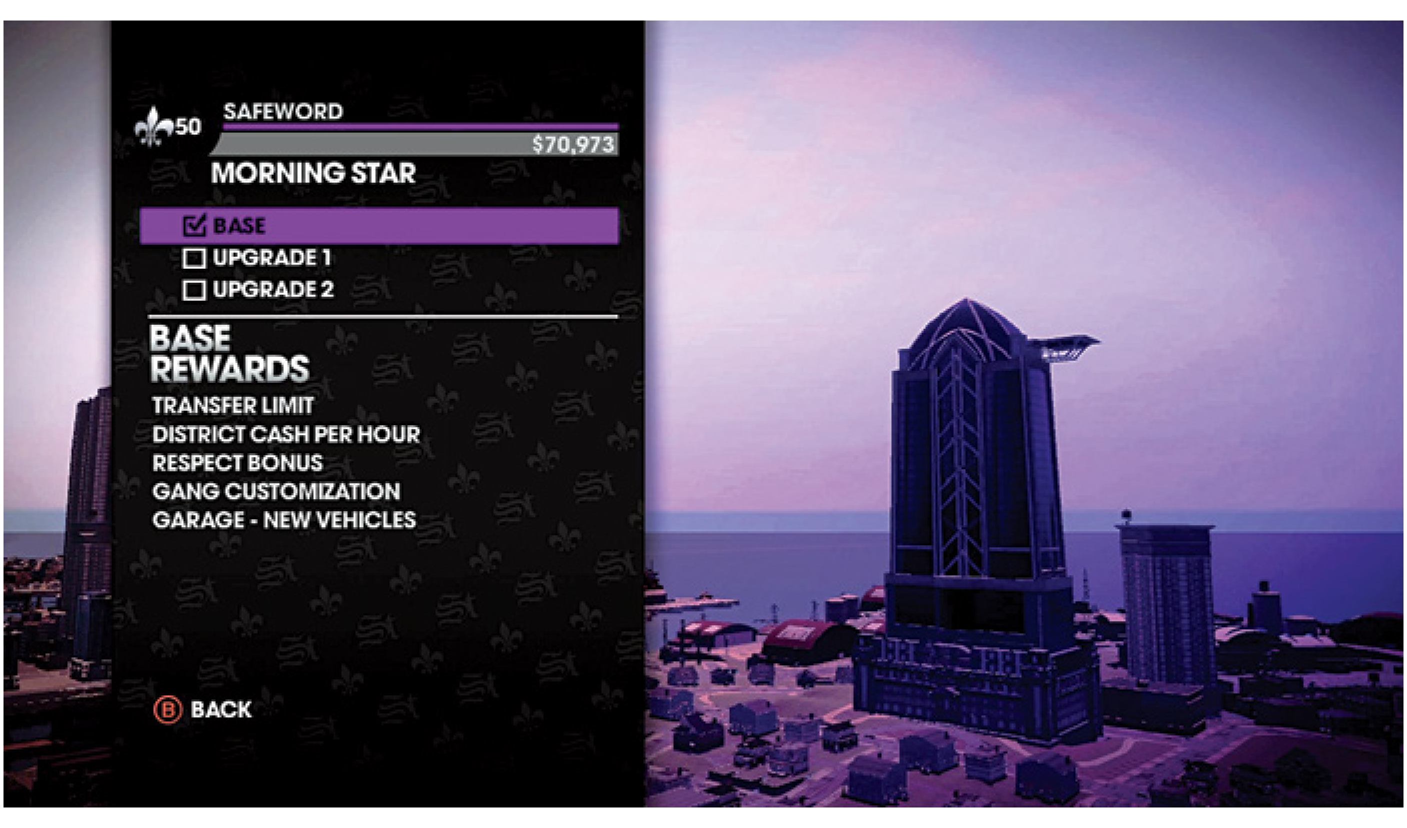
This is the spot to check your tools of the trade. You can look at any weapons you own and display their current level. While weapons can be switched on the fly through the Weapons Pallet during gameplay, the weapons cache is the only spot where you can assign specific weapons to each of the six available categories. Accessing this cache also refills some of your ammo.

Gang Customization


CRIB
50
GANG CUSTOMIZATION ▸ GANG ▸ STYLE
$28,676
A SLOT 1 - NINJA
SLOT 2 - MORNING STAR
SLOT 3 - DECKER
SLOT 4 - GIMP
B BACK
RS ROTATE

Gang Customization allows you to select various options for your gang and their vehicles. Each gang slot can be customized to select the style and sign for each member. New styles are unlocked by completing the Campaign and all instances of certain Activities. Vehicle slots can also be customized, with additional options becoming available after taking over each Stronghold.

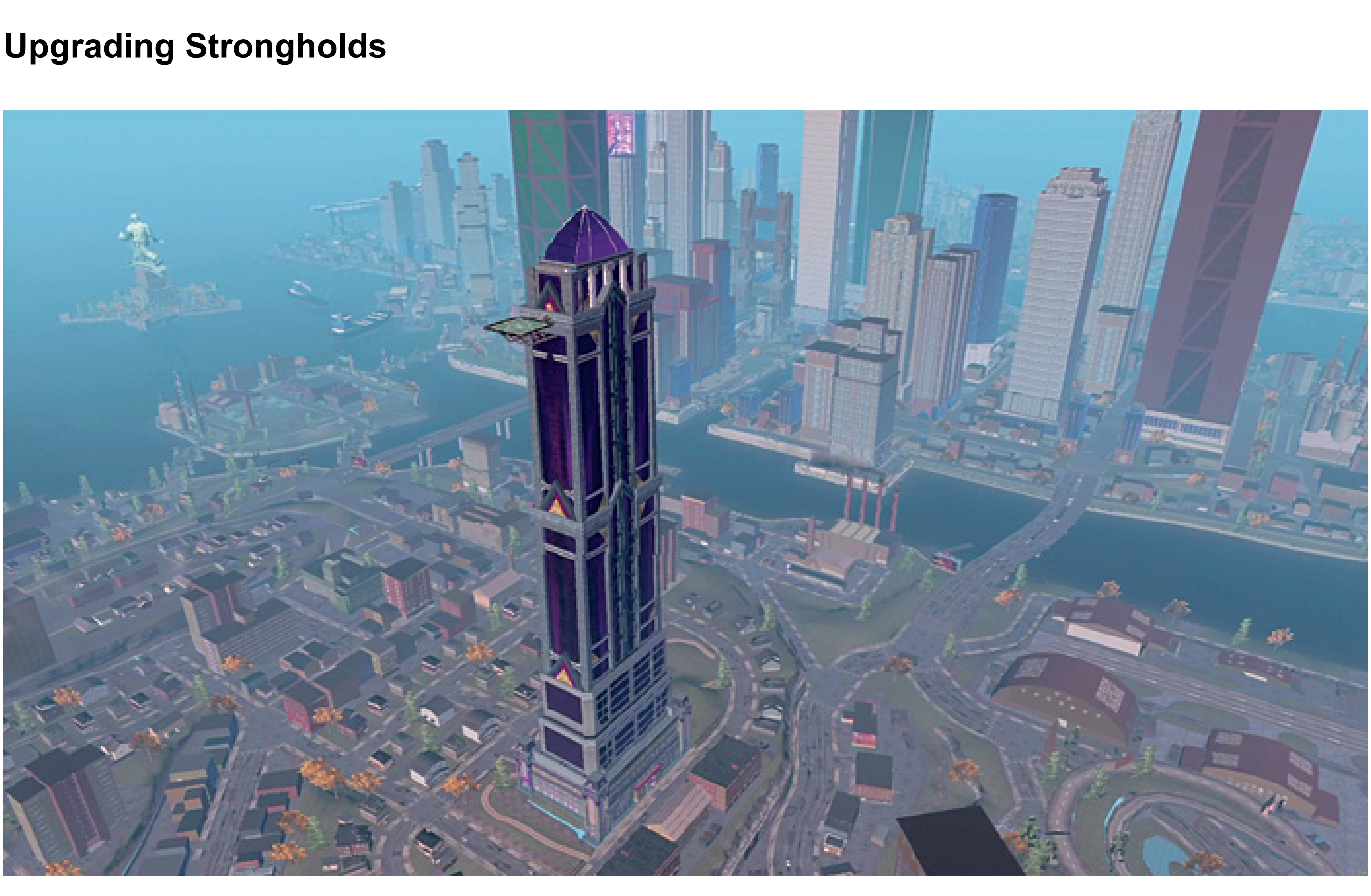
Strongholds


50
SAFEWORD
$70,973
MORNING STAR
☑ BASE
☐ UPGRADE 1
☐ UPGRADE 2
BASE REWARDS
TRANSFER LIMIT
DISTRICT CASH PER HOUR
RESPECT BONUS
GANG CUSTOMIZATION
GARAGE - NEW VEHICLES
B BACK

Strongholds are a special type of crib but they also represent singularly important buildings within each district of Steelport. They include the Morningstar's mega brothel Safeword, the Deckers' Nuclear Power Plant, and the Luchadores' 3 Count Casino. They are the core businesses powering the Syndicate gangs, and all three must be taken over through intense Campaign missions.

Owning each of these key Strongholds rewards you with a 5% respect bonus, an increase in bank transfer limit, and a 5% hourly cash boost in the entire district. In addition, each gang Stronghold that you take over grants you access to that gang's vehicles in your garage and their followers in Gang Customization.

Upgrading Strongholds



Strongholds have access to the same features as a crib, along with one new one: Stronghold Customization. This option allows two upgrades to the Stronghold that provide an addition 5% district cash per hour and 5% respect bonus for each tier (15% max), as well increased transfer limit and weapon cache ammo.

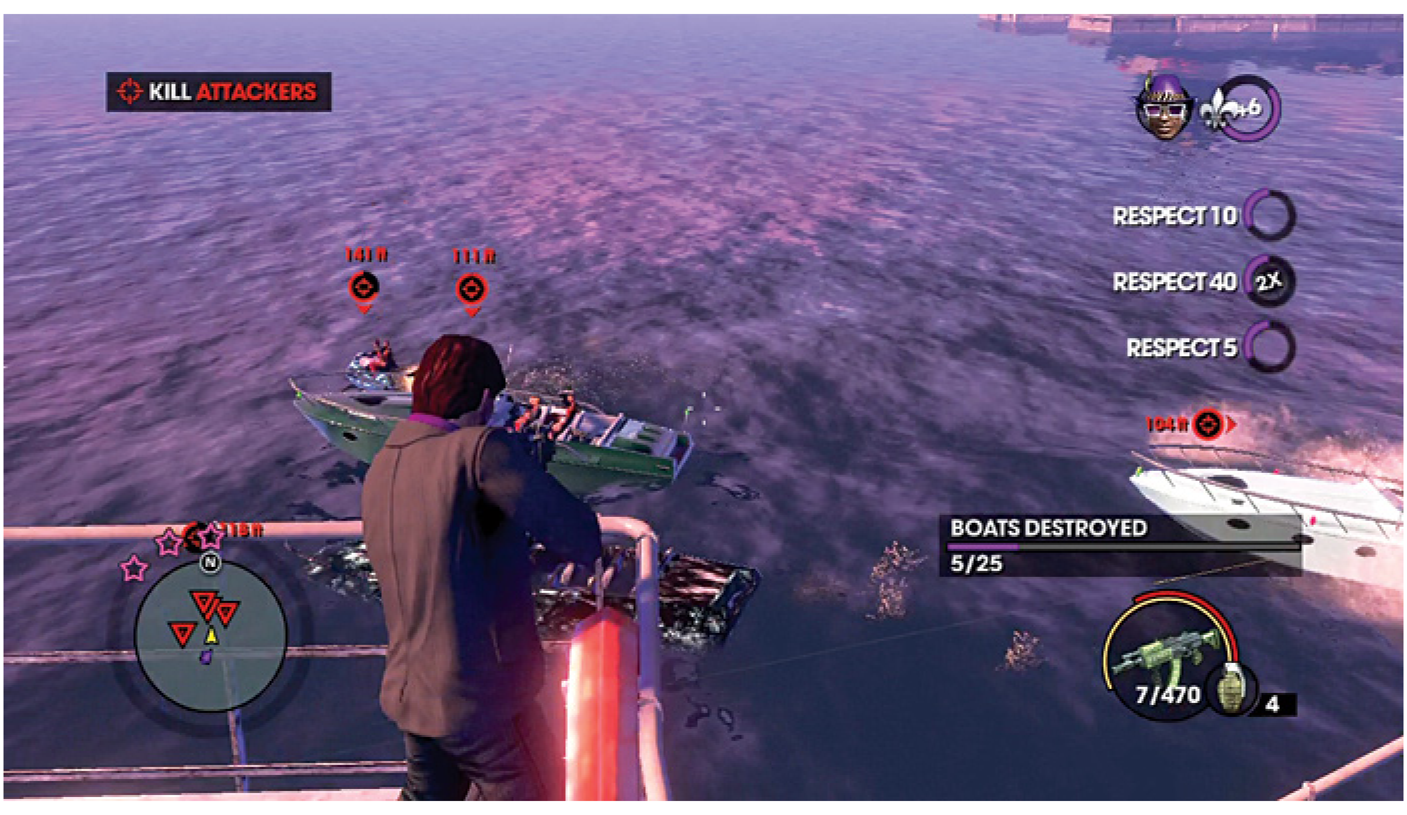
The cost for these two levels of upgrades can be rather high, but it is a good investment for later in the game. In addition to the perks for each upgrade, the building itself will be expanded at the final level, thus improving its appearance and leaving your mark on Steelport's landscape.

Game System

Cash, Respect and Rank

The economy of Saints Row: The Third runs on cash and respect. Both can be earned in numerous ways, such as by playing the Campaign, completing Activities and diversions, finding collectibles, and even by picking up dropped cash from fallen enemies.

These two resources are the valuable commodities every player wants to maximize. Each time you earn cash or respect it is displayed in the upper right-hand corner.



Cash

Cash is used to purchase everything, including clothes, weapons, and upgrades. Many of your purchases, like clothes and car upgrades, will in turn reward you with respect. In addition, there are several options in the Upgrade app that allow you to buy respect for cash. Completing missions and various task will earn cash, but one of the best ways to make money is to take over parts of Steelport.

Each of the three aspects of City Takeover earns you an hourly income that adds up fast when combined with bonus multipliers. One of the fastest ways to earn money is to repeatedly perform a barnstorming stunt while flying sideways for the 2x multiplier. You can earn several thousand dollars in a few seconds, and after a very brief wait, repeat it as many times as you like.

Respect

Respect is an experience system that determines your rank, which ultimately decides what upgrades you can get. While you pay for upgrades with cash, you must achieve specific levels of rank to meet the requirement to buy them.

Therefore, even if you have lots of money you may still need to perform tasks and complete missions to achieve the rank required to make an upgrade purchase. Once the Saints' HQ is accessible, one of the best ways to earn respect and increase rank is to perform base jumps from the HQ.

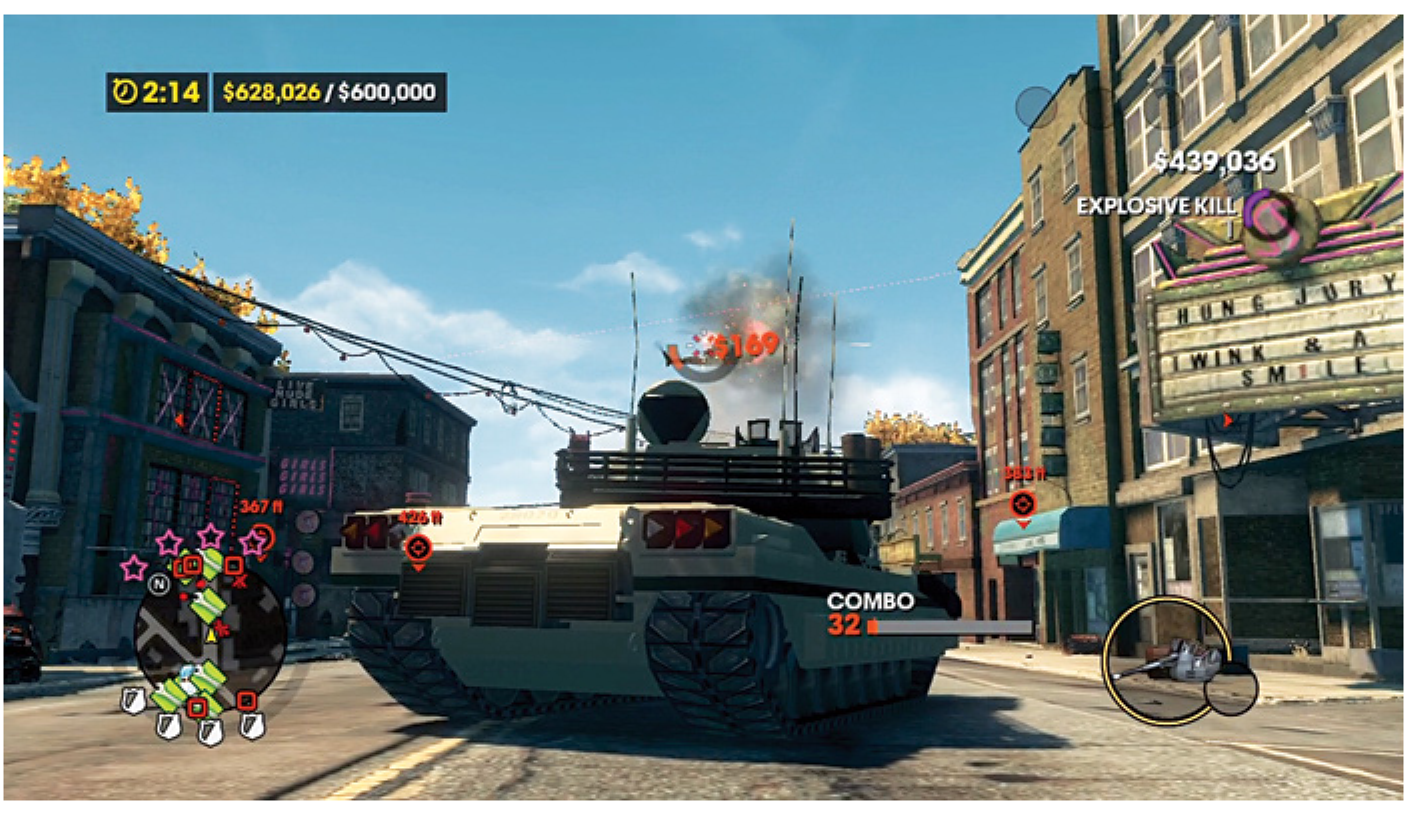
Jump from the side of the building, nail a base jump, and ride to elevator to the penthouse to repeat.

his table displays the respect required to achieve each new rank and the total respect needed for levels 1–49. (1-49)

Current Rank	Respect Cost for Next Rank	Total Cost for Current Rank
1	2,115	2,115
2	2,230	4,345
3	2,345	6,690
4	2,460	9,150
5	2,575	11,725
6	2,690	14,415
7	2,805	17,220
8	2,920	20,140
9	3,035	23,175
10	3,150	26,325
11	3,265	29,590
12	3,380	32,970
13	3,495	36,465
14	3,610	40,075
15	3,725	43,800
16	3,840	47,640
17	3,955	51,595
18	4,070	55,665
19	4,185	59,850
20	4,300	64,150
21	4,415	68,565
22	4,530	73,095
23	4,645	77,740
24	4,760	82,500
25	4,875	87,375
26	4,990	92,365
27	5,105	97,470
28	5,220	102,690
29	5,335	108,025
30	5,450	113,475
31	5,565	119,040
32	5,680	124,720
33	5,795	130,515
34	5,910	136,425
35	6,025	142,450
36	6,140	148,590
37	6,255	154,845
38	6,370	161,215
39	6,485	167,700
40	6,600	174,300
41	6,715	181,015
42	6,830	187,845
43	6,945	194,790
44	7,060	201,850
45	7,175	209,025
46	7,290	216,315
47	7,405	223,720
48	7,520	231,240
49	7,635	238,875

City Takeover

At the start of the game the Syndicate literally owns Steelport. Each of its three gangs (Morningstar, Luchadores, and Deckers) has claim to its own district. Worse yet, they have hacked your bank account and left you flat broke.



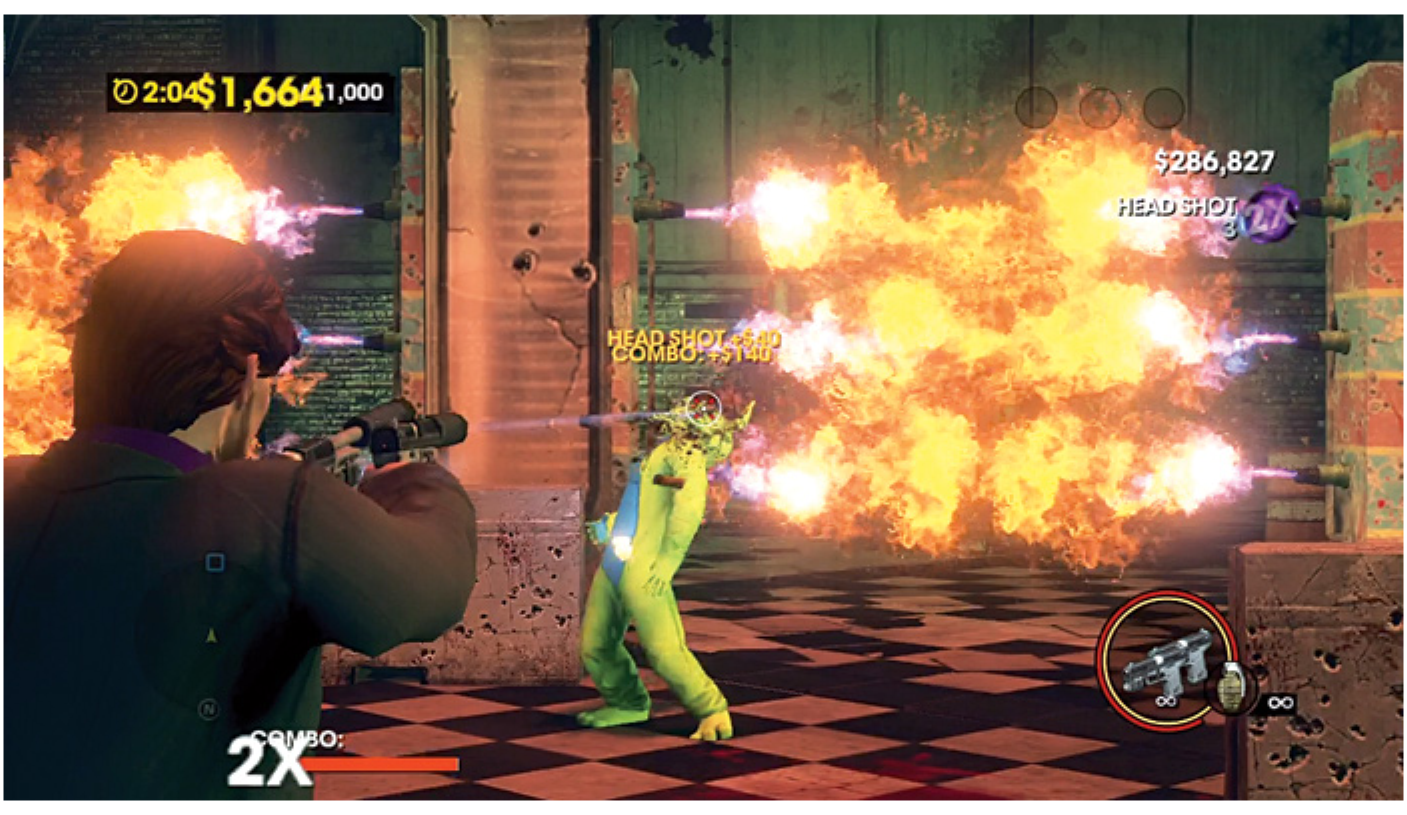
The easy lifestyle of a pop icon is over and you must to go back to your roots and make money through some good old-fashioned hard work, gangster style.

The Saints might have conquered Stilwater, but this is a brand new city and if you are going to get any traction you need to take it over piece by piece. This can be done through three gameplay elements where you forcibly seize the territory from each of the three gangs. Together, these three unique categories fall under the umbrella of City Takeover.

While the methods and mechanics to wrestle control of Steelport may differ, they all are centered around claiming a percentage of each district by completing City Takeover assignments. By accomplishing these tasks, you gain a percentage of control of that district and it then turns Saints purple on the map to indicate your newly acquired dominion.

If you visit those districts, you'll see members of your gang patrolling the streets. This can be very helpful during the Campaign and other Activities, because a district under your control is a district full of potential homies to give you a hand in taking care of business.

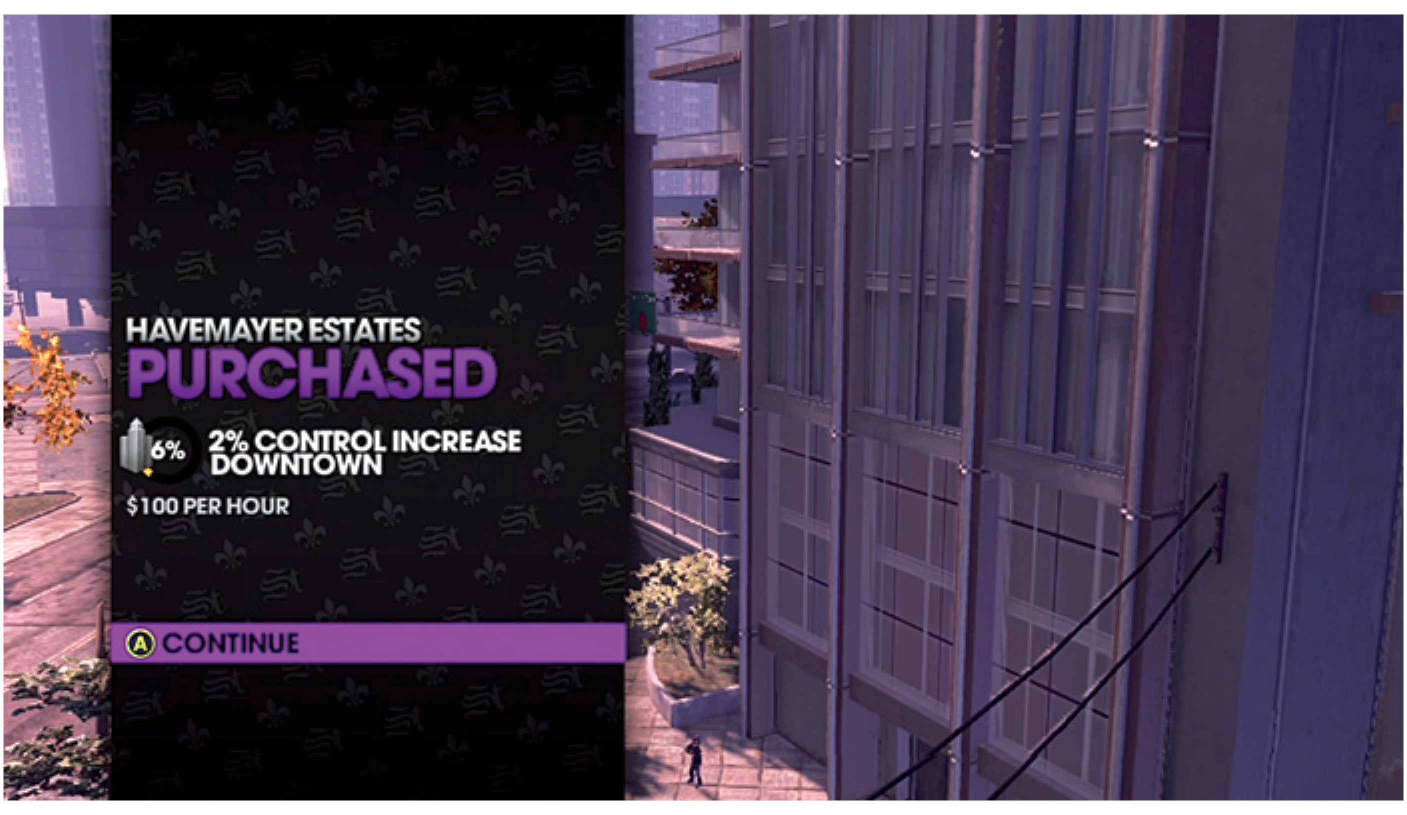
Activities



Activities are some of the craziest, most over-the-top elements of Saints Row: The Third . One mission of each type of Activity is woven into the Campaign to whet the players appetite for these 56 challenging and addictive mini-missions.

When one category of an Activity is completed more missions of that type will become available. All Activities are represented by their individual icons floating over the streets or sidewalks. The best part about these wacky missions is that can be completed over and over. All of these are covered in extensive detail in the Activities chapter.

Purchasing Property and Stores



Like any thriving city, Steelport is the host to numerous shops and properties. You can purchase this real estate, which is currently owned by the gangs of Steelport, to increase your own control of the hood. By taking over these money-generating assets from the Syndicate you increase your own cash flow while diminishing their power.

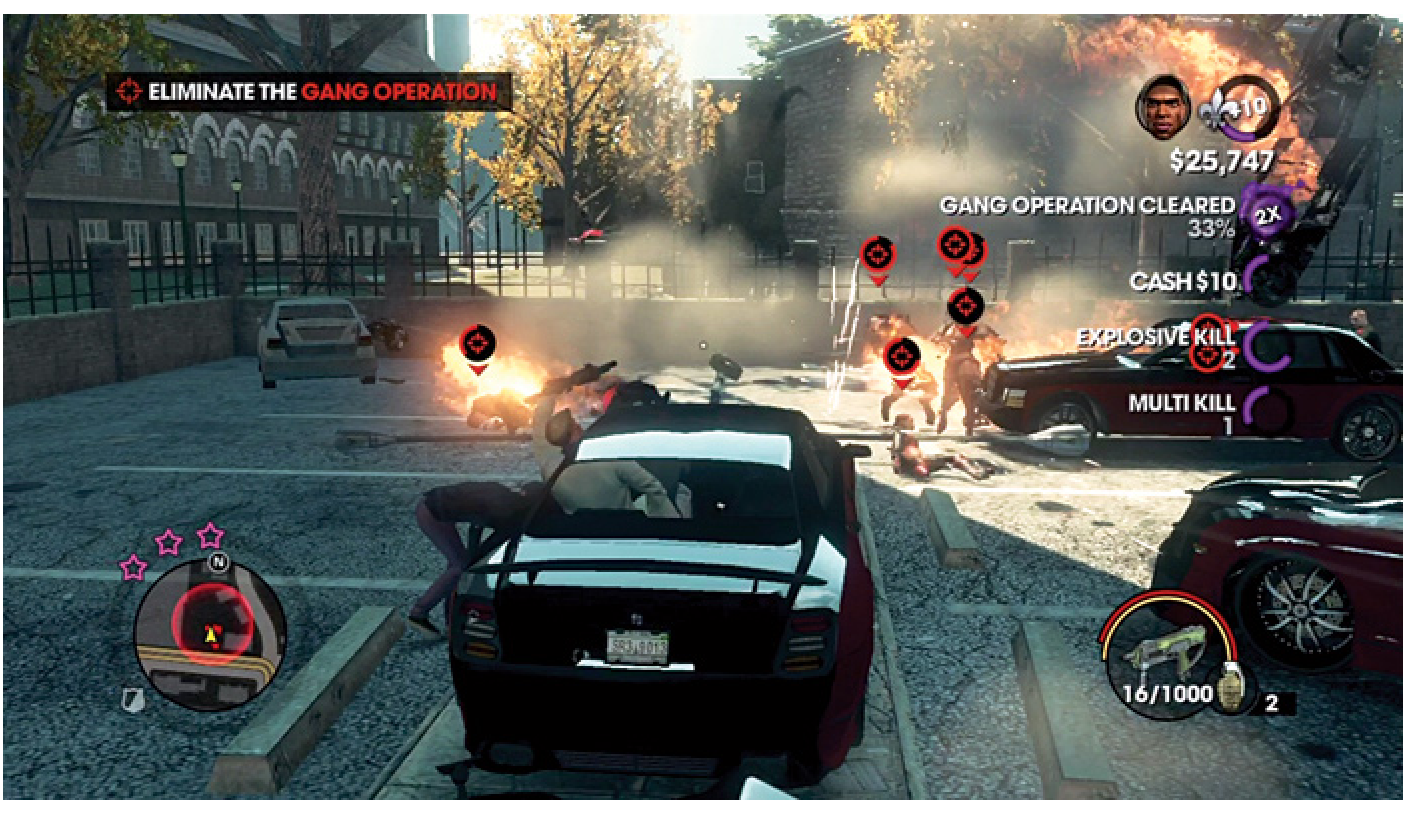
There are 34 stores and 30 properties to acquire. The income from these investments may seem small at first, but over time it can really add up. This is the best passive way to continue to earn cash throughout the entire game. Whenever you have some money to spare, pump it into properties and soon you will be making a substantial profit on your initial investment.

ake sure to increase your cash transfer amount through your Strongholds or you may hit the limit your bank is allowed to transfer into your account. Besides providing an increase in city control and hourly income, stores provide two additional benefits that make them valuable commodities.

Like your cribs, entering a store that you own instantly clears your gang and law notoriety. This is very helpful during any mission that raises your notoriety to dangerous levels, especially toward the end of the game.

Also, each store you own grants you a 5% discount on any of your purchases. It's not a huge savings but it can add up when purchasing a lot of upgrades.

Gang Operations



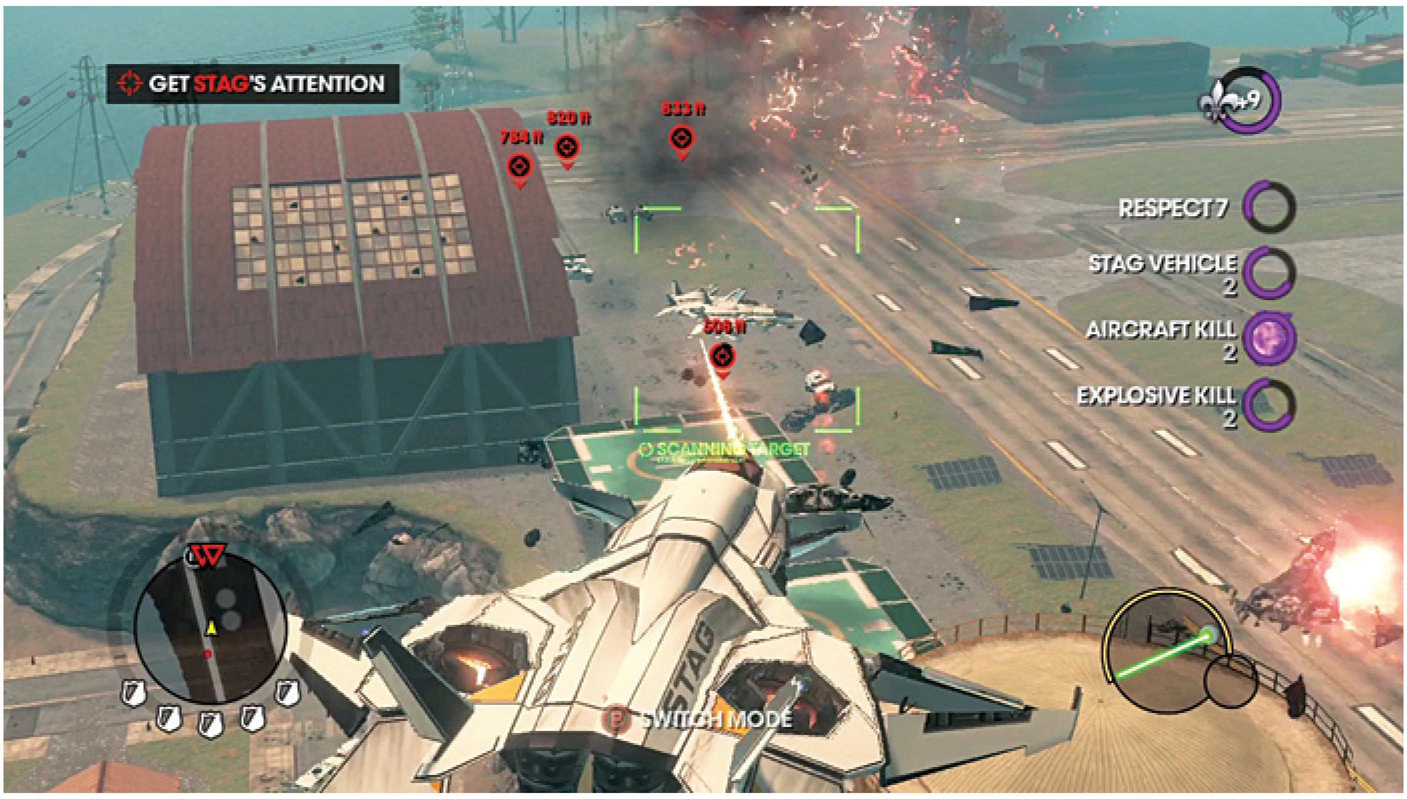
The combat aspect of City Takeover is Gang Operations, which are outdoor locations within each hood where the gangs of the Syndicate tend to congregate and do their illicit deeds.

As you travel through the hoods, these locations appear on your map. Gang Operations can be completed at any time during missions, Activities, or other types of gameplay. When you enter the territory of this unlawful gathering, the enemies you must eliminate will have red health indicators and the upper right-hand corner of the screen will display completion percentage for that Gang Operation.

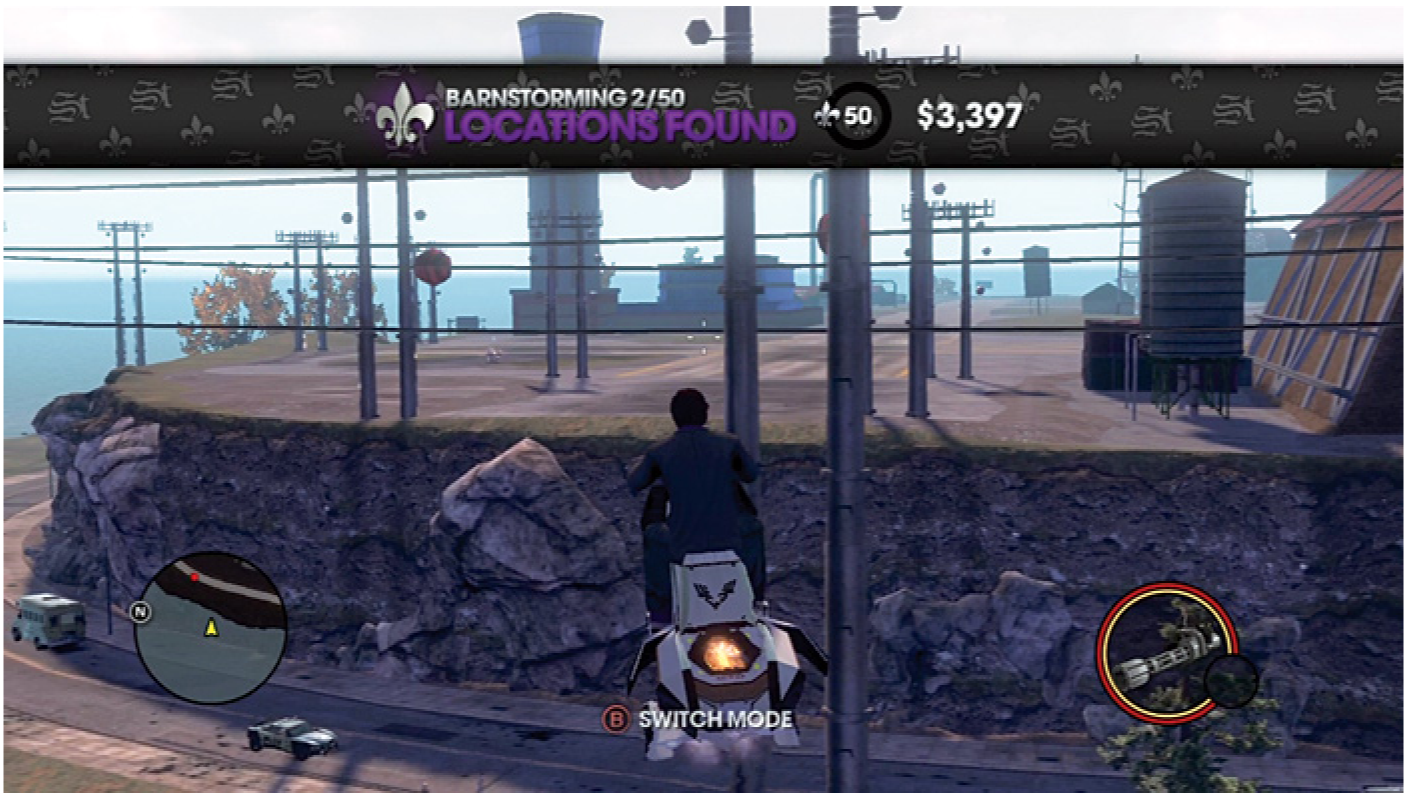
All gang members that are initially hanging out there must be put down but you don't need to mess with any reinforcements to satisfy the requirement.

Game System

Diversions


GET STAG'S ATTENTION
784 ft
820 ft
833 ft
+9
RESPECT 7
STAG VEHICLE 2
AIRCRAFT KILL 2
EXPLOSIVE KILL 2
508 ft
SCANNING TARGET
B SWITCH MODE

There are a ton of extra things to do in Steelport when you consider all the Assassinations, Vehicle Thefts, collectables, Activities, etc. If that weren't enough to overwhelm you, there are a lot more tasks to tackle under this category. Diversions is a very large classification that encompasses a wide variety of fun and optional gameplay elements. These are literally meant to serve as a diversion or break from some of the more structured objectives. Most of them are very brief and are great for variety.


BARNSTORMING 2/50
LOCATIONS FOUND
50
$3,397
B SWITCH MODE

On the opposite end of the spectrum is survival, which is very challenging. All will earn you cash and respect to provide the proper incentive. Ultimately this large and rather loose grouping falls into two types. Those that are auto-tracked throughout the game as you complete other gameplay and those that must be actively initiated like a minigame.

Game System

Modes of Play

Campaign

SAINTS FLOW

This is the main story mode that encompasses the entire game. There are 47 missions in the Campaign, with 24 main story scenarios. The game follows a somewhat linear path, but there are many arcs that provide the player choices of which mission they want to complete first. However, all arcs eventually converge to make one cohesive and very enjoyable story line. One of the things that makes Saints Row: The Third special is the vast choices it gives its players. Even in the Campaign there are special options at the end of several missions called Player's Choice. These present you with two possible outcomes to the mission and leave it in the hands of the player to guide the story. In fact, the final Player's Choice even allows you to choose between two endings.

Co-Op

SUBMERGE CONTAINERS 0/3
$93,974
DANGER
10/∞
∞

Two players may play the entire single-player campaign from start to finish. They are both given full, unrestricted access to the entire world and are free to cooperatively utilize all the vehicles, weapons and options however they wish in their struggle to take over the city. Both players are required to work together when playing missions and activities, but they are free to do their own thing during all other forms of other gameplay. Victory or failure is judged upon the actions of both players in this mode. If one player fails or dies, both players lose. In Co-op mode, players can even turn against each other in a special minigame of Cat and Mouse.

Whored Mode

WAVE 9
ANKLE BITERS
SCORE
31,025
KILL COUNT
7/20

One or two players can tackle this form of survival that is made up of 30 waves for each map. Chose from three different maps and five characters for some insane and hilarious challenges. If you thought some of the Activities and Diversions were wacky, you'll find that this mode takes the cake and shoves it in your face. This mode is not to be missed and, best of all, it saves your progress for each map so you can jump in at any time!

Community Site Features

Community Site Features

In-Game Linking

You can create, log in, or log out of a THQ ID account in-game. Once you create an account or log in to an existing account, the game will remember this on subsequent game loads.

Screenshot Sharing

You can enable your cell phone camera to take a screenshots of the action in-game. This will pause the game and upload what you are viewing. These screenshots are uploaded to your private gallery, at which point you can make your top screenshots public to share them with the community.

Stat Sharing

Your saved stats will be uploaded to the community site. This allows you to view you in-game stats online. These stats are periodically uploaded (usually at save points).

Community Challenges

Specific community challenges will appear on the website for the entire community to tackle. Mastering the challenge provides a reward, but there is only a limited time to complete the task. The objective is to get the community to work together to solve a common assignment.

Game System

Developer Tips

You can't do everything yourself—even though you're a badass. Keep at least one homie or your Saints backup with you most of the time—especially if you're planning to take out a Gang Operation or answer a survival call.

BUY EVERYTHING and BUY IT EARLY —all property, all stores, everything that makes you money. Building up your hourly income helps you get to awesome even faster.

Learn to hide. Killing from behind cover keeps you alive.

Swallow your pride and run away. There's a reason notoriety is wiped in your cribs and the stores you own. Other gangs and police will eventually send enough backup to kill you. Things getting too hot? Get the hell out of there.

Best way to take out Gang Operations? Mass kills. At minimum, stock up on grenades before you go.

—Anne Odom, Project Manager

If you choose to take Killbane's Mask, when you wear the mask and stand close to people, doing a taunt will catch them all on fire.

—Greg Donovan, Senior Producer

Shaundi and Zimos have met before. Recruit them both at the same time to hear where.

Nut shots and melee attacks are a good way to stop Decker specialists.

Rear rotors can be shot off attacking helicopters .

Oleg can't fit into most cars, but he will climb into truck beds.

—Adam Pletcher, Principal Technical Artist

Use the car torpedo feature to take out a group of crowded enemies.

—Glenn Lattiere, Tester

Save file 100% is reached with:

All Missions Complete

All Activities complete

All City Takeover (Gang Operations + stores + properties) complete

All collectibles obtained

—Elizabeth Zelle, Tester

While driving a police car or motorcycle, turning on the emergency lights will cause other vehicles to pull over to the side of the road.

—Morgan Henry, Tester

Special Spawn: Eagle (attack helicopter that's basically an upgraded Vulture)—spawns at the Guard Base helipads.

Stork (transport helicopter used by the Saints)—spawns at the airport.

—Zavian Porter, Senior QA Tester

Professor Genki can be found roaming the streets of Steelport. He's a tough cookie, but killing him yields substantial rewards.

—David Bianchi, Designer

Provided by Chris DuBois, Tester

Campaign Speed Run

Volition's fastest recorded speed run as of 10/19/2011 is 4:10:56 by Chris DuBois, Tester. Can you do better? Here are a few tips from the man to get you started.

Provided by Chris DuBois, Tester

Mission 1

Pick up the money from the gang kills to get at least $100.

Stand behind the SWAT Riot Shield forces to kill them quickly.

Mission 3

There is a Gang Operation nearby for an early $1,000 once on the north side of downtown island just north of the Rim Jobs.

If you have $200, buy the KA-1 Kobra up to level two.

Once at the base, get into the Bear and use that to kill the majority of the Guards; it's a lot faster.

Firing a guided missile at tanks is faster, as they'll die in one shot, while dumb fire takes four missiles.

Mission 4

Opposite side of the park is a collectible and Gang Operation for an extra $2,000.

Alley paths are faster than the GPS route to Rim Jobs.

Mission 5

While still in the basement, kill as many of the enemies as possible before moving to the stairs. Not all of them but many are required kills.

Kill the enemies from the landing helicopter when it arrives, this will stop the spawns from the elevator.

Mission 8

During City Takeover, when buying the Friendly Fire, upgrade the KA-1 Kobra to level four if the money is available.

If the Kobra is level four, Genki will be very easy. Only use the KA-1 Kobra and even a body shot (on Casual difficulty) will be a one shot on all mascots.

Mission 13

A well-placed grenade when the Brute comes out of the elevator will kill it quick, or reduce the health so it can be finished off quickly.

Mission 14

Buy RPGs before going to Angel.

Use the RPGs on the Brutes to finish them quickly.

Use the minigun to kill the Flamethrower Brutes if you are out of rockets.

Mission 31

Don't stand near the air conditioners on the roof. The snipers tend to blow them up.

Mission 38

Use a RPG on the Brute to kill fast.

Mission 33

Make sure to stun or kill the sniper to limit the damage you take.

Mission 35

Blowing up the AC units on the roof can distract or take out the Deckers, and prevent you from getting hurt accidentally when running through.

Mission 37

Using the Shock Hammer from the Decker specialist can help to clear out the enemies in the TV studio, but be careful of the explosives.

Mission 40

Using the tank shells to destroy groups of STAG is faster than individually targeting them.

Mission 41

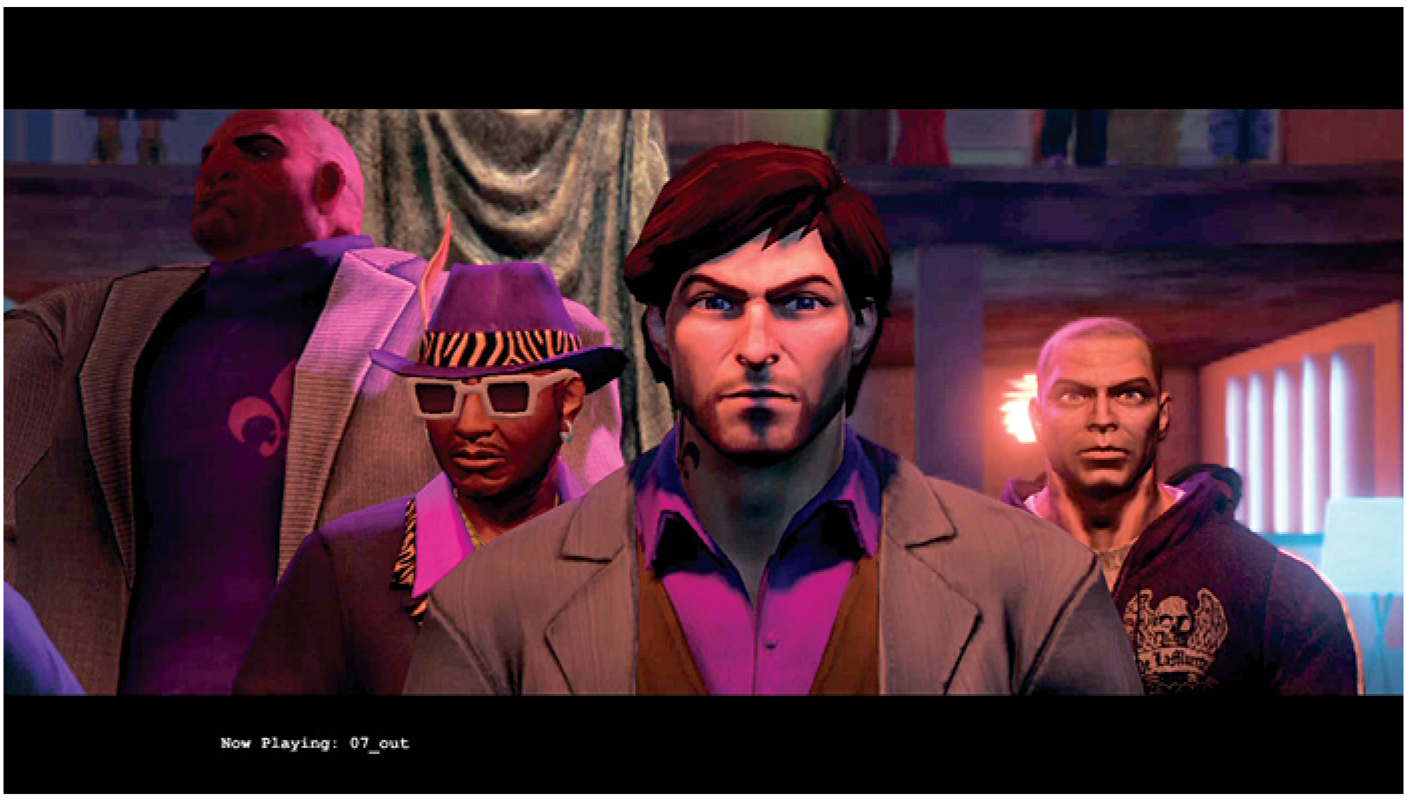
Repeatedly fire the Sonic Boom to keep the zombies staggered until you can get the time to fully charge.

Mission 43

Use the RPGs on the Brutes to finish them quickly.

Saints

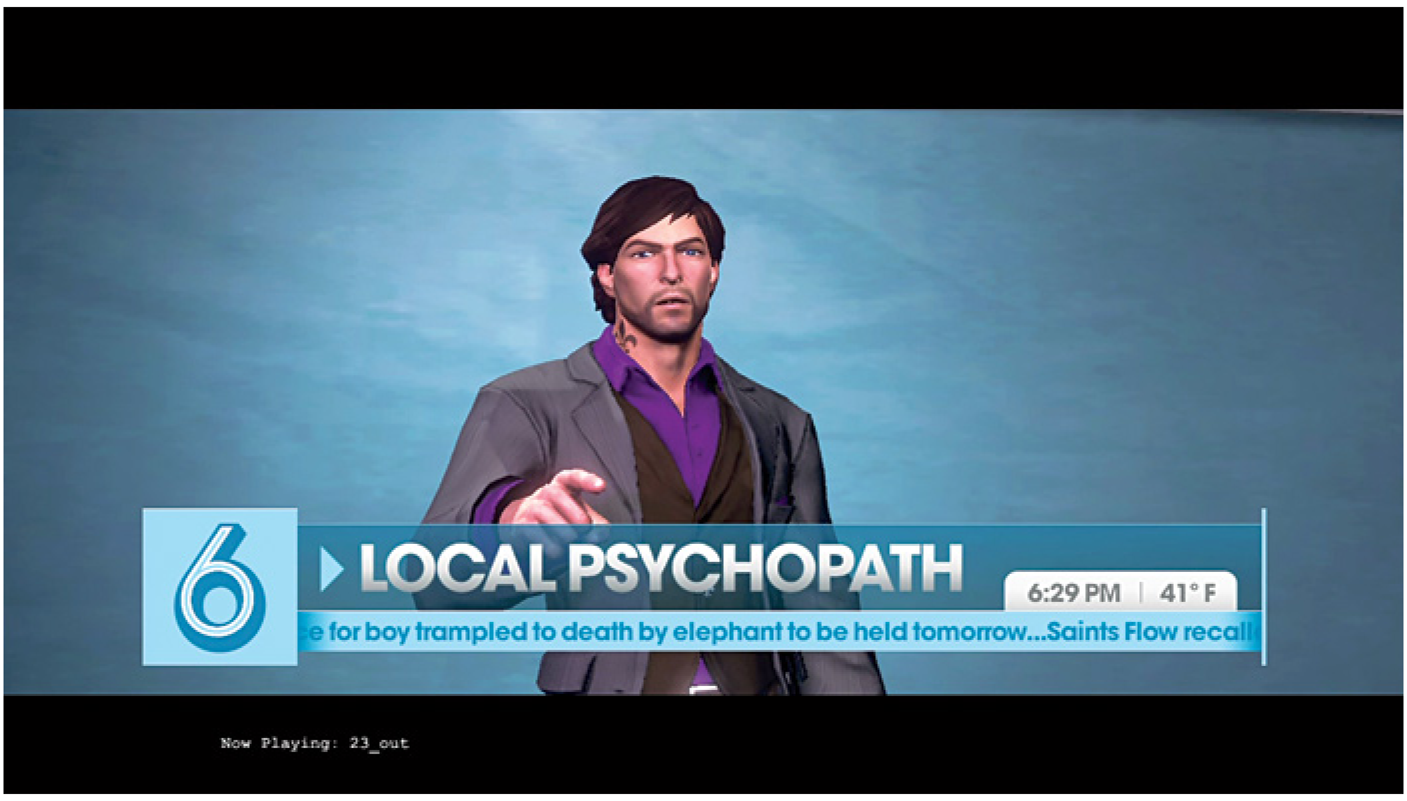
The Player


Now Playing: 07_out

History

The Player is the leader of The Third Street Saints, a powerful street gang that has just become major pop culture icons. He clawed his way up from nothing and is very much a self-made man.

Personality


6
LOCAL PSYCHOPATH
6:29 PM | 41° F
e for boy trampled to death by elephant to be held tomorrow...Saints Flow recall
Now Playing: 23_out

Dry and calm, the Player has unnatural coolness that comes from his complete and total understanding that he is the baddest man that ever walked the face of this earth. Despite being a total alpha male, the Player is very loyal and often caring toward his homies, However, every once in a while he has to remind them that he is the guy in charge.

Story Arc

At the onset of the game the Player is living the high life, with the Saints brand appearing on everything from lunch boxes to Saturday morning cartoon shows. However, his psudeo-retirement is cut short when the Saints are attacked by a powerful criminal organization called the Syndicate. The Player centers himself and focuses on revenge . . . yet the lure of fame and fortune is always on the back of his mind.

Saints

Johnny Gat

History

Now Playing: 02_in

Johnny has been with the Saints since their humble beginnings in Stilwater, and his popularity has grown along with the gang's. Johnny's likeness has been sold to everything from automobiles to comics to energy drinks. In his world, everyone wants to be Johnny Gat. Gat is the Player's second in command, and it is easy to see why given his fierce, loyal, and explosive demeanor.

Personality

Quick-witted, volatile, charismatic, and crazy, Gat is a man of action. In Johnny's world, if something can't be solved with violence, it isn't worth his time.

Now Playing: 01_In

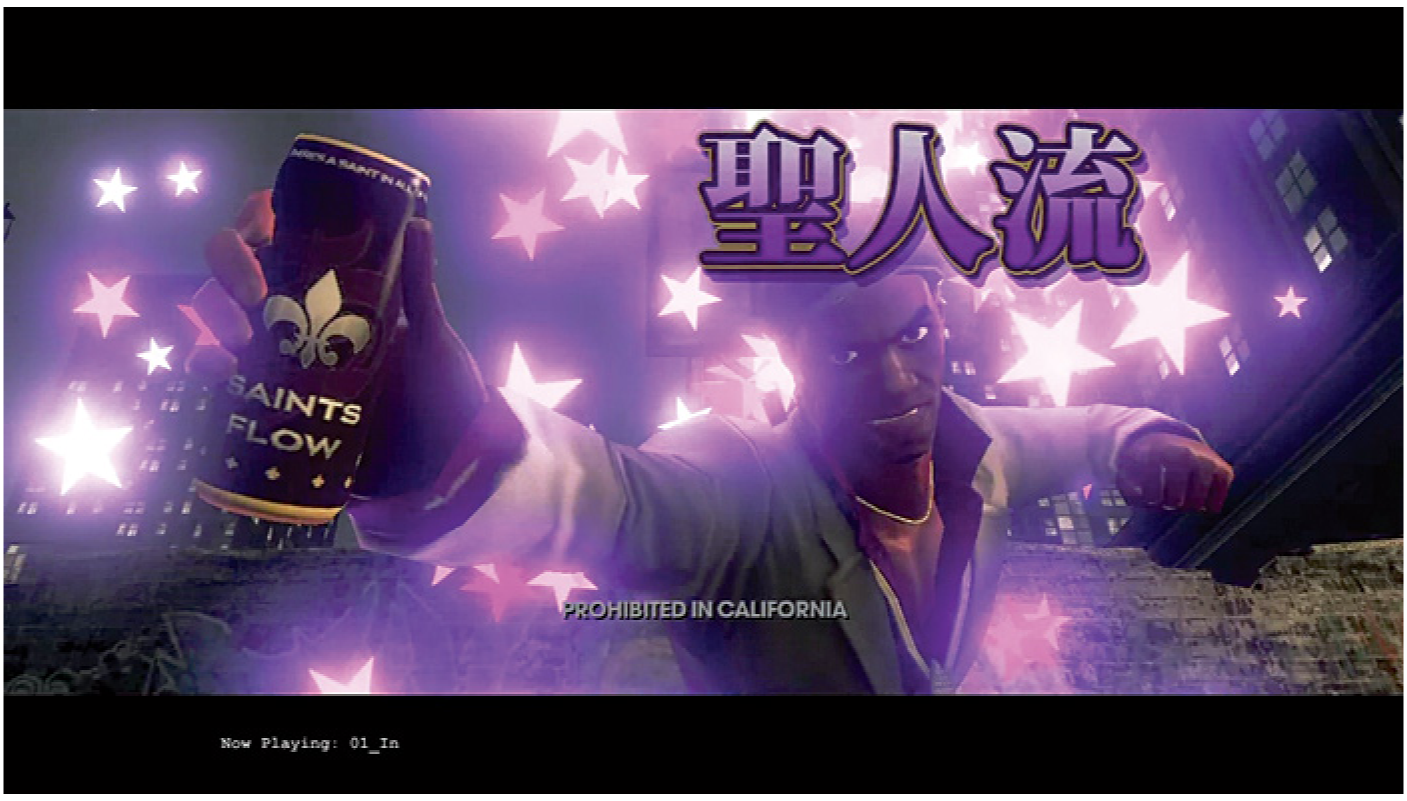
Story Arc

Saints Row: The Third opens with Johnny spearheading a massive bank robbery where all the Saints dress in his likeness. After the heist turns bad, Gat helps the Saints fight their way out of the bank only to end up in police lock-up. The experience acts as a wakeup call to Johnny, who calls for the Saints to abandon their celebrity life and return to their roots.

Saints

Pierce Washington

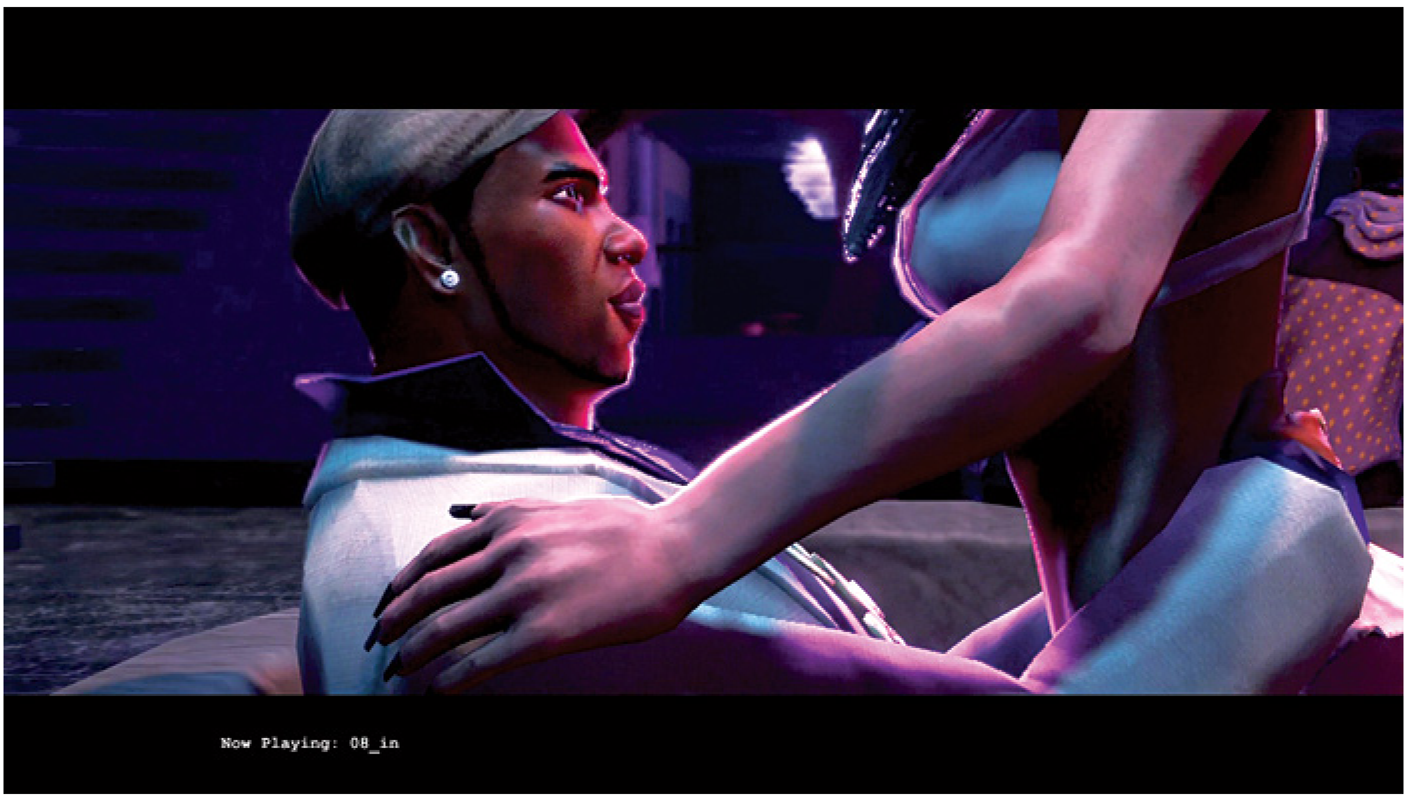
History



Pierce is a calculating individual who joins the Saints after proving his worth by killing some members of the Ronin, although he would rather use his brains than his brawn in most situations. He always wants to prove his worth to the boss, and despite being a lieutenant, he wants more power and more responsibility for himself.

Personality

One of the Player's trusted lieutenants, Pierce is eager to please and consistently feels underappreciated. Charismatic and outspoken, Pierce is quick to play the vic-tim, but ultimately knows that the Saints got his back.



Story Arc

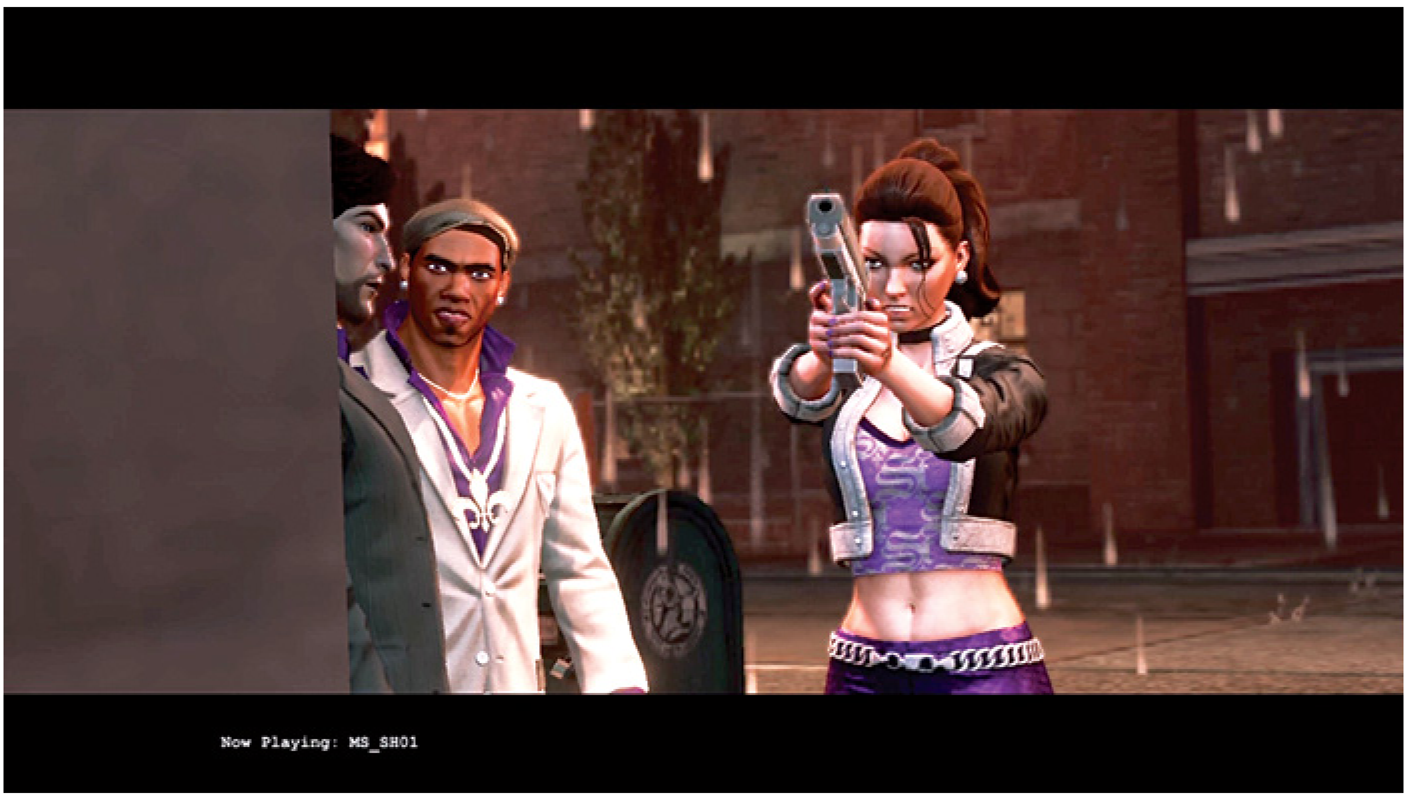
After helping to take over Stilwater, Pierce has come a long way. No longer hustling on the street level, Pierce is now the main spokesperson for the Third Street Saints. His image is used to advertise everything from shirts to cologne to the Saints Flow energy drinks. Pierce's passions also include music production as he attempts to launch his own album.

Saints

Shaundi

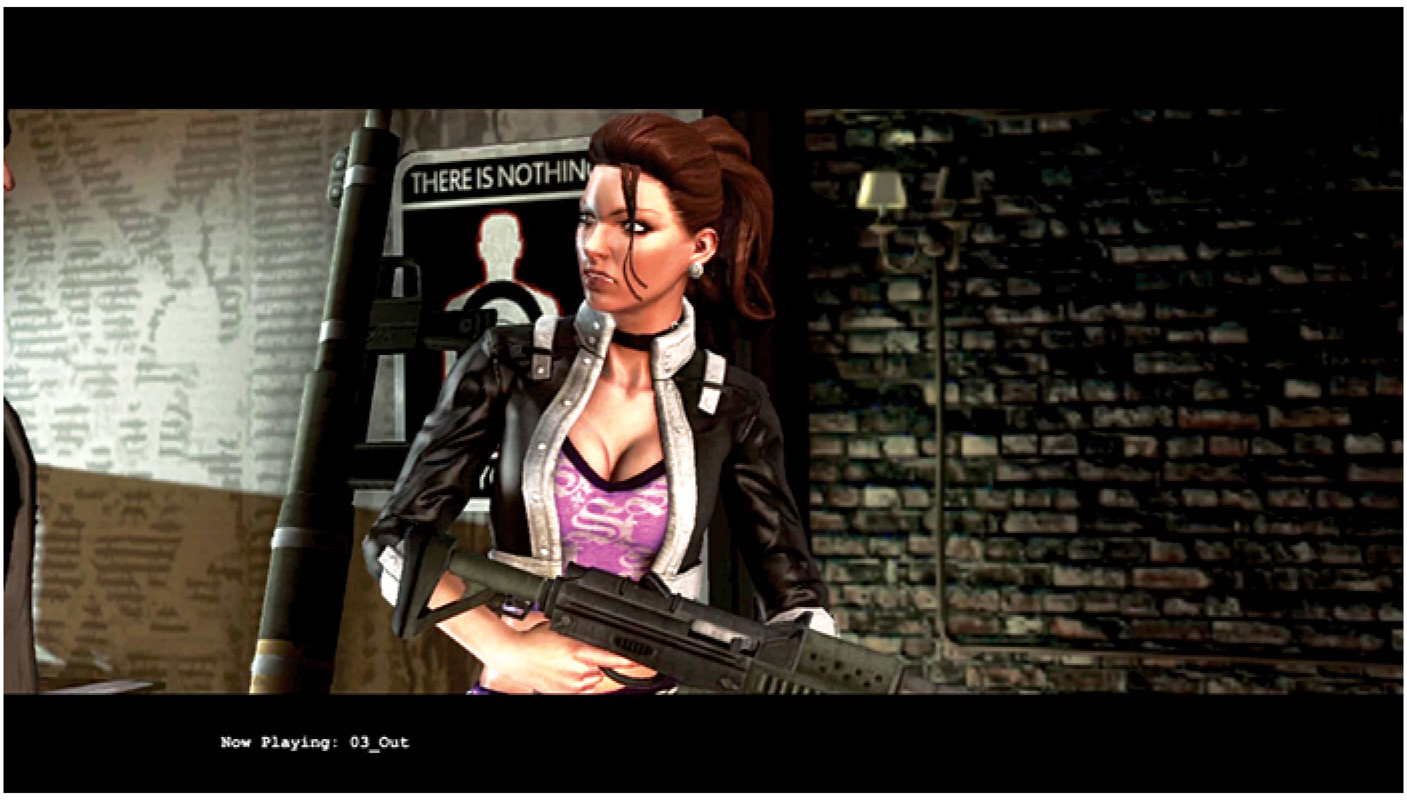
History

One of the Player’s trusted Lieutenants, Shaundi was always more interested in having a good time than being a good gang banger. However, as the game pro-gresses she matures and grows into her role as a senior member of the gang.



Personality

While Shaundi begins the game as a free-spirited, easy-going woman, the tragedy of her friend pushes her to try to fill the giant shoes he has left behind. Like most people she masks her sadness and pain by being pissed off, and tries to focus her anger on something tangible that she can hurt back.

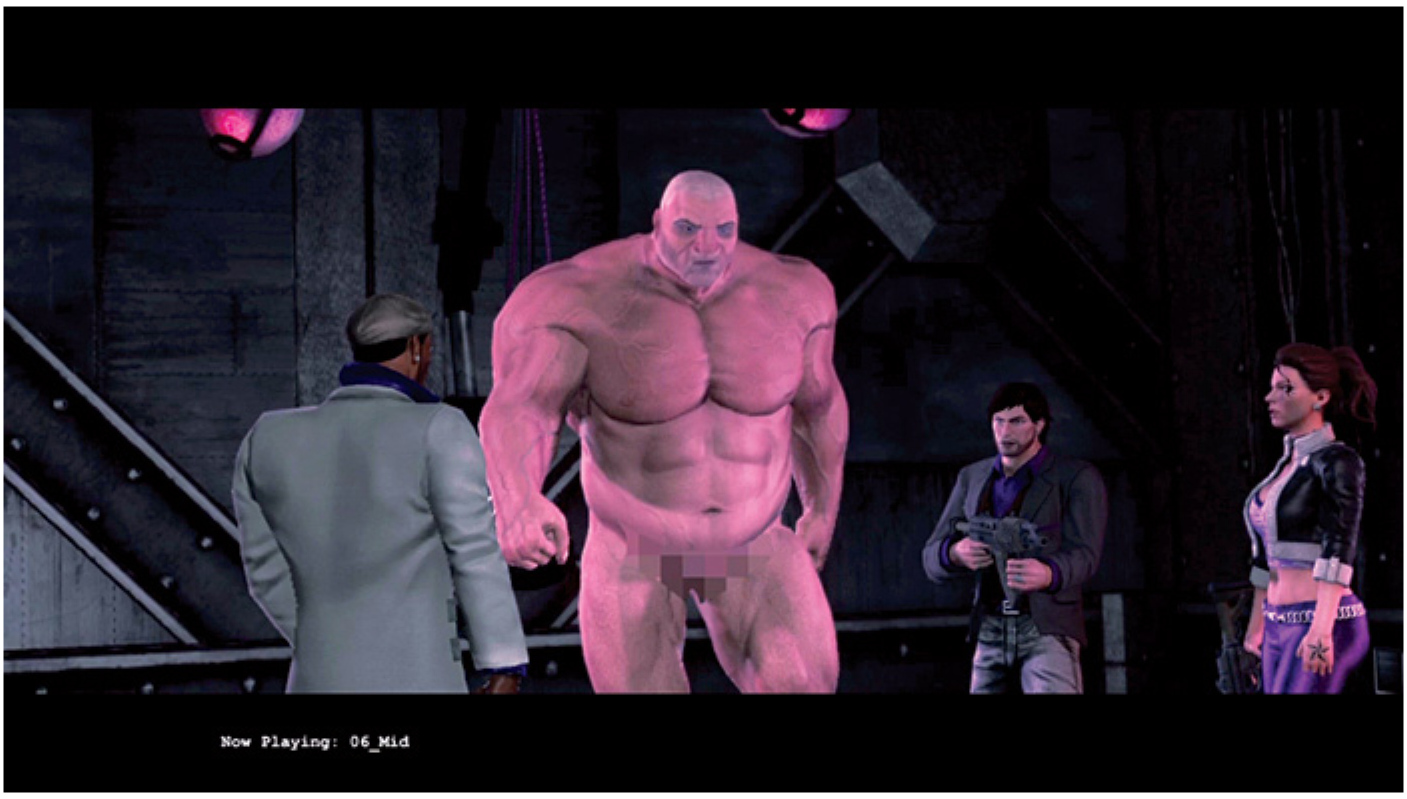


Story Arc

The passing of a friend hits Shaundi particularly hard and as a result she desperately tries to fill the void that’s left in his wake. This leads to her often overcompen-sating and overextending herself, much like a child who wants to run before she can walk. She finds no solace in the things that used to make her happy (like party-ing), and feels that every minute spent standing still is a minute wasted that could be spent destroying the Syndicate.

Saints

Oleg Kirrlov

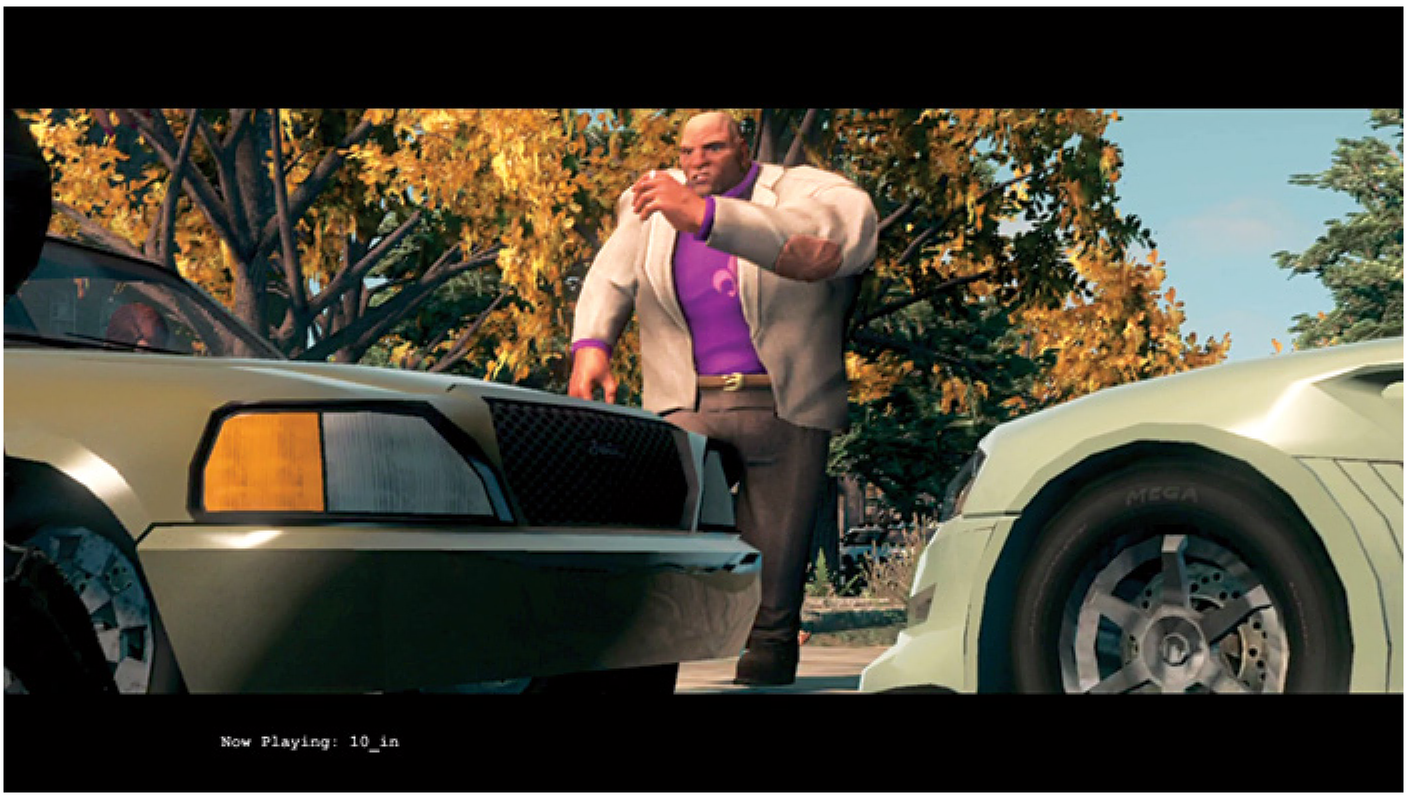


History

An ex-KGB agent, Oleg's terrifying size is only matched by his terrifying intellect. For years Oleg lived as a captive of the Syndicate, which used his genetic code to build an army of clones called Brutes.

Personality

While it would be easy for a casual observer to apply the term "gentle giant" to the polite and pragmatic Oleg, it's really not that appropriate. It's not that he is averse to killing anybody; it's just that he would rather be reading or playing chess instead of doing it.

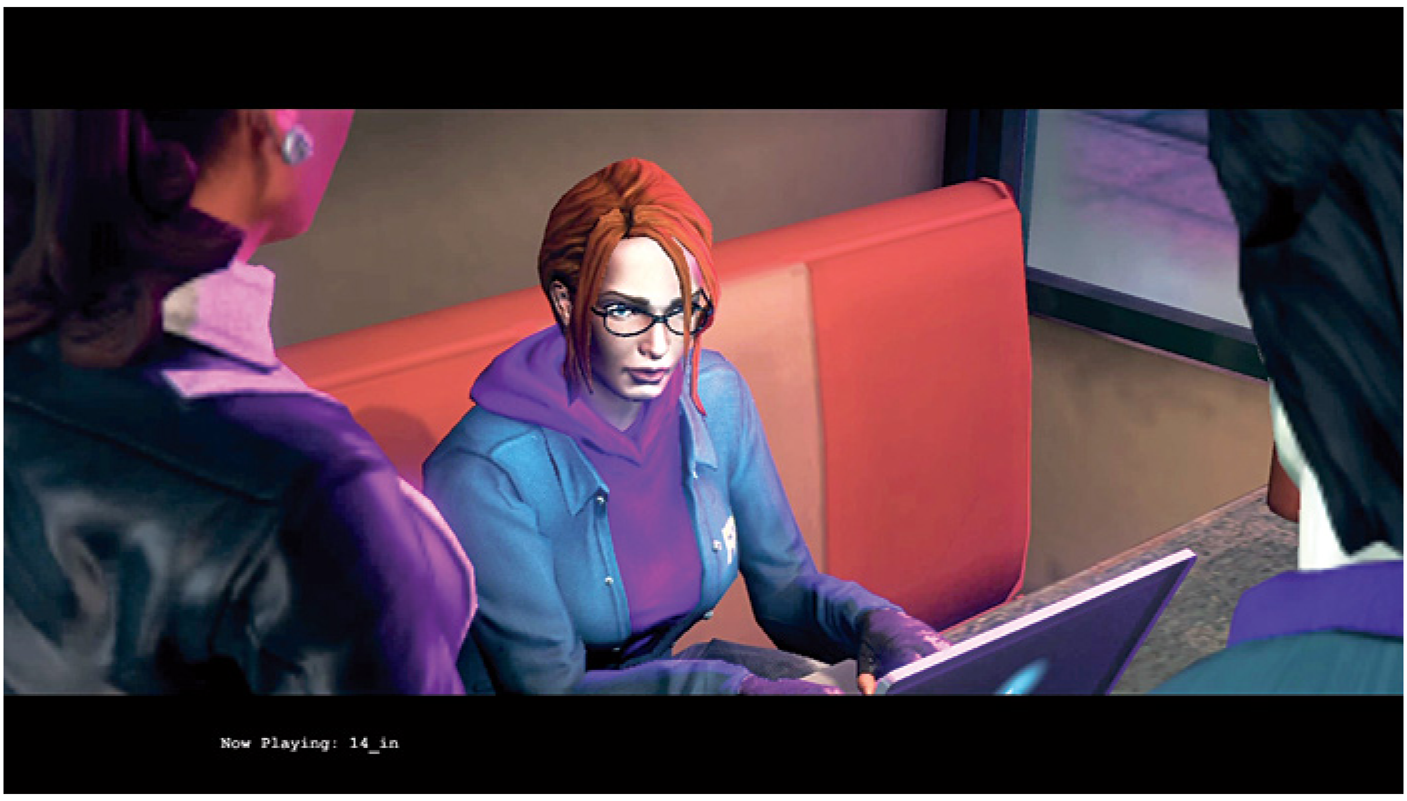


Story Arc

Oleg is aided by the Saints inside a Syndicate facility. Once rescued, Oleg commits himself to the Saints' cause and delights at the opportunity to get revenge for his years of captivity. Along the way he finds himself surprisingly attracted to the eccentric ex-FBI agent Kinzie Kensington.

Saints

Kinzie Kensington

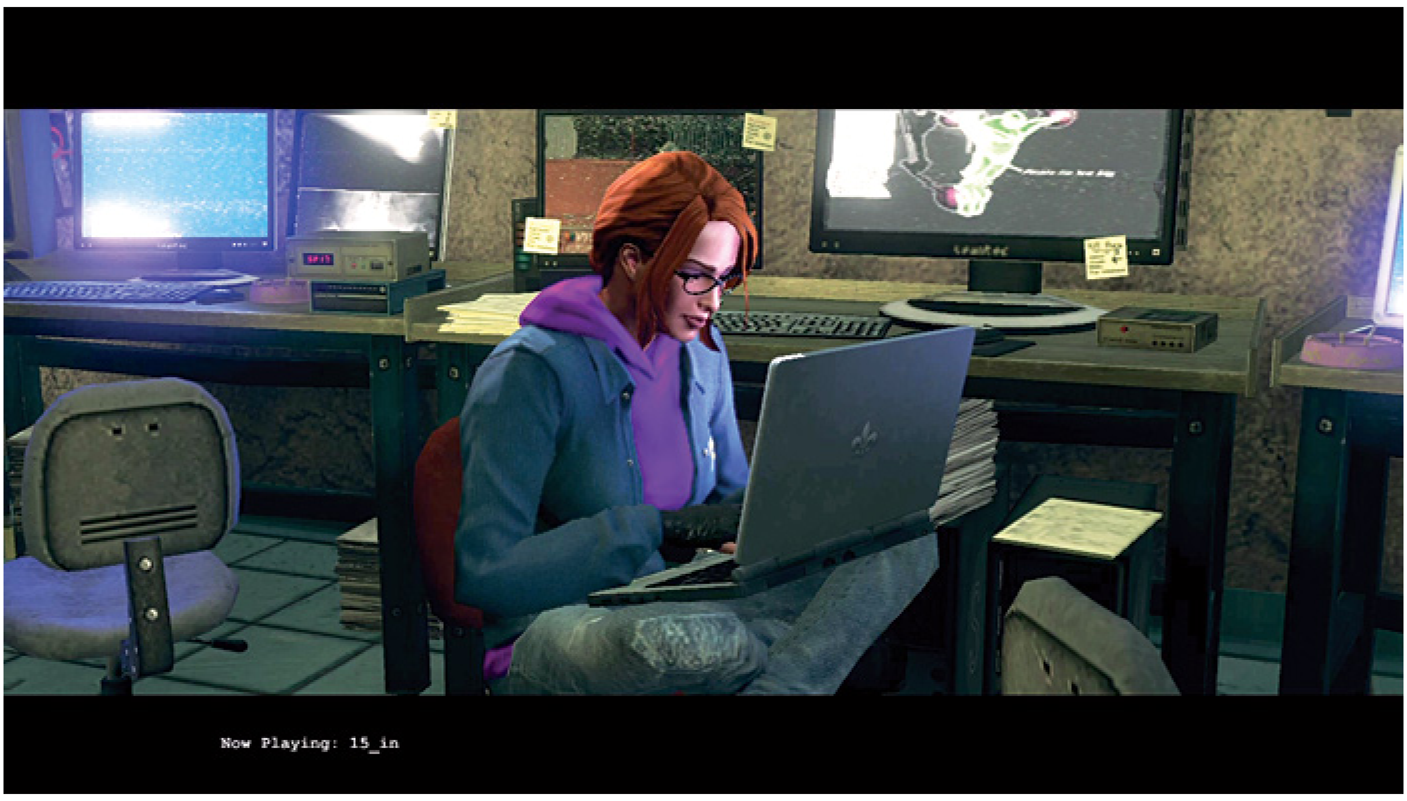


History

An obsessive-compulsive conspiracy theorist, Kinzie lost her job as an FBI agent when Matt Miller set her up for a major fall. People at the Bureau laughed at her when she insisted that the biggest threat to our national security was a 16-year-old kid, but once she proves that Matt Miller is a criminal mastermind, she'll be the one who's laughing.

Personality

Kinzie is good with computers, not people. She talks when she probably shouldn't, and is incredibly blunt. What others would interpret as dry humor is just Kin-zie being drop-dead serious. She is mousy and a little awkward. Physically she is most comfortable when sitting cross-legged in a chair, with her face buried in a laptop.

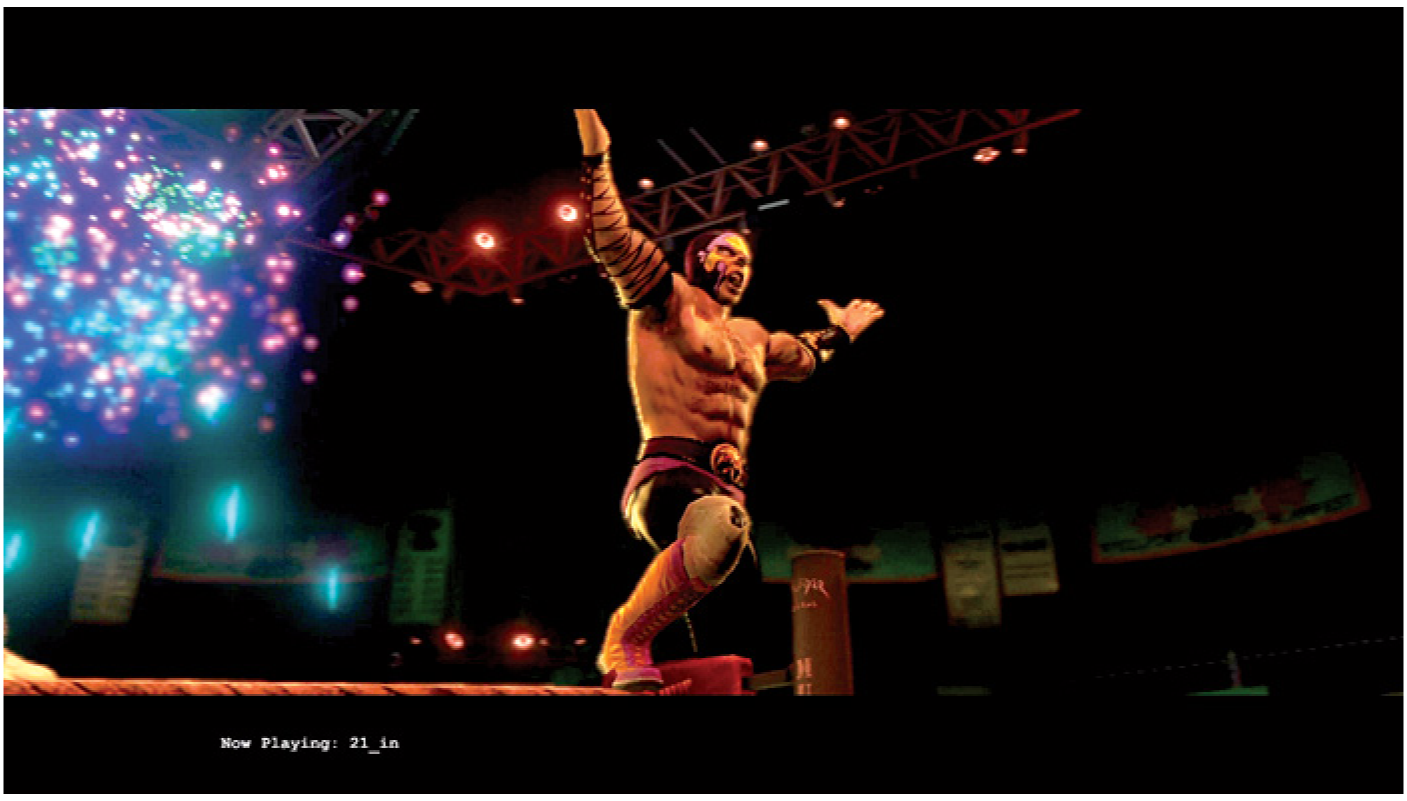


Story Arc

After getting too close to Matt Miller's operation, Kinzie is abducted by the Syndicate. When the Player rescues her, she is all too eager to get a chance to take out the Syndicate once and for all. Using her technological know-how, Kinzie proves to be a vital asset to the Saints, especially in dealing with the cybergang, the Deckers.

Saints

Angel De Lamuerte

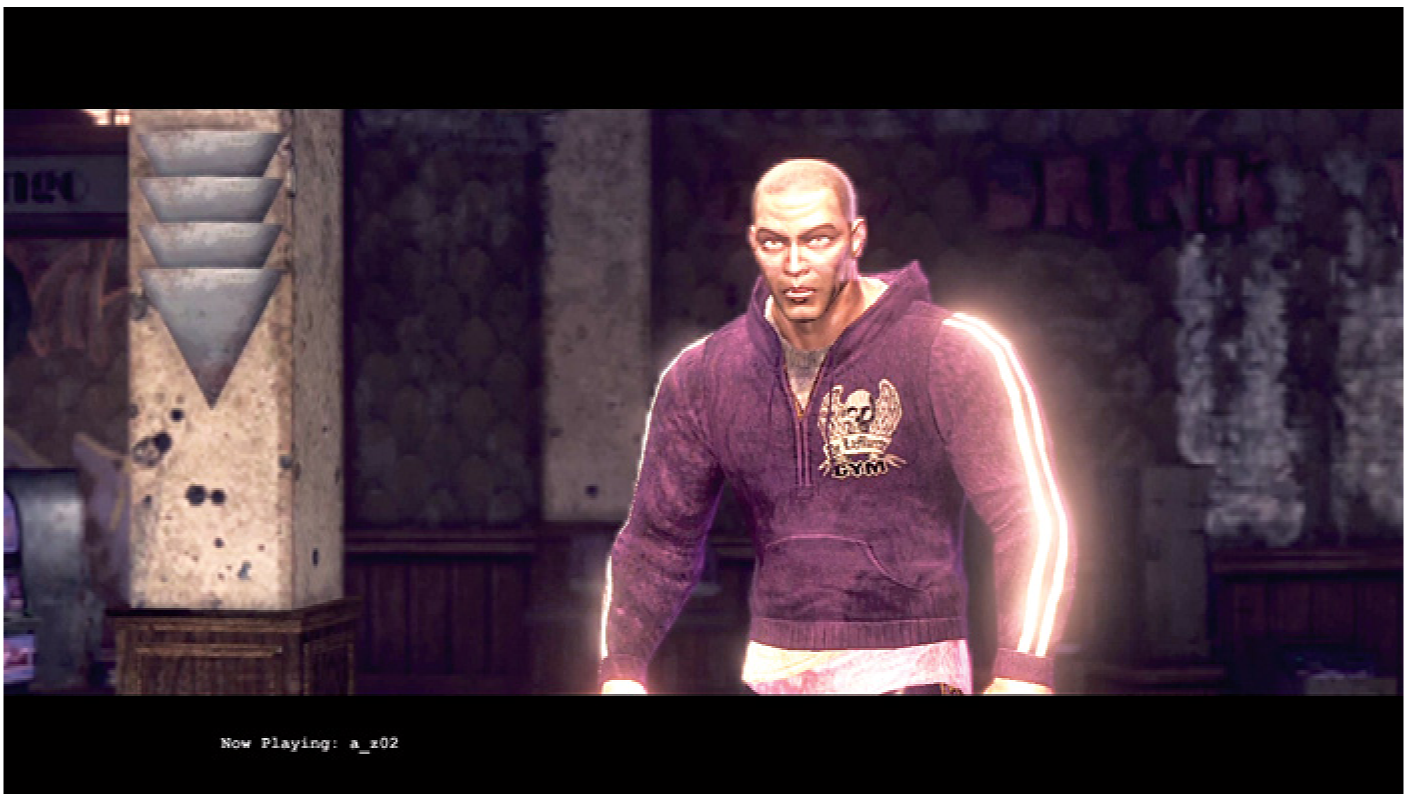


History

Angel was Killbane's tag team partner for years, until Killbane's jealousy of the younger wrestler's ability drove a wedge into their friendship. This conflict came to a head when Killbane challenged Angel to a mask vs. mask match and then cheated to win. After he lost his mask, Angel was a broken man who went into hiding, until the Saints recruited him to join them in a fight against Killbane.

Personality

Angel is full of fortune cookie wisdom and self-pity. He has the tools to get back at Killbane, but lets his own fear get in the way of actually doing anything of real importance. He sincerely believes that since he has lost his mask there is nothing else he can offer the world, save for the knowledge he can pass on to a contender who has a real shot at stopping Killbane.

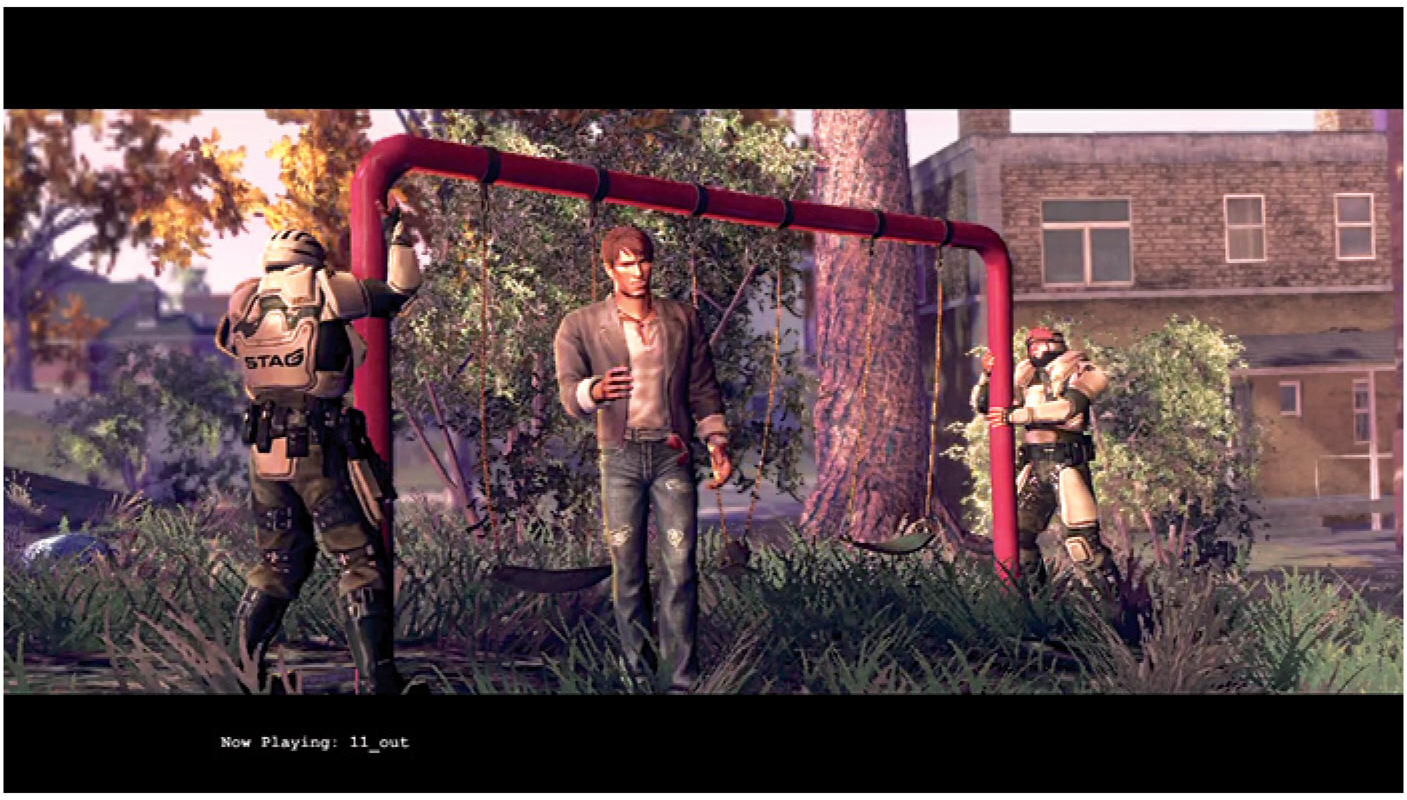


Story Arc

Angel begins the game as a down-on-his-luck pro wrestler who has gone into self-imposed exile after being unmasked by Killbane (the ultimate shame any Lu-chadore can face). Unwilling to face Killbane again after being humiliated, Angel trains the Player to fight in his stead. However, after working with the Saints a while, Angel regains his confidence and wants to confront Killbane.

Saints

Joshua Birk

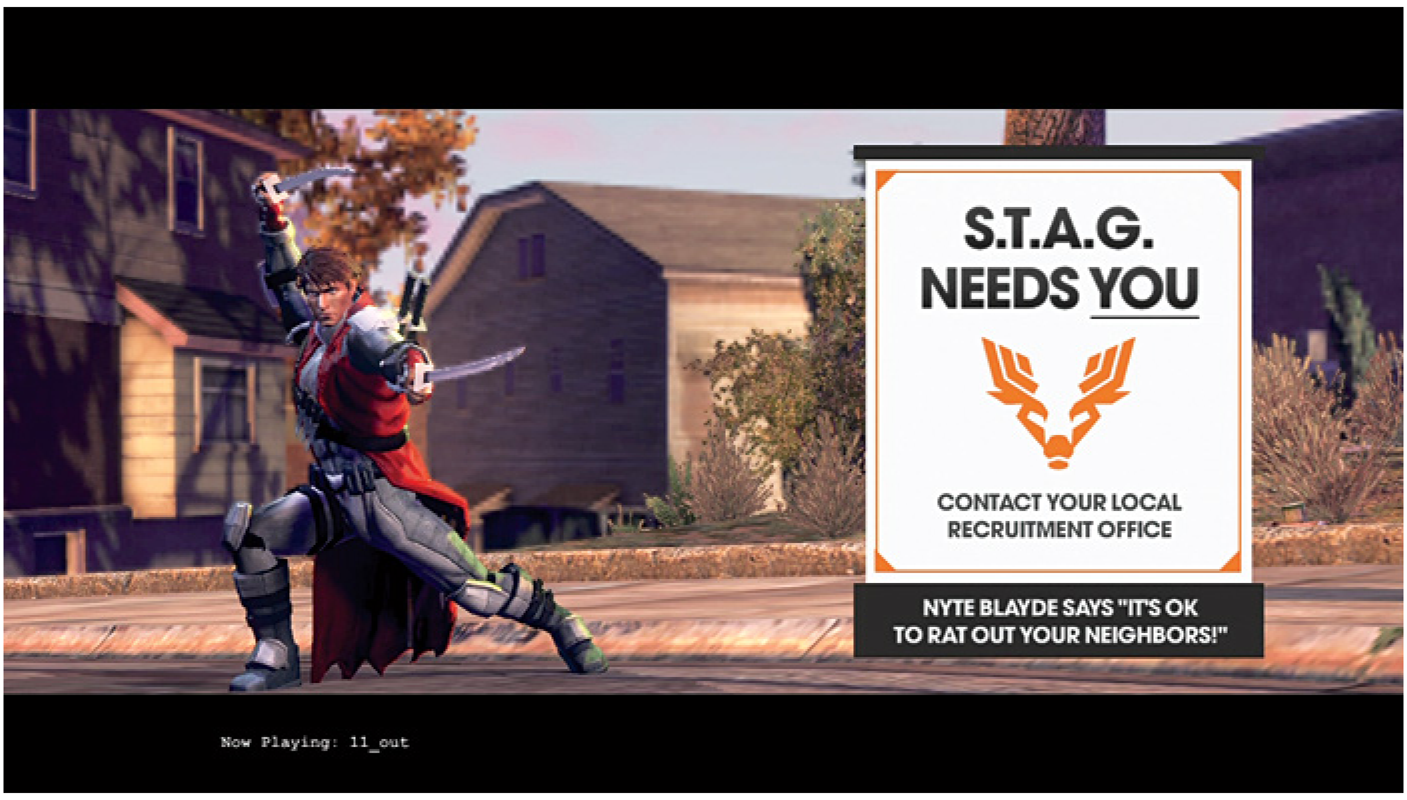

STAG
Now Playing: 11_out

History

Josh Birk is the young star of “Nyte Blayde,” a popular (and campy) TV series about a vampire hunter whose world is turned upside down once he is turned into the very thing he has vowed his life to destroy. He is a teen idol, and loves his adoring fans.

Personality

Obsessive and self-important, Josh is unintentionally obnoxious. The fact that he tries so hard to be “real” only magnifies this even more. He’s used to having the world handed to him on a silver platter and has just come to expect it, not out of entitlement, but because it’s all he’s ever known.

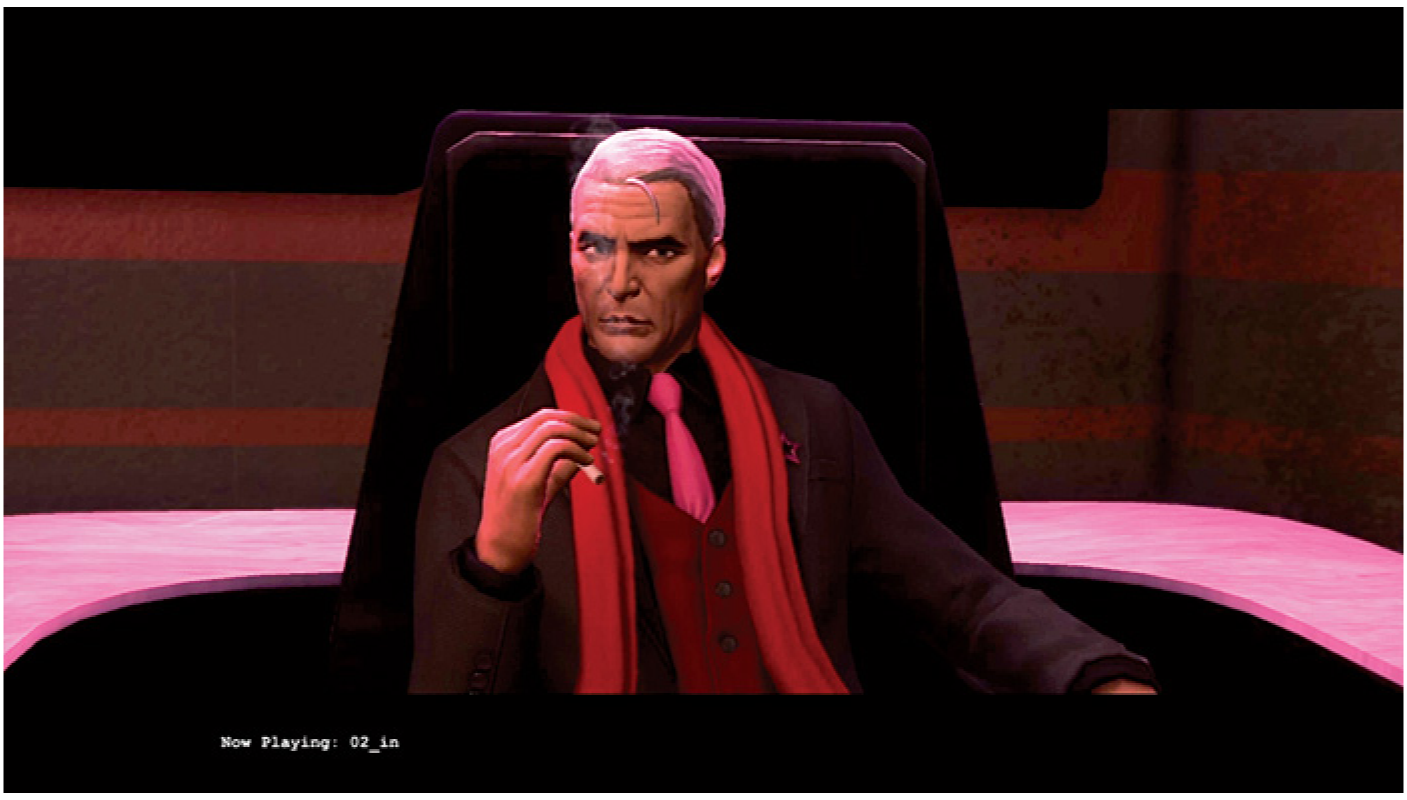

S.T.A.G.
NEEDS YOU
CONTACT YOUR LOCAL RECRUITMENT OFFICE
NYTE BLAYDE SAYS "IT'S OK TO RAT OUT YOUR NEIGHBORS!"
Now Playing: 11_out

Story Arc

Josh begins the game alongside the Saints as a ride-along. He immediately falls head-over-heals in love with Shaundi, who can’t stand the sight of the guy. Later on, he is hired to use his idol status to promote STAG as its unofficial mascot (using Nyte Blayde in a “McGruff the crime dog” sort of way).

Sinners

Phillipe Loren



History

The leader of The Syndicate, Phillipe runs the Morningstar with clocklike precision. Comfortable in the boardroom or in the battlefield, Phillipe is a natural leader who inspires confidence and fear in equal measure.

Personality

Phillipe is a profit-minded individual and to him, people boil down to resources and nothing more. He is not Eurotrash. He is not flamboyant. He is coldly logical. As a result, he is not quick to anger nor is he heartless: If you create profit he will reward you; if you maintain the status quo he will ignore you; if you create loss he will hear your explanation and then, if it is not good enough, he'll kill you.

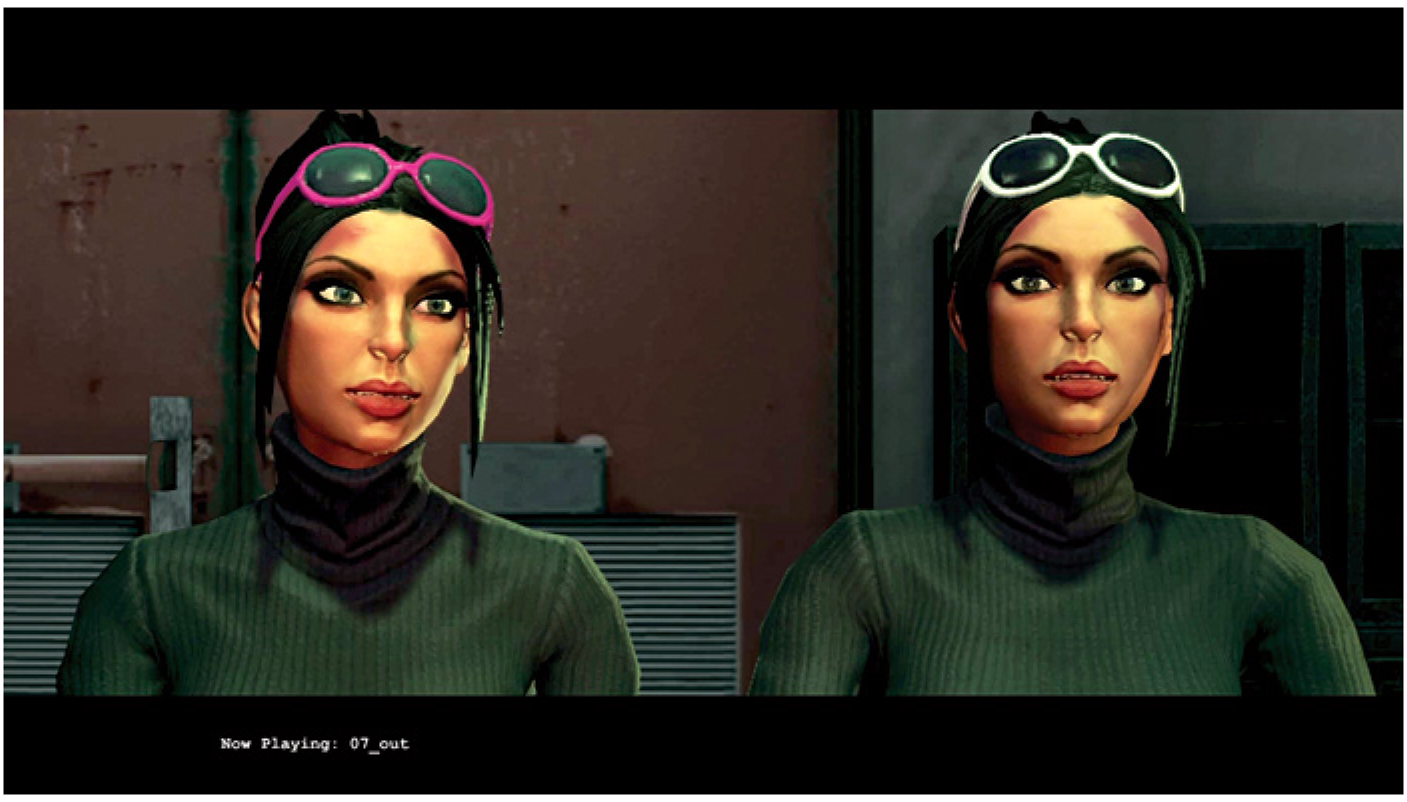
Now Playing: 02_out

Story Arc

Phillipe enters Saints Row: The Third with a bang, brazenly abducting the Player and demanding that he pay tribute. When the Saints refuse, he directs the considerable might of the Syndicate against the Saints. Initially, Loren is portrayed as an absolute criminal god, but like a classic Bond villain, he soon learns what happens when you go up against the Saints.

Sinners

The Dewynter Sisters

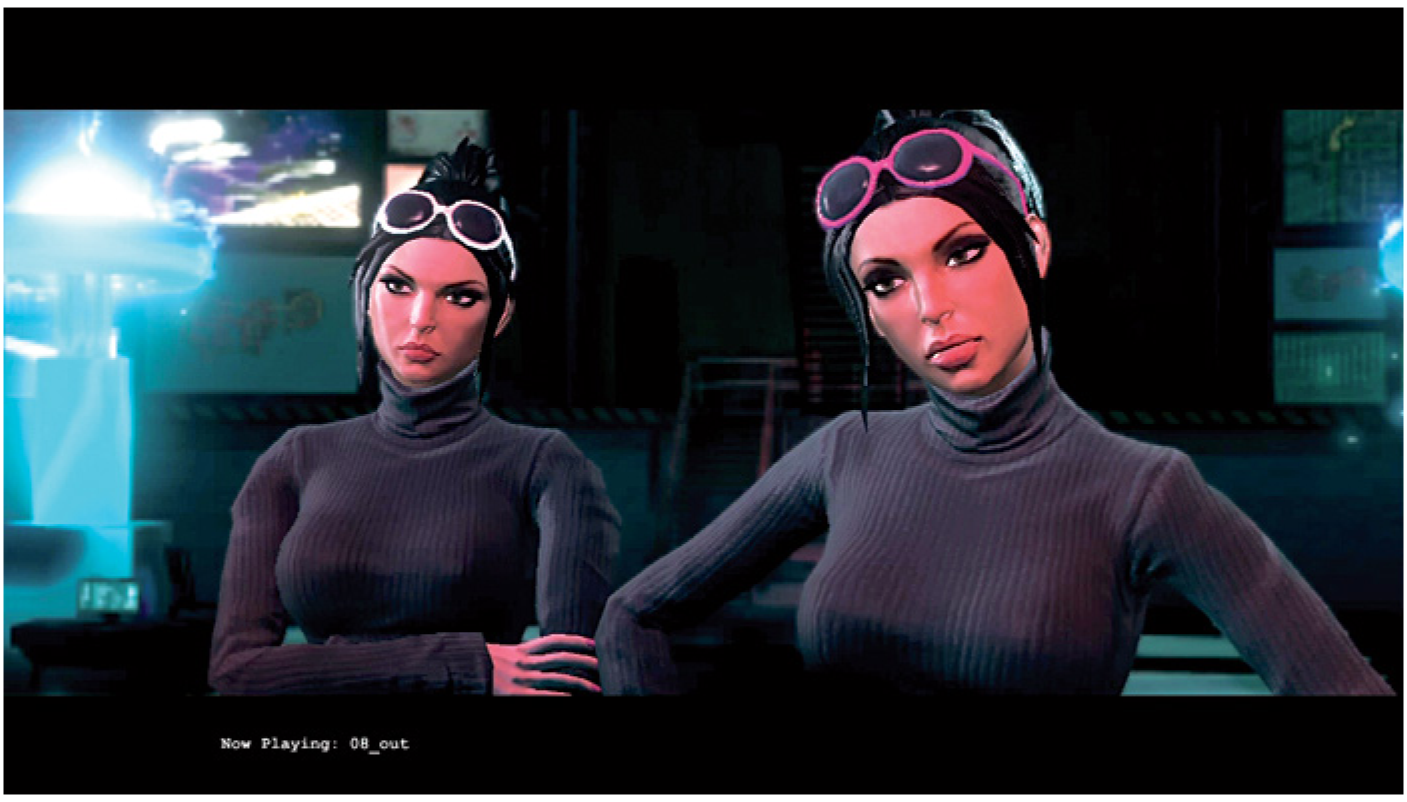


History

When you're the overlord of a multibillion dollar arms dealing ring as well as a global criminal fraternity, it's important to find good help, and Viola and her twin sister, Kiki, are the best. Viola and Kiki serve as the right-hand men to criminal mastermind Phillipe Loren. They crunch numbers, offer both financial and personal advice, and in general run the day-to-day business of the Syndicate. Through their savvy, if not ruthless, business sense, Phillipe has seen his profits go from 10 billion to 100 billion.

Personality

Calm and composed, Viola is a stark contrast to her often volatile sister, Kiki. Lively and passionate, Kiki is never afraid to speak her mind—which often lands her in trouble. Perhaps there was a time at Harvard Business School where they would have used sex appeal to get what they wanted, but they are way beyond that now. Make no mistake: They are not sexy women who happen to be good at business; rather, both are businesswomen who happen to be striking. While Viola may brush off assumptions that she is a secretary or arm candy (and would probably work that angle to her advantage), Kiki would be far more likely to verbally savage someone and assert her dominance. On the surface, both sisters are incredibly pragmatic, but at the end of the day they place each other before any business transaction.

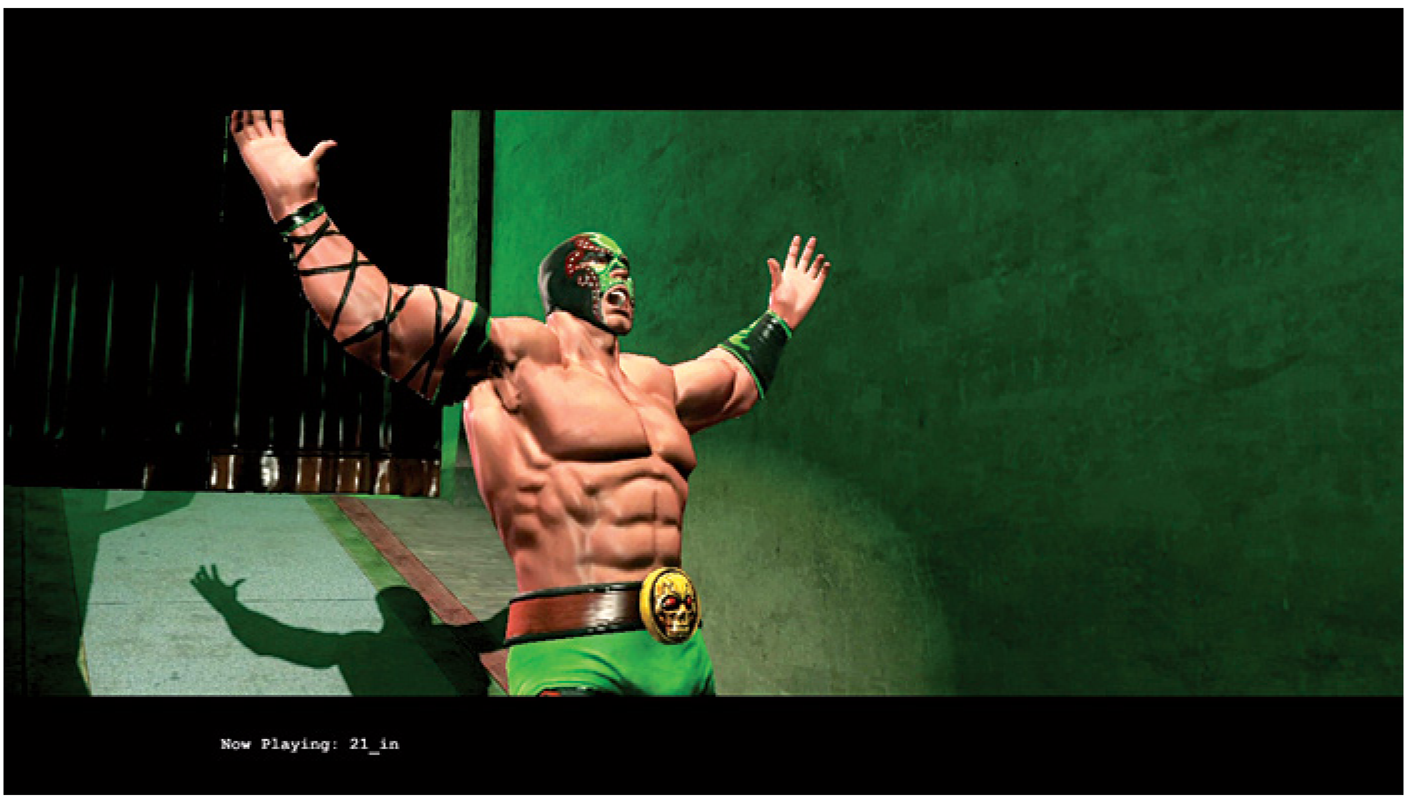


Story Arc

At the beginning of the game, Viola and Kiki are villainesses who work with the Syndicate. Through their dedication and loyalty to Phillipe, the Syndicate's leader, it is all but assumed that the sisters will one day assume leadership. However, when Phillipe is out of the picture, a power vacuum occurs and a volatile underling wrestles control from the sisters. This does not sit well for either of them but they cope with the situation in very different ways.

Sinners

Eddie "Killbane" Pryor



History

A mountain of a man, Killbane used to be one of the most famous underground wrestlers in America until his overly aggressive style landed opponent after opponent in the hospi-tal. Dropped by all US promotions, Eddie found work in Mexico, where his size and power made him an instant hit with fans.

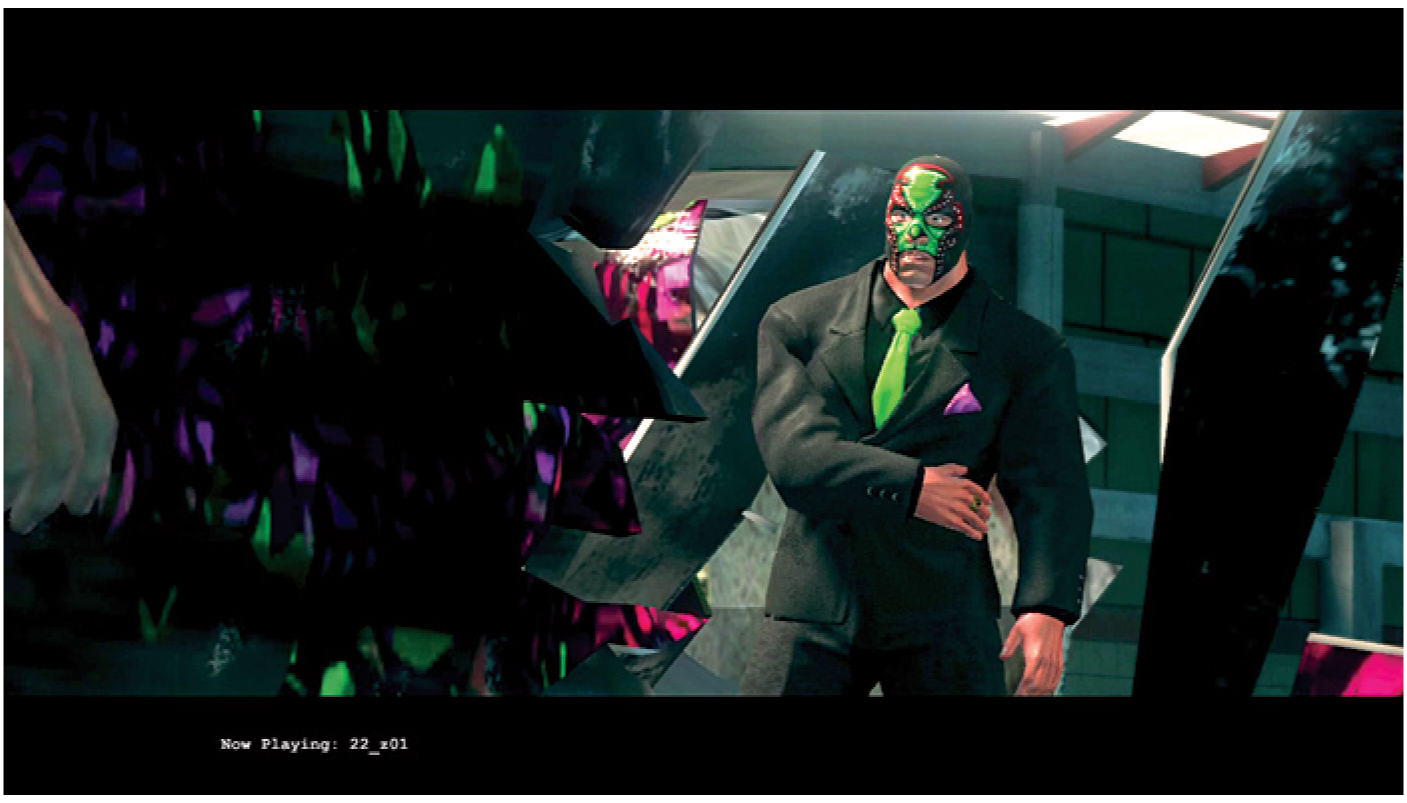
However, as he aged, Killbane became unable to perform as he used to, and saw his star begin to decline. Obsessed with immortality, he turned to steroids and pain killers to allow his body to keep up with the growing rigors of wrestling.

Nowadays, Killbane is a roid junkie. Normally polite (if not eccentric), he is prone to breaking out in a roid rage and destroying whatever was the cause of his irritation.

He also has remained obsessed with his fame and tries to pimp himself out wherever he can—radio spots for local car dealerships, kitchen gimmicks with his name on it—if it is something that will keep his name on the lips of the people, he will do it. Currently his latest pet project is a themed casino that pays homage to his wrestling legacy.

Personality

Simply put, Eddie is out of his damn mind. He likes to be called by his wrestling persona, Killbane; never takes off his mask; and gets enraged when people call him Eddie. He paces and thinks aloud. Nearly every time he talks, he acts as if he's cutting a wrestling promo, using language and analogies that no rational person would ever use. To say he is larger than life and over the top is like saying Michelangelo was some dude who thought painting was neat.



Story Arc

While originally the Syndicate's attack dog, Killbane uses Phillipe's absence to catapult himself into leadership of the criminal organization. However, once he flies off the handle, he fractures the Syndicate and sends the organization into a downward spiral. Despite that his empire is crumbling around him, Killbane merely fiddles while the city

Sinners

Matt Miller

Now Playing: 16_z02

History

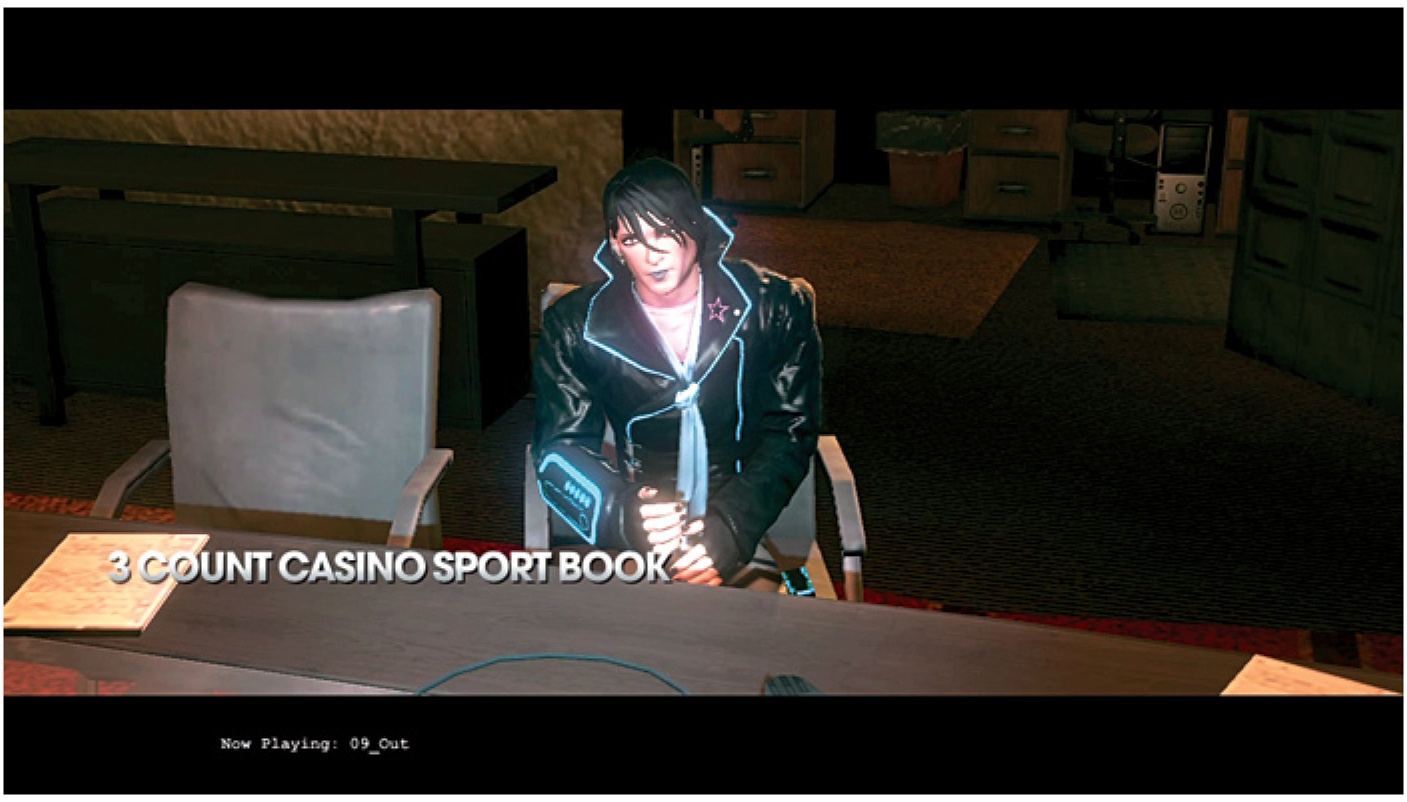
The youngest and newest member of the Syndicate, Matt is an extremely talented hacker from England who uses the handle “R4gn0r0k”. He gained his cred with the hacking community when he cracked the Pentagon’s mainframe and released the details of the JFK conspiracy. Ever since he has been an icon in the cyber community.

Personality

Despite his eye liner and goth/cyberpunk clothes that he wears to boost his confidence, Matt is ultimately a 16-year-old kid.

While manning his keyboard, he knows that he is the best in the world, and has confidence that borders on obnoxious, but when he stands among the other members of the Syndicate, he knows that he is surrounded by people who wouldn’t hesitate to kill him.

As a result, he pays them the deference they deserve. He’s too smart to act like a brat in front of people with guns, but as long as he’s hiding behind the internet, he is the biggest jerk in the world.

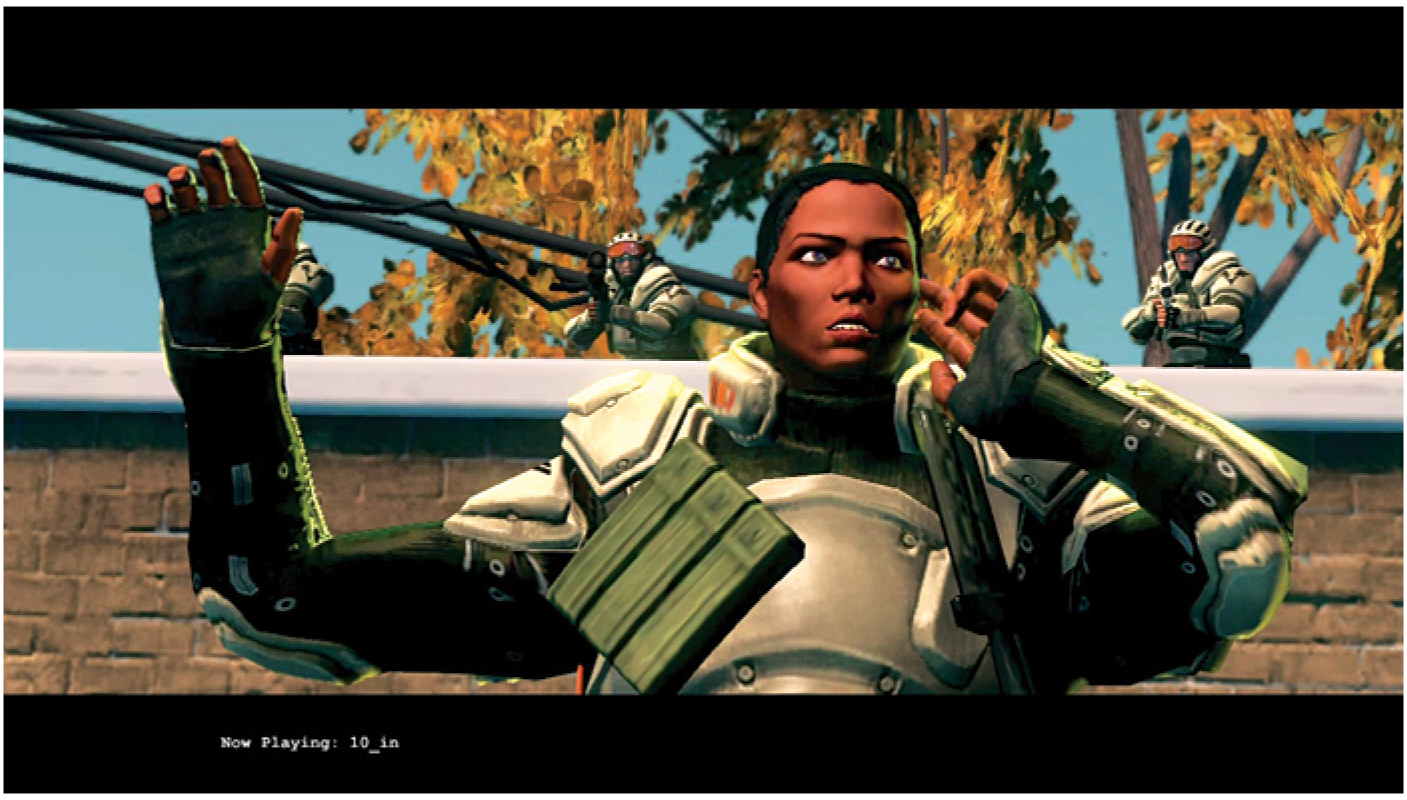


Story Arc

Matt uses his technological skills to wipe out the Saints’ bank accounts and begins a campaign to destroy their public image, while being an annoying (but not physically dan-gerous) thorn in the Player’s side. Ultimately the Player recruits the help of a discredited FBI agent, Kinzie, (a woman whose career with the Feds Matt destroyed) and faces Matt in cyberspace.

Sinners

KIA

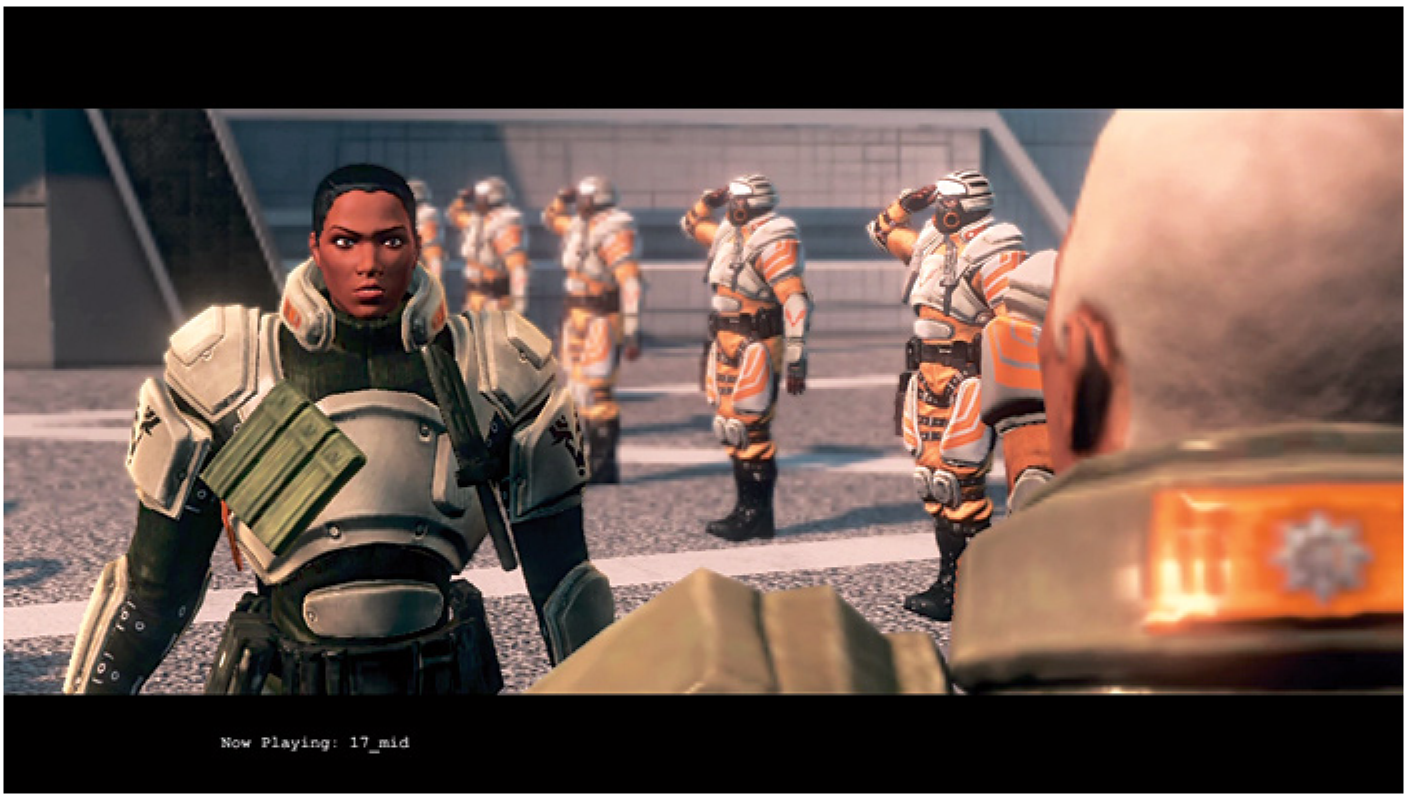


History

A no-nonsense member of the STAG (Special Tactical Anti-Gang) Initiative, Kia is Commander Cyrus Temple's go-to soldier for any task that he needs results on.

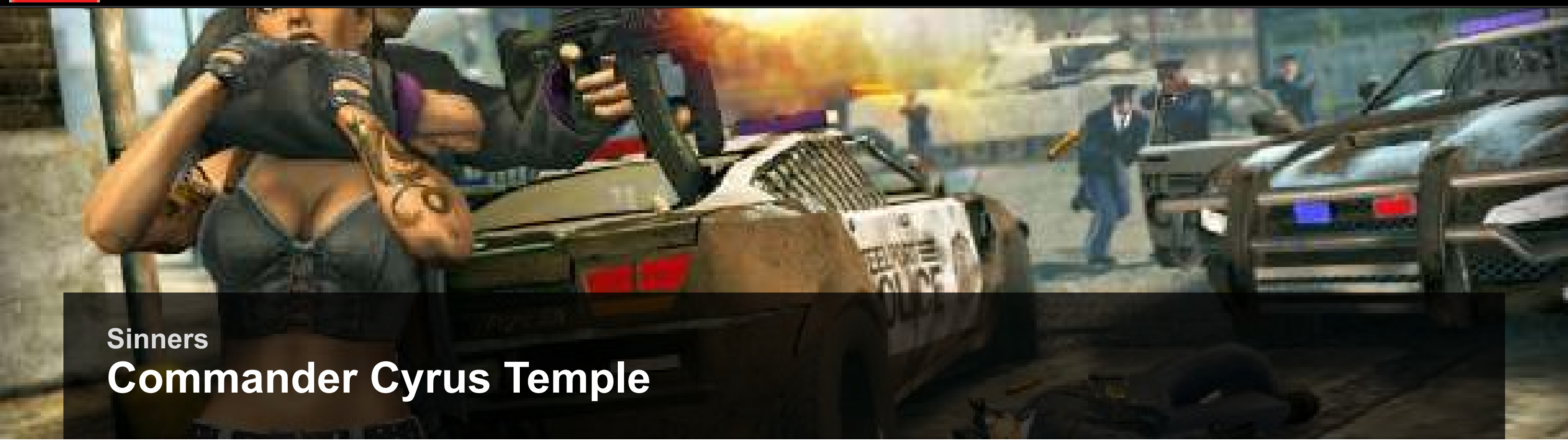
Personality

Kia is completely ruthless in the execution of her work. In her mind, the mission is everything, and there are no rules of conduct that apply when you're engaging the enemy. While this may paint her as something of a rogue agent, her loyalty to Cyrus Temple is totally absolute. She would kill her own mother if he asked her to, without giving it a second thought.



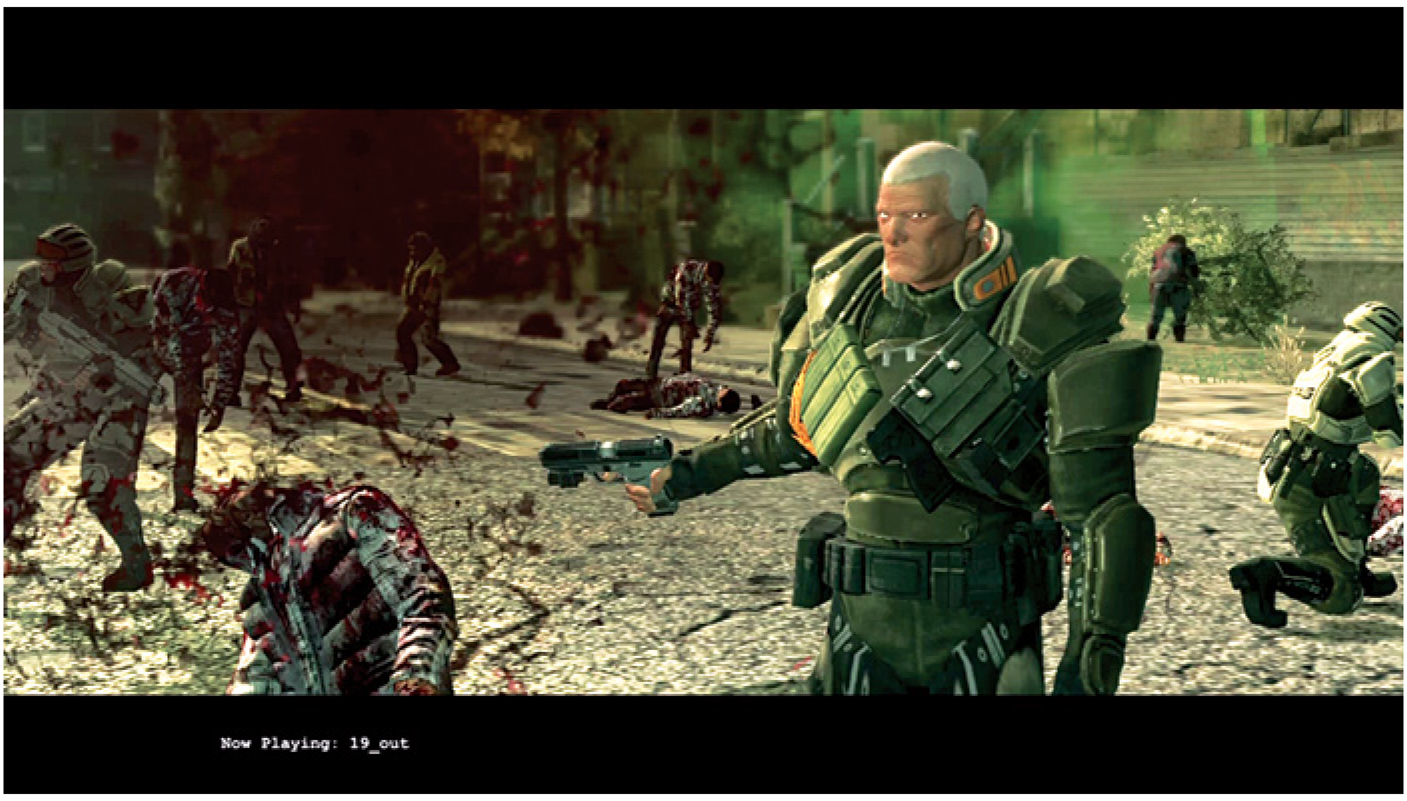
Story Arc

Alongside Cyrus Temple, Kia is relentless in her pursuit to destroy the criminal element in Steelport. However, once Senator Hughes refuses to give STAG the re-sources they need to adequately win the war on urban terror, Kia stages a faux assault to prove how dangerous the gang threat really is.



Sinners

Commander Cyrus Temple

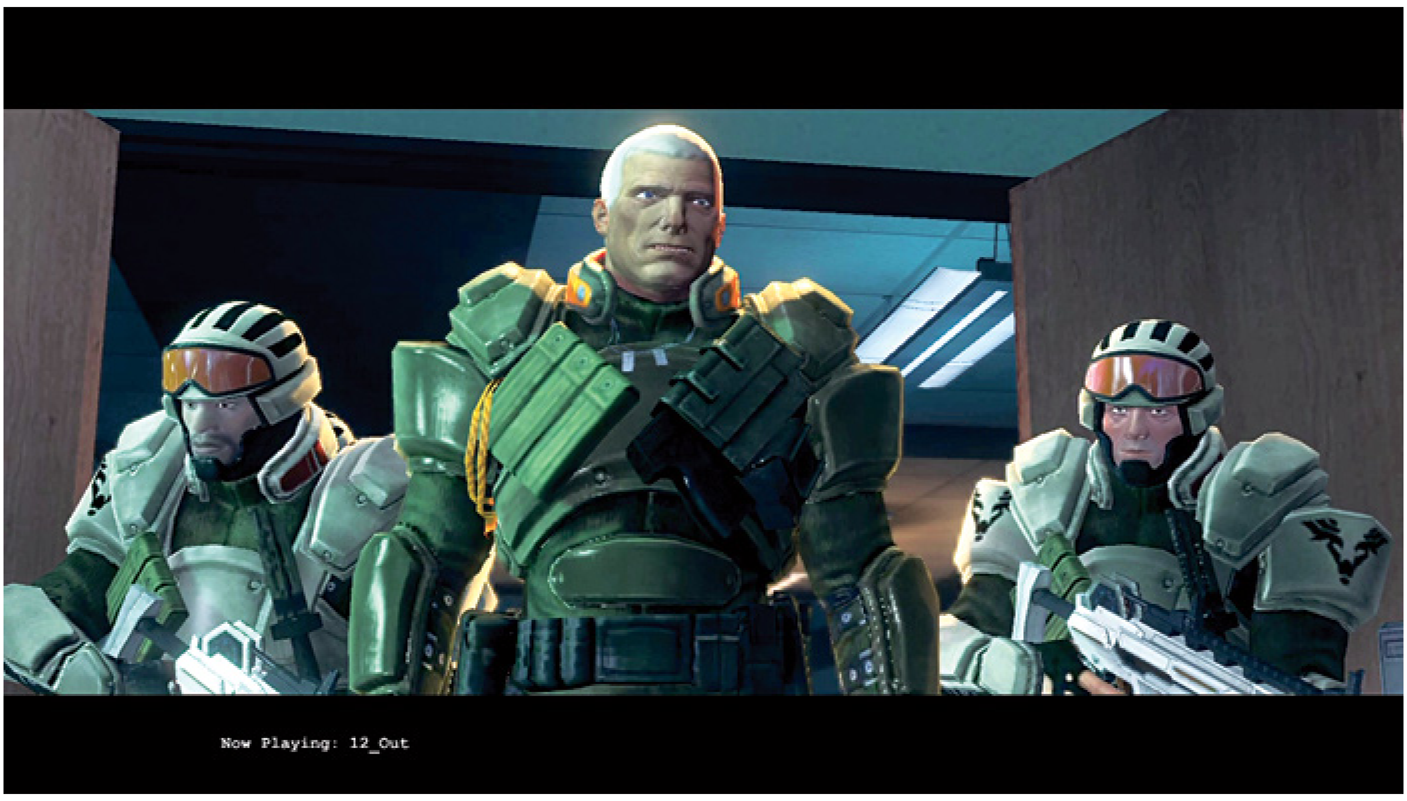


History

Cyrus Temple is the man in charge of the ground operations of the STAG Initiative. Fully supported by the US government, Cyrus has nearly limitless resources at his disposal—an advantage that he intends to make full use of.

Personality

Cyrus is a military man through and through, and will always execute an order to the best of his ability. That being said, he's not afraid to offer alternatives to a course of action he thinks is bad. But if a commanding officer tells him to ignore logic and reason, he will have no choice but to obey. While he is the sort of per-son who would kill a thousand people to save a million in a heartbeat, he is not without honor. If he gives his word, he will honor the letter of it, and refuses to lower himself to the level of the scum he has vowed to exterminate.

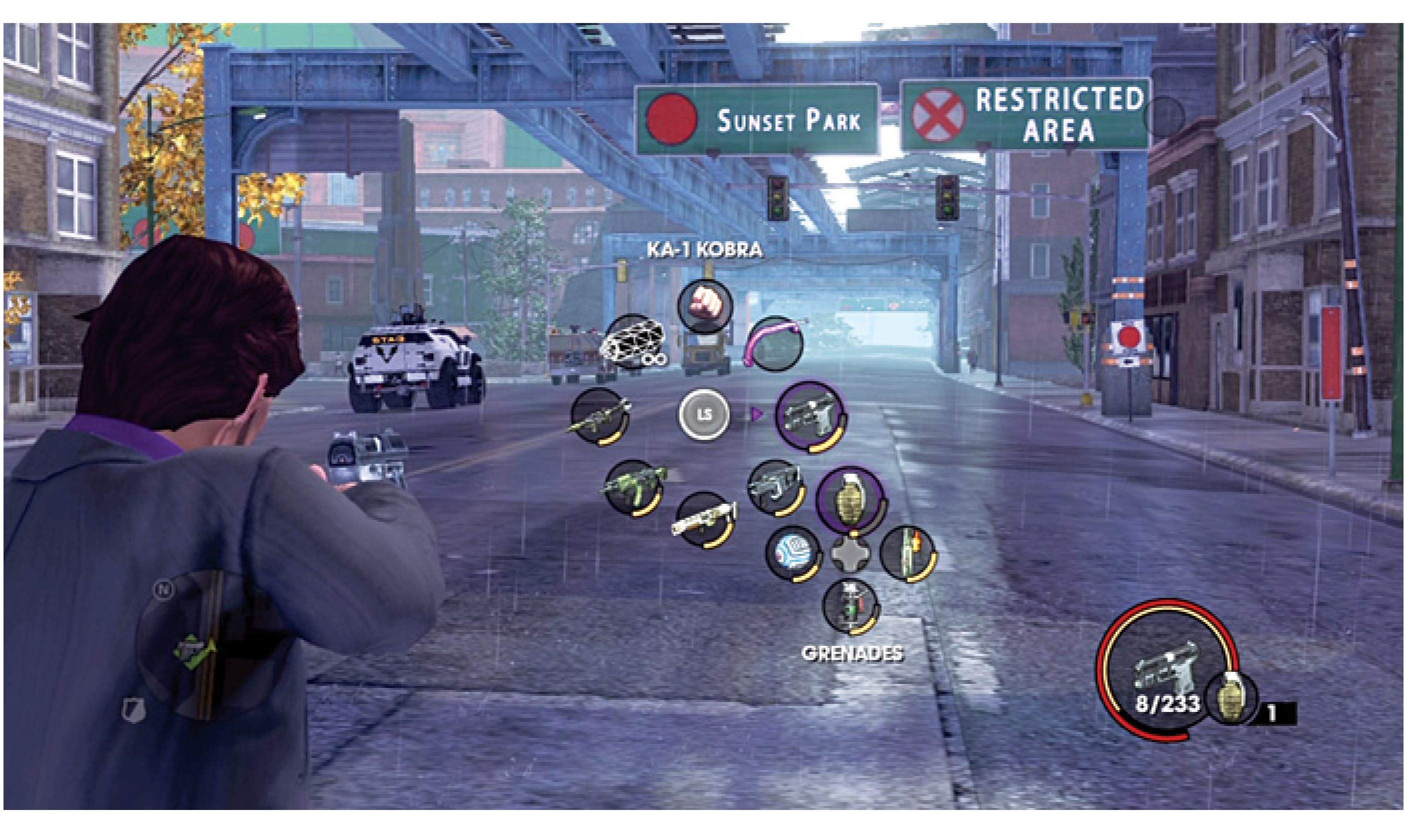


Story Arc

While Cyrus is confident that the war in Steelport will be swift and decisive he soon realizes how entrenched the gangs in the city are. Knowing that a protracted war will lead to the death of more of his men, he lobbies with Senator Hughes for authorization to use a powerful weapon against the city of Steelport—one that would all but ensure victory.

Weapons Overview

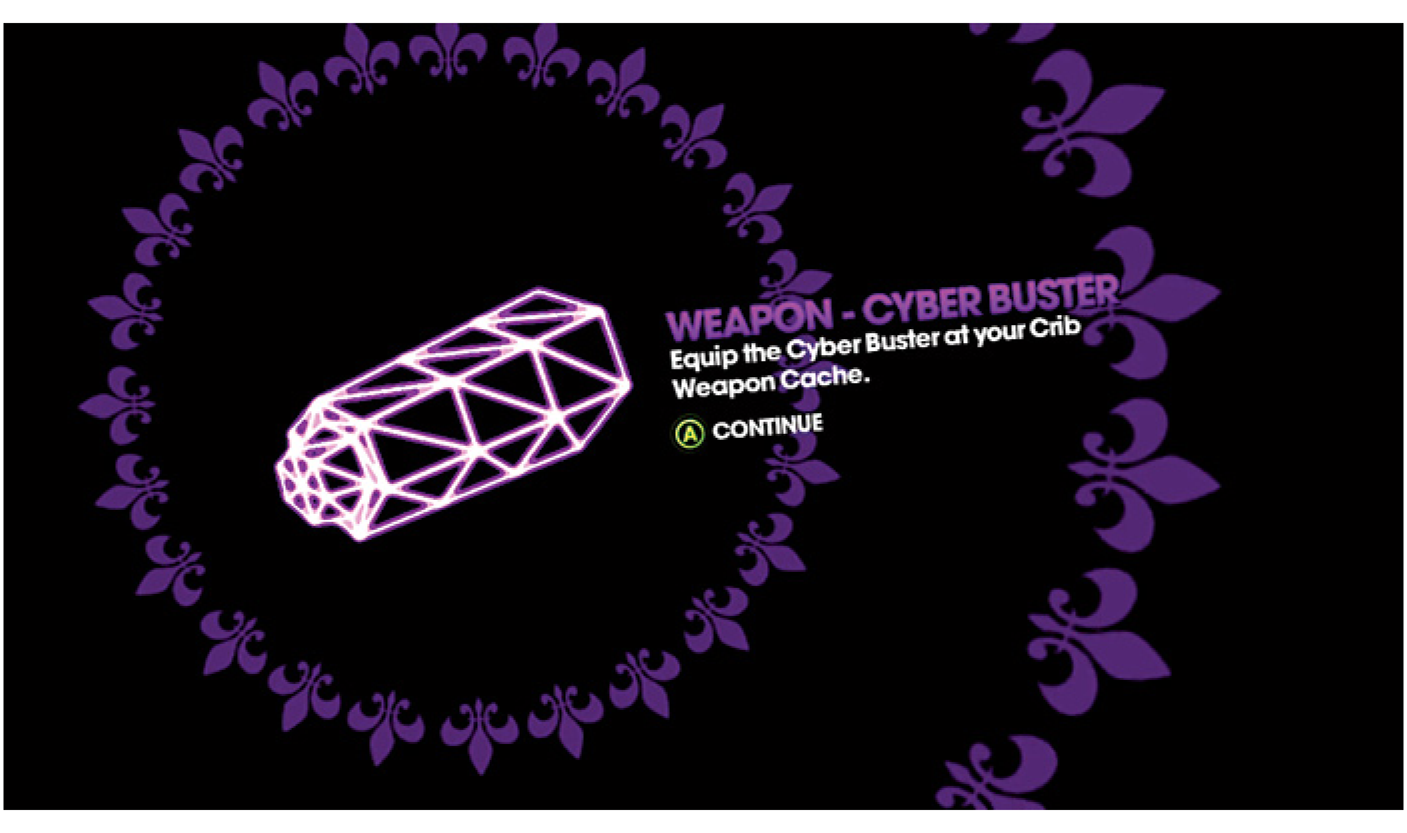
Weapon Categories



Throughout your adventures you will encounter numerous types of weapons with a large variety of functionality. When you press the Weapon Inventory Menu, you can select from seven groups of weapons using the analog stick and four types of thrown projectiles using the directional pad. Ultimately, all weapons can be classified into nine categories: melee, pistol, submachine gun, shotgun, rifle, explosive, special, grenades, and temporary.

Acquiring Weapons

As a Reward

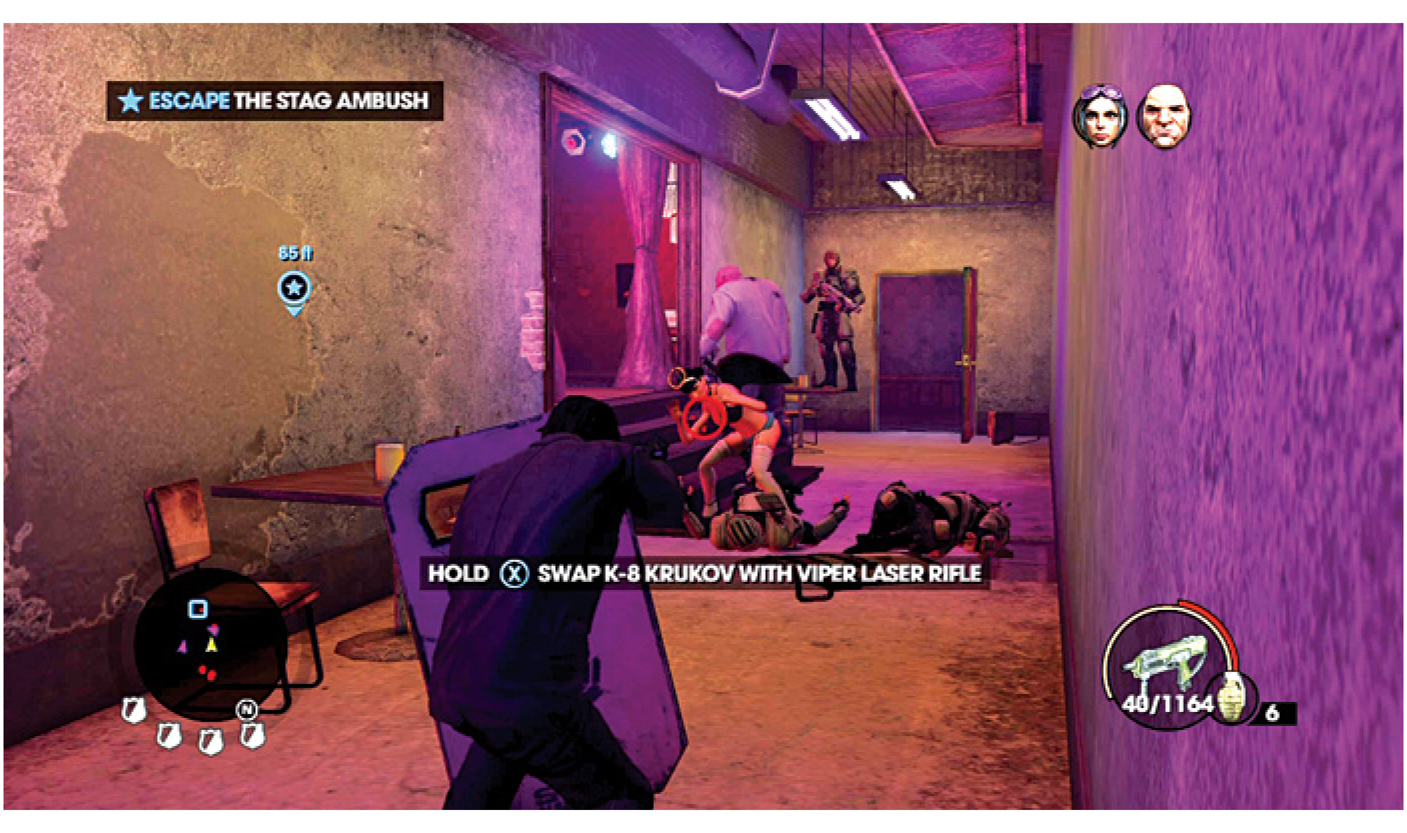


WEAPON - CYBER BUSTER

Equip the Cyber Buster at your Crib Weapon Cache.

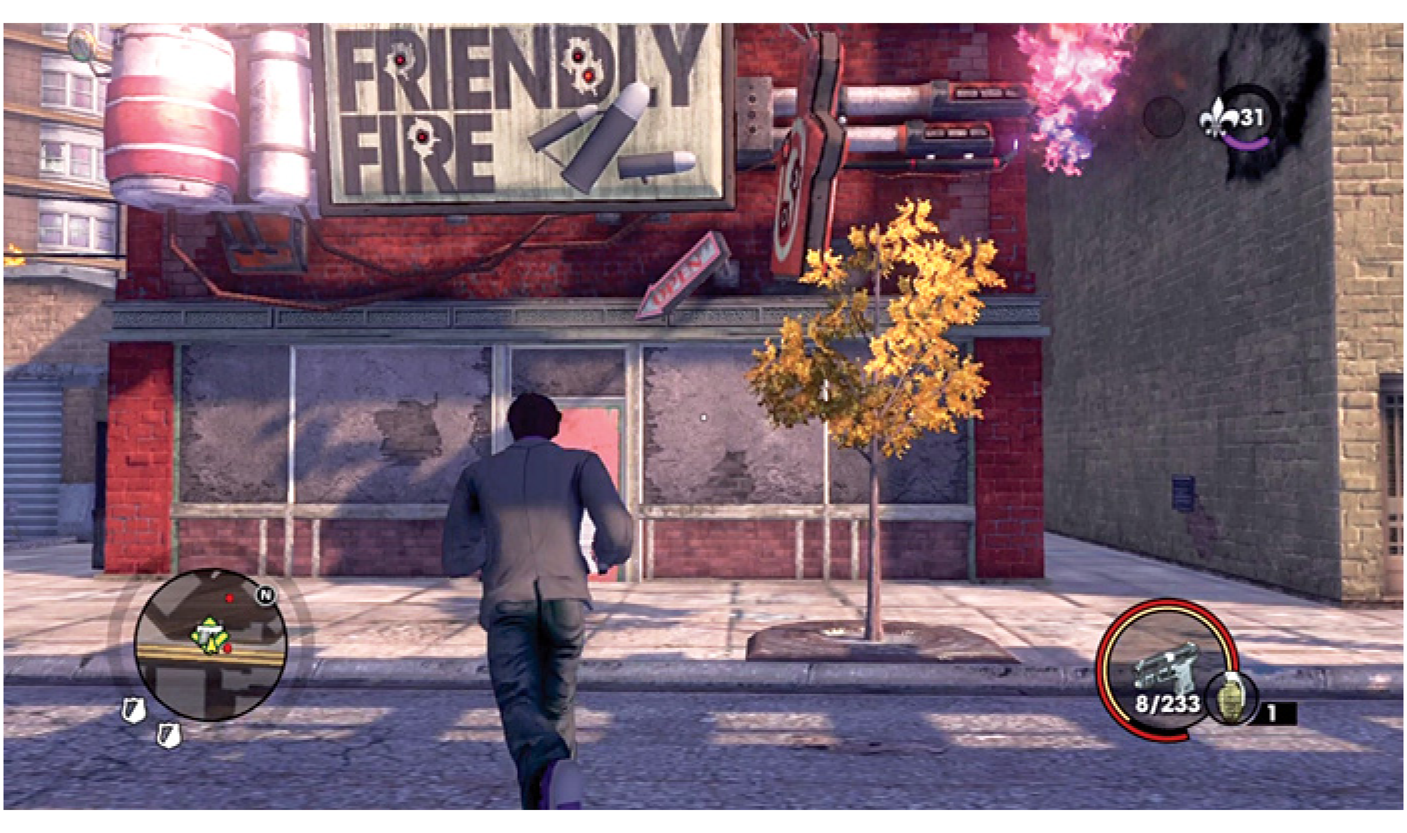
Weapons are an essential part of survival in Steelport and there are several ways to acquire them. The first method is passive: A weapon can be a reward during specific missions of the Campaign. During particular missions, a new weapon is featured and it will become part of your inventory when the mission is completed.

From Fallen Foes



The next way to get a new weapon is to simply pick one up from a fallen enemy that was foolish enough to try to use it against you. When you walk over a weapon, a message appears on the HUD display asking if you would like to swap your current weapon for the one on the floor. Also, running over any weapon on the ground picks up ammo for that category of weapon.

Buy It



The last resort for acquiring weapons is to actually buy them. The Friendly Fire store (shown as a gun icon on the map) is the local gun shop where you can purchase weapons, ammo, and upgrades. However, most of the essential weapons will be provided throughout the campaign and it is usually best to save your money for ammo and upgrades.

Weapon Upgrades

Purchasing Upgrades

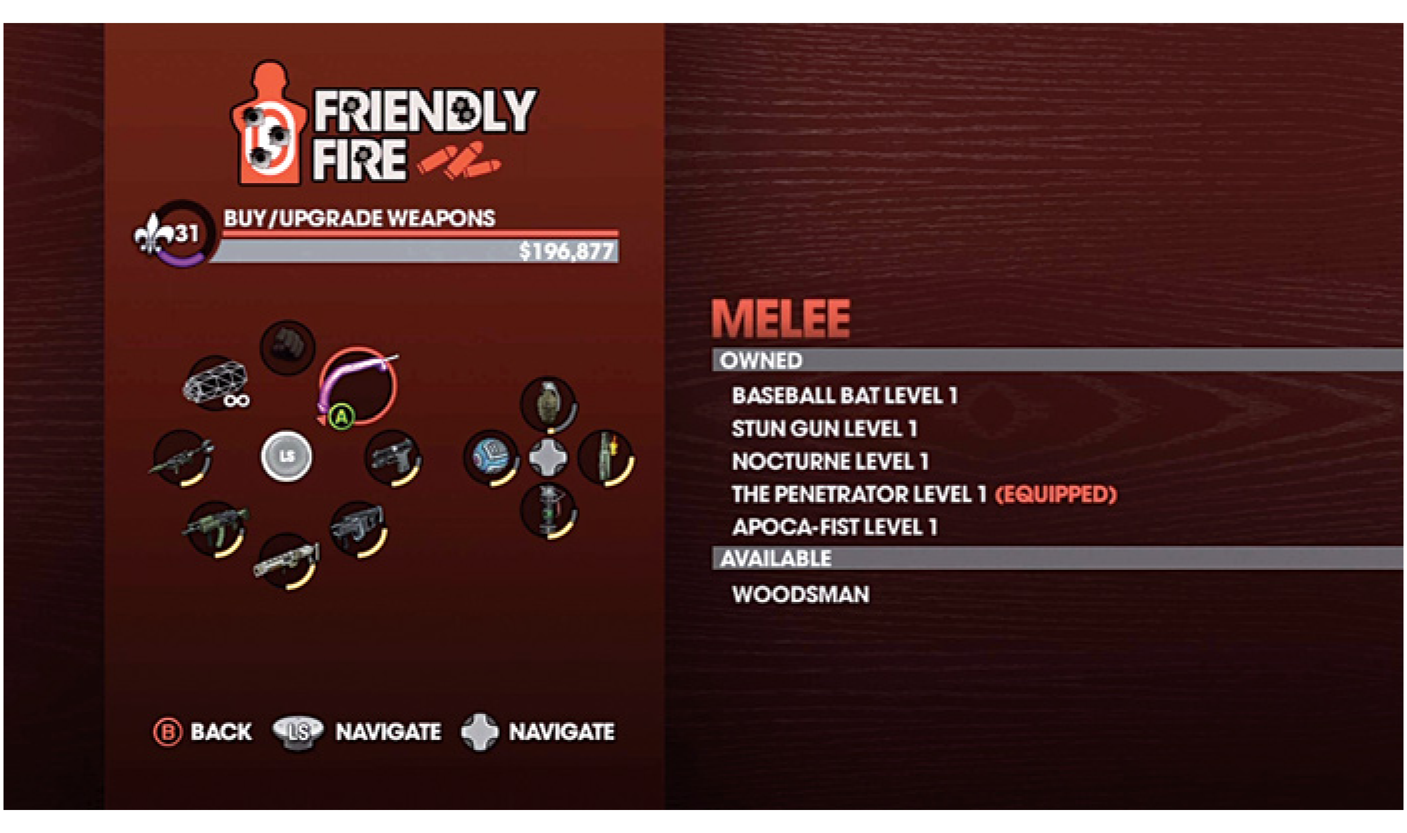
GUNS FOR THE WHOLE FAMI
HIGH VELOCITY CENTER FIRE AMMUNITION
8/233
1

Nearly all of the weapons in the game can be upgraded at Friendly Fire. The more powerful the weapon, the more you can expect to pay to upgrade your tools of the trade. For most of your gear, there are three levels to upgrade plus the default state of your gun. Each level get progressively more expensive, and the top level sometimes adds a new feature to the weapon.

Note

If you buy a Friendly Fire store you will receive a 5 percent discount. Also, after completing Mission 28, you can select an additional 25 percent discount as a reward. These combined savings can make some of the upgrades a lot more affordable.

Upgrade Options



FRIENDLY FIRE

BUY/UPGRADE WEAPONS

31

$196,877

MELEE

OWNED

BASEBALL BAT LEVEL 1

STUN GUN LEVEL 1

NOCTURNE LEVEL 1

THE PENETRATOR LEVEL 1 (EQUIPPED)

APOCA-FIST LEVEL 1

AVAILABLE

WOODSMAN

Perhaps an even more important method for upgrading weapons is through the Upgrades option in the Cell Phone Menu. Through these options, it is possible to shorten the reload time, increase ammo capacity, and even wield dual pistols and SMGs.

Ammo

Ammo is shared between all weapons of the same category: pistols, submachine guns, shotguns, and rifles. This means that the ammo for any rifle will be the same no matter which one is selected. As mentioned previously, ammo can be at found when you search the bodies of your fallen enemies. In addition, it can be purchased at Friendly Fire for these amounts per denomination.

Note

Certain weapons like the Sonic Boom and Cyber Buster don’t rely on ammo.

- Pistol—$25 for 50 rounds
- Rifle—$100 for 100 rounds
- Shotgun—$50 for 20 rounds
- SMG—$50 for 200 rounds
- Sniper Rifle—$50 for 8 rounds
- Drone—$100 for 1 round
- RPG—$50 for 1 round
- Airstrike—$200 for 1 round
- Satchel Charge—$50 for 1 round
- Grenade—$25 each
- Electric Grenade—$25 each
- Flashbang—$25 each
- Molotov—$25 each

Once you get the final upgrade for the 45 Shepherd you can humiliate your enemies by juggling them in the air with explosive rounds.

With their armor piercing bullets, the fully upgraded KA-1 Kobra and D4th Blossom SMG work wonders against armored Brutes and enemies with Riot shields.

Neutralize a crowd of enemies by spraying them down with the fully upgraded Tek Z-10 SMG – incendiary rounds make for great crowd control.

You’re vulnerable to attack while using the Reaper Drone, so find a good cover spot before you activate this weapon.

You can use the RC Gun to perform stealth attacks. If you attack someone with a remote controlled vehicle nobody will know it was you controlling the vehicle.

A charged up Sonic Booom blast is more powerful but it also has a much narrower area of effect. Learn to use the right blast for the right situation.

If you decided to unmask Killbane, try taunting while wearing his mask. Anyone that witnesses your taunt will have an incendiary reaction.

Assault rifles are powerful and accurate but tend to have longer reload times. Upgrade your reload speed to make assault rifles much more effective.

Purchase strongholds and upgrade them to increase how much your ammo is refilled whenever you access your weapons cache.

Use temporary weapons like the Minigun or Luchadore Grenade Launcher wheneverpossible – they’re incredibly powerful and you’ll save ammo.

Grenades can get you out of a sticky situation. Don’t forget to stock up on grenades whenever you visit a Friendly Fire store.

Weapon data and developer tips provided by: Matt Green, Senior Designer

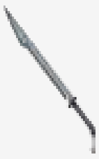
Note

Please note that all weapon data is ranked against each other and does not represent explicit values for each weapon.

Weapons

Melee

There is a surprising diversity in this category, but they are all tools that must be used in a very close proximity of the target. The Base-ball Bat, Penatator, and Nocturne are all bat-type weapons that deal lower physical damage but never need to be reloaded or cooled down. The Stun Gun provides temporary incapacitation but it won't remove the threat in front of you. The really exciting melee weapons are the Woodsman, which supplies up-close gory dismemberment, and the Apoca-Fist, which blows people up on contact.

Image	Weapon	Damage/10	Rate of Fire	Method to Aquire	Price	Description
	Baseball Bat	4	3	Friendly Fire	$250	A long, wooden stick. Good for beating things. Enough said!
	The Penetrator	5	3	Complete Mission Return to Steelport	$500	The absurdity of a sex toy with the lethality of a baseball bat.
	Baseball Bat Level 2	5	3	Friendly Fire	$2,500	Increases Damage
	Nocturne	5	3	Friendly Fire after My Name is Cyrus Temple	$50,000	Signiture Sword used by the Deckers Gang
	Woodsman	8	3	Friendly Fire after Return to steelport	$100,000	The Murderbrawl Chainsaw
	Stun Gun	4.5	3.8	Friendly Fire	$10,000	For a quick incapacitation of your target
	Apoca-Fist	Complete Murderbrawl XXXI (optional)	10	3	N/A	The devestating attack coined by Killbane, now in portable gloves

Weapons

Pistols

The single-shot firearm may seem underwhelming compared to the automatic weapons but it can be very powerful. All handguns are great tools for those who favor accuracy over quantity. While its clip size and damage are initially nothing to brag about, people who are skilled enough to pull off headshots will find pistols to be extremely effective.

Another great thing about pistols is that they are rela-tively cheap to upgrade, and for a decent price you can get armor-piercing or exploding bullets. To make the most of these weapons, up-grade the ammo capacity and the ability to dual wield in the Upgrades Menu.

KA-1 Kobra

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	KA-1 Kobra	3	6.5	10	10	5.5	Friendly Fire	$100	What you're usually dodging when the cops turn up
	KA-1 Kobra Level 2	3	6.5	10	10	6.5	Friendly Fire	$100	Increases Clip Size
	KA-1 Kobra Level 3	4	6.5	10	10	6.5	Friendly Fire	$10,000	Suppressor increases damage and reduces recoil
	KA-1 Kobra Level 4	4	6.5	10	10	6.5	Friendly Fire	$20,000	Laser sight improves hip-firing accuracy. Armor-piercing bullets pass through armor.

45 Shepherd

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	45 Shepherd	5	4.5	10	10	4.5	Friendly Fire	$100	The hand gun of choice for any Saint
	45 Shepherd Level 2	5	5	10	10	5	Friendly Fire	$100	Increases Rate of Fire
	45 Shepherd Level 3	5	5.5	10	10	5.5	Friendly Fire	$10,000	Increases Clip Size
	45 Shepherd Level 4	5	6	10	10	6	Friendly Fire	$20,000	Exploding bullets shock your enemies

Weapons

Submachine Guns

SUBMACHINE GUNS

This is the de facto spray-and-pray type of weapon. The SMG favors the quantity of shots over deadly accuracy. That doesn't mean the gun is meant to shoot wildly; it can still be used for precision kills. It might be slightly more difficult to hit the spot you want, but the gun's speed means there are a lot more chances to nail it. Like the pistol, the SMG can be upgraded to dual wield and to send a rapid bar-rage of bullets. Final upgrades include armor-piercing rounds or incendiary bullets that add a deadly power and crowd control to the SMG's incredible rate of fire.

Tek Z-10

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Tek z-10	4	7	7	6	8	Friendly Fire	$5,000	Street Version of the SMG, Full upgrades allows for incendiary bullets
	Tek z-10 Level 2	4.5	8	7	6	8	Friendly Fire	$7,500	Increases Clip size and damage. Red dot sight imroves fine aim accuracy
	Tek z-10 Level 3	4.5	8	7	6	8	Friendly Fire	$10,000	Suppressor increases damage and reduces recoil
	Tek z-10 Level 4	4.5	8	7	6	8	Friendly Fire	$20,000	Incendiary bullets turn up the heat, laser sight increases hip firing accuracy

D4TH Blossom

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	D4TH Blossom	4	9.5	7	6.5	9	Friendly Fire	$5,000	Higher grade SMG that fires bullets in extremely rapid succession.
	D4TH Blossom Level 2	4	9	7	6.5	9	Friendly Fire	$7,500	Increases Clip Size
	D4TH Blossom Level 3	4	9.5	7	6.5	9	Friendly Fire	$15,000	Increases rate of fire and lessens recoil
	D4TH Blossom Level 4	4	9.5	7	6.5	9	Friendly Fire	$30,000	Armor piercing bullets fo more damage and pass through armor

Cyber SMG

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Cyber SMG	4	8.5	7	7	X	Friendly Fireafter after https://deckers.die	$100,000	A Working model of the Decker SMG from the Decker Usernet

Weapons

Shotguns

This is a great gun for up-close combat. The shotgun has relatively low accuracy, clip size, and rate of fire. It should be obvious that the technique for using of these weapons is to deal lots of damage up close. It is an ideal weapon for brazen players who like to run up close and deliver a devastating blast. All of the shotgun upgrades address the several weakness of the gun, but this weapon is ideal for aggres-sive players. While other guns can fire lots of shots with an audible chirp, the shotgun gives off a very satisfying boom when it unloads on enemies.

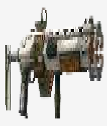
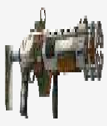
Gravedigger

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Gravedigger	5	3	5	1.5	2.5	Friendly Fire	$10,000	Old-School Shotgun with a Saints style
	Gravedigger Level 2	6	3.5	5	1.5	3	Friendly Fire	$10,000	Increases the size of your clips. Adds a second barrel for increased damage
	Gravedigger Level 3	7	4	5	1.5	3.5	Friendly Fire	$20,000	Increases the size of your clips. Adds a third barrel for increased damage
	Gravedigger Level 4	8	4.5	5	1.5	4	Friendly Fire	$40,000	Incendiary bullets and an increased clip size

AS3 Ultimax

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	AS3 Ultimax	5	3	5	4	2.5	Friendly Fire	$10,000	The standard law enforcement shotgun. Duck if you see one coming.
	AS3 Ultimax Level 2	5.5	4	5	4	3	Friendly Fire	$10,000	Increases rate of fire, clip size, and damage. Red dot sight improves fine-aim accuracy.
	AS3 Ultimax Level 3	6	5	5	4	3.5	Friendly Fire	$20,000	Increases rate of fire, clip size, and damage. Front iron sight improves fine-aim accuracy.
	AS3 Ultimax Level 4	6.5	6	5	4	4	Friendly Fire	$40,000	Increases rate of fire and clip size. Laser sight improves hip-firing accuracy.

S3X Hammer

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	S3X Hammer	5	3	5	4	2.5	Friendly Fire	$10,000	STAG's version of the shotgun. No reload time, but watch out for overheating.
	S3X HammerLevel 2	5.5	4	5	4	3	Friendly Fire	$10,000	Increases rate of fire, clip size, and damage. Red dot sight improves fine-aim accuracy.
	S3X Hammer Level 3	6	5	5	4	3.5	Friendly Fire	$20,000	Increases rate of fire and damage.
	S3X Hammer Level 4	6.5	6	5	4	4	Friendly Fire	$40,000	Increases rate of fire and damage.

Weapons

Rifles

A great all-around weapon that is useful in just about any situation. It does more damage than its cousin the submachine gun, but it can not be dual wielded, so they can even out. Later in the game, the STAG Rifle becomes available and it replaces reload times with the potential for overheating. This is the primary weapon of STAG, which means it will be easy to find ammo for the second half of the game.

K-8 Krukov

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	K-8 Krukov	5	3	5	4	2.5	Friendly Fire	$10,000	The working-man's assault rifle.
	K-8 Krukov Level 2	5.5	4	5	4	3	Friendly Fire	$10,000	Increases damage. Red dot sight improves fine-aim accuracy.
	K-8 Krukov Level 3	6	5	5	4	3.5	Friendly Fire	$20,000	Increases rate of fire and size of your clips.
	K-8 Krukov Level 4	6.5	6	5	4	4	Friendly Fire	$40,000	Attached grenade launcher shoots grenades father and faster. Box magazine holds more amm

AR-55

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	AR-55	5	3	5	4	2.5	Friendly Fire	$10,000	High-grade rifle with upgradable scope.
	AR-55 Level 2	5.5	4	5	4	3	Friendly Fire	$10,000	Increases burst size.
	AR-55 Level 3	6	5	5	4	3.5	Friendly Fire	$20,000	Increases clip size.
	AR-55 Level 4	6.5	6	5	4	4	Friendly Fire	$40,000	Sniper scope increases zoom distance. Extended barrel increases damage and reduces recoil.

STAG Rifle

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	STAG Rifle	6.5	6	X	9.5	X	Friendly Fire after mission "Gang Bang"	$20,000	STAG's rifle utilises laser technology to eliminate the need for reloading clips. Watch out for overheating
	STAG Rifle Level 2	6.5	6.5	X	9.5	X	Friendly Fire	$20,000	Increases rate of fire. Tech sight improves fine-aim accuracy
	STAG Rifle Level 3	6.5	7	X	9.5	X	Friendly Fire	$40,000	Increases rate of fire. Extended Barrel helps counter increased recoil
	STAG Rifle Level 4	6.5	8	X	9.5	X	Friendly Fire	$80,000	Increases rate of fire. Extended Barrel helps counter increased recoil

Weapons

Explosives

There are two weapons in this category: the Annihilator RPG and Satchel Charges. Anyone who has played a shooter should know the explosive power of an RPG. It's great for taking out groups of enemies or vehicles. To balance out its power, it is slow to fire and the ammo capacity is very small. It's best to save these for desperate situations to take out the toughest enemies. The Satchel Charges can be remotely detonated and stuck to just about anything. This creates a lot of strategic uses; plant a bomb on something or someone and blow them up at your discretion.

Annihilator (RPG)

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Annihilator	7	2	10	9	2	Friendly Fire	$15,000	For huge explotions and firepower, you can't go wrong with a rocket launcher
	Annihilator Level 2	6.5	6.5	X	9.5	X	Friendly Fire	$15,000	Increases Damage
	Annihilator Level 3	6.5	7	X	9.5	X	Friendly Fire	$30,000	Increases Damage
	Annihilator Level 4	6.5	8	X	9.5	X	Friendly Fire	$60,000	Laser guided rockets follow your reticule. Targetting system allows you to lock onto enemies

Satchel Charges

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Satchel Charges	8	2	X	7	2	Complete My name is Cyrus Temple	N/A	Attatch this explosive charge to anything, just be sure that you're clear before you hit the detonator
	Satchel Charges Level 2	8	2	X	7	2	Friendly Fire	$10,000	Carries more charges
	Satchel Charges Level 3	8	2	X	7	2	Friendly Fire	$20,000	Carries more charges
	Satchel Charges Level 4	8	2	X	7	2	Friendly Fire	$40,000	Carries more charges

Weapons

Special

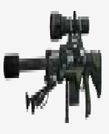
This is the most diverse classification of weapons. Both the Cyber Buster and Sonic Boom have unlimited shots as well as the ability to charge up a more powerful blast. The damage and unlimited ammo make them some of the best in this or any other group. On the opposite end of the spectrum is the very limited ammo capacity of the SA-3 Airstrike and Reaper Drone.

However, what these special weapons lack in rounds they make up for with massive destructive power. The sniper rifle has relatively small clips, but its power and accuracy over a great distance makes it a standard in many FPS games. The final weapon in this category is the RC Possessor, which allows control and, once upgraded, the destruction of any vehicle.

Cyber Buster

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Cyber Buster	5	6.5	X	10	X	Friendly Fireafter after https://deckers.die	N/A	A Working model of Kinzie's arm cannon from the Decker User-net. Where does she get the time?

McManus 2015 (Sniper)

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	McManus 2015	7	4	10	10	2	Complete Guardian Angel	$25,000	For the Long Range Shot Where Accuracy is key
	McManus 2015 Level 2	7	4	10	10	3	Friendly Fire	$50,000	Increases ammo capacity
	McManus 2015Level 3	7	4	10	10	4	Friendly Fire	$100,000	Increases ammo capacity, Bipod reduces recoil
	McManus 2015 Level 4	8	4	10	10	5	Friendly Fire	$40,000	Increases ammo capacity, extended barrel increases damage and reduces recoil

RC Possessor

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	RC Possessor	X	4	X	9	2	Complete The Belgian Problem	$25,000	Why play with a tiny remote controlled car when you can remotely control a full sized vehicle!
	RC Possessor Level 2	X	4	X	9	2	Friendly Fire	$15,000	Increases ammo capacity
	RC Possessor Level 3	X	4	X	9	2	Friendly Fire	$30,000	Detonates the vehicle you're controlling
	RC Possessor Level 4	X	4	X	9	2	Friendly Fire	$60,000	Contols military vehicles

Reaper Drone Missile

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Reaper Drone Missile	9	4	X	9	1	Complete We're going to need more guns	N/A	Watch from the air as you direct a missile to its exact target
	Reaper Drone Missile Level 2	9	4	X	9	1	Friendly Fire	$30,000	Carries more missiles
	Reaper Drone Missile Level 3	9	4	X	9	1	Friendly Fire	$60,000	Carries more missiles
	Reaper Drone Missile Level4	9	4	X	9	1	Friendly Fire	$120,000	Carries more missiles

SA-3 Airstrike

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	SA-3 Airstrike	10	2	X	9	1	Complete Stag Party	N/A	Use the laser to "paint" the taget, and watch as death rains down from the air
	SA-3 Airstrike Level 2	10	2	X	9	1	Friendly Fire	$50,000	Targets faster and holds more ammo
	SA-3 Airstrike Level 3	10	2	X	9	1	Friendly Fire	$100,000	Targets faster and holds more ammo
	SA-3 Airstrike Level 4	10	2	X	9	1	Friendly Fire	$200,000	Targets faster and holds more ammo

Sonic Boom

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Sonic Boom	5	5	X	5	X	Complete We're going to need more guns	N/A	Focused sound waves knock down most things in your path. Charge it up for a destructive blast

Weapons

Grenades

All of the thrown weapons are projectiles that explode on contact. They are area effect weapons designed to destroy or incapacitate groups of enemies. These are thrown off-handed such that you can fire a weapon and still toss them without having to switch from your main gun. The variety of these weapons include stunning flashbangs, explosive grenades, fire causing moltovs and the electric grenade that can both stun and damages enemies.

Electric Grenades

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Electric Grenades	6	2	X	7	2	Friendly Fire	$100	Electrical Damage and the ability to stun those around you
	Electric Grenades Level 2	6	2	X	7	2	Friendly Fire	$5,000	Affects a larger area
	Electric Grenades Level 3	6	2	X	7	2	Friendly Fire	$10,000	Can be thrown further
	Electric Grenades Level 4	6	2	X	7	2	Friendly Fire	$20,000	Grenade sticks to whatever it hits

Explosive Grenades

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Explosive Grenades	6	2	X	7	2	Friendly Fire	$50	It's a grenade, it blows things up when it explodes
	Explosive Grenades Level 2	6	2	X	7	2	Friendly Fire	$5,000	Affects a larger area
	Explosive Grenades Level 3	6	2	X	7	2	Friendly Fire	$10,000	Can be thrown further
	Explosive Grenades Level 4	6	2	X	7	2	Friendly Fire	$20,000	Increases damage

Flashbangs

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Flashbangs	X	2	X	7	2	Friendly Fire	$50	Stun your enemies with this grenade
	Flashbangs Level 2	X	2	X	7	2	Friendly Fire	$5,000	Affects a larger area
	Flashbangs Level 3	X	2	X	7	2	Friendly Fire	$10,000	Can be thrown further
	Flashbangs Level 4	X	2	X	7	2	Friendly Fire	$20,000	Increases damage

Molotovs

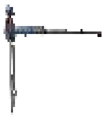
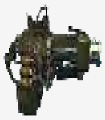
Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	Molotov	6	2	X	7	2	Friendly Fire	$50	Handy way to light things on fire
	Molotov Level 2	6	2	X	7	2	Friendly Fire	$5,000	Affects a larger area
	Molotov Level 3	6	2	X	7	2	Friendly Fire	$10,000	Can be thrown further
	Molotov Level 4	6	2	X	7	2	Friendly Fire	$20,000	Increases damage

Weapons

Temporary

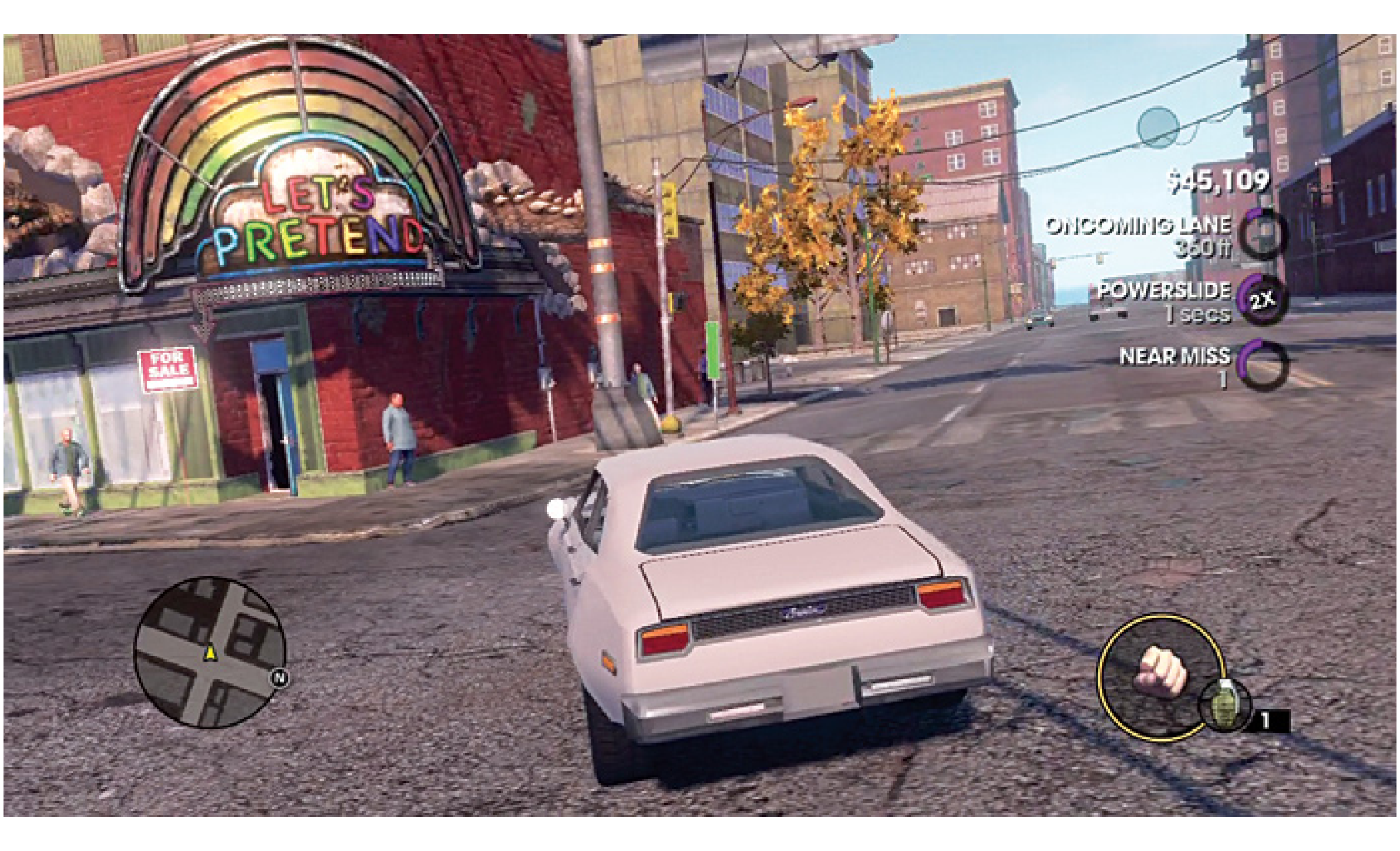
These are powerful weapons that can only be obtained by defeating the enemy that carried it. The temporary weapons can never be kept and will disappear once the missions is over, so enjoy them while you can. The Minigun is a heavy weapon that slows down your movement, so make sure you have some cover before unleashing its wrath.

The other Brute weapon, The Incinerator, deals lots of constant damage but only at a relatively short distance. The specialist weapon of the Deckers is great up-close, and Luchadores' is great crowd control from afar. Lastly, the riot shield provides excellent protection but still allows you to shoot. It's also a great offense tool that can knock out enemies in one or two up-close smashes. Because these are temporary weapons, none can be upgraded.

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Price	Description
	The Incinerator	9	10	X	7	9	Retrieved from special enemies	N/A	A flame thrower that roasts friend and foe
	Minigun	8	10	7	7	10	Retrieved from special enemies	N/A	A large gatling gun with great range and fast firing. Weight slows movement and must be stationary to fire
	Shock Hammer	8	3	X	7	2	Retrieved from special enemies	N/A	A rocket tipped hammer used by the Rollerblading Deckers. Explosive tip sends enemies flying
	GL G20	8	6.5	5	5	5	Retrieved from special enemies	N/A	A rapid fire grenade launcher carried by the Luchadore Grenadiers
	Riot Shield	5	X	X	X	X	Retrieved from special enemies	N/A	A Great weapon that provides defence and allows for a powerful shield bash

Vehicles Introduction

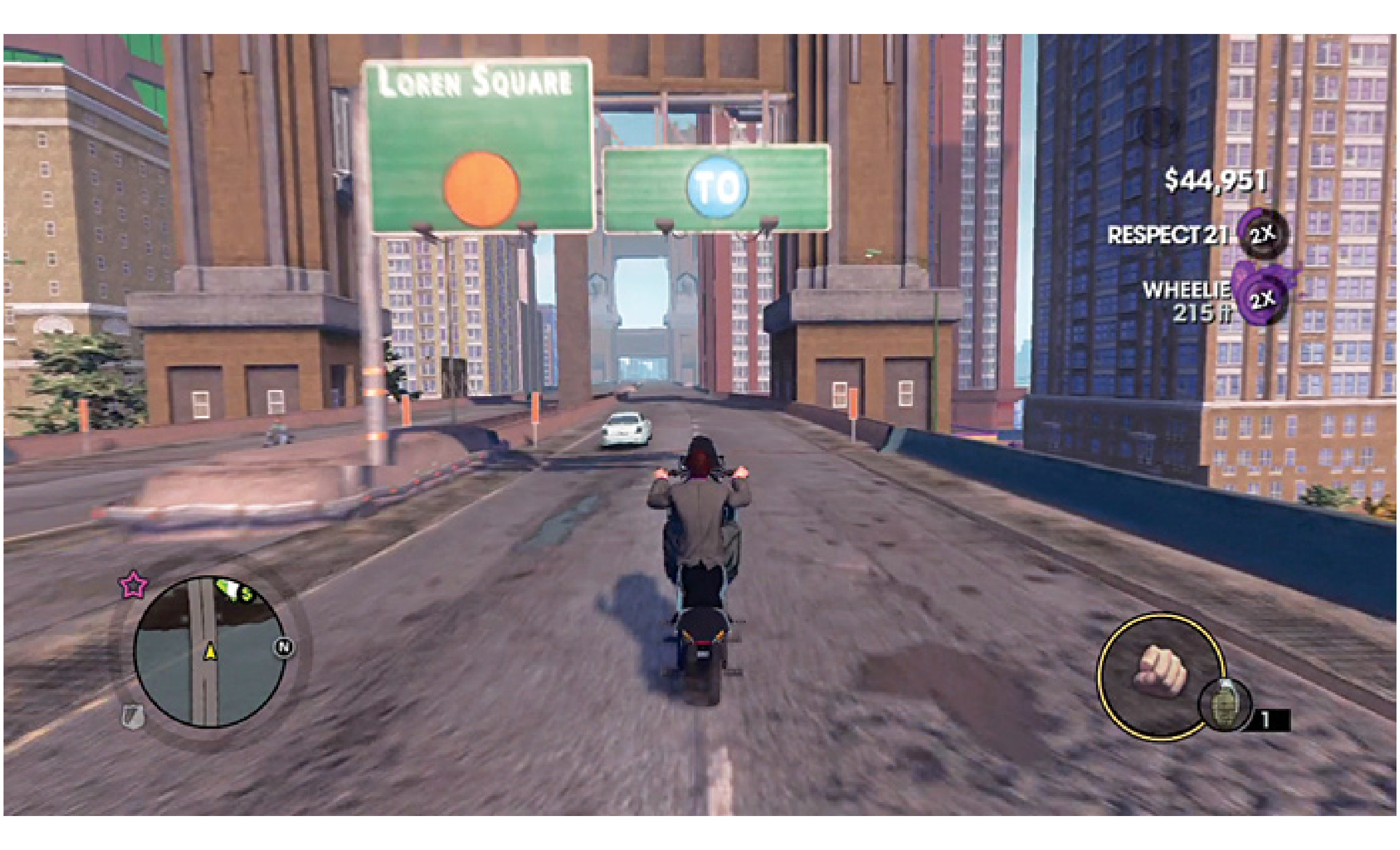
How to Drift



Drifting helps you maintain speed through a turn and makes driving around Steelport more satisfying. For best results, begin your drift shortly before the intersection. Keep holding the accelerator and the drift button at the same time, and begin your turn. If you started too early, you can countersteer (turn away from the drift instead of into it) to better maintain your angle. Once you're lined up with the road, release the drift button and resume driving normally.

Developer's Choice Vehicles

Kaneda

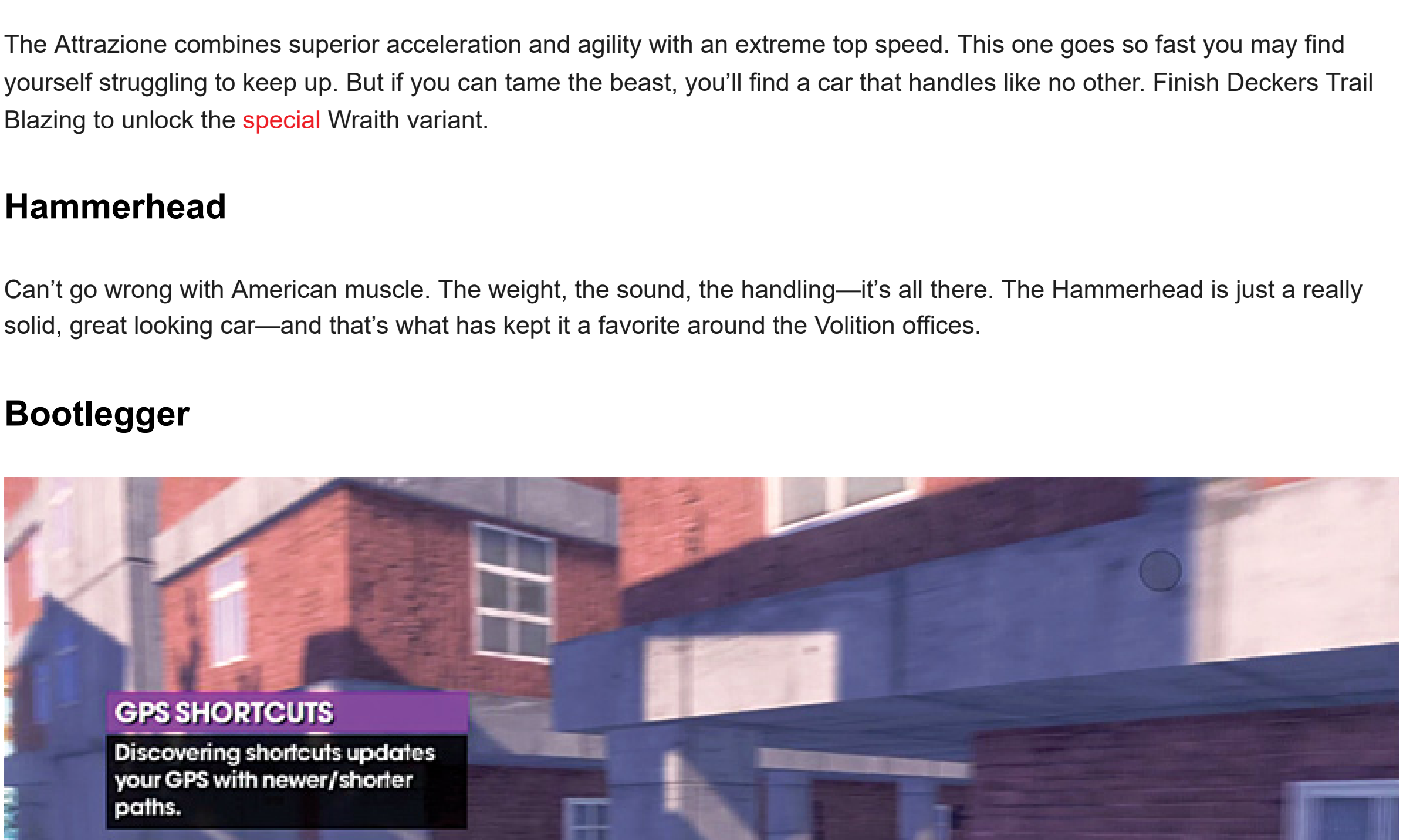


The Kaneda is the fastest of all the motor-cycles. It's less twitchy than the Kenshin, and its extra weight keeps it more stable on the road and in a collision. Unlock the special X-2 Phantom version by completing Deckers Trail Blazing for one badass alternative bike.

Specter

The Specter is everything you love about the VTOL in a more compact package. On top of that, it's hands down the most agile aircraft in the game. Its smaller frame makes it great for flying around the world for collectibles, as well as barnstorming. Try to fly it as close to street level as you can for the ultimate vehicular rush.

Attrazione

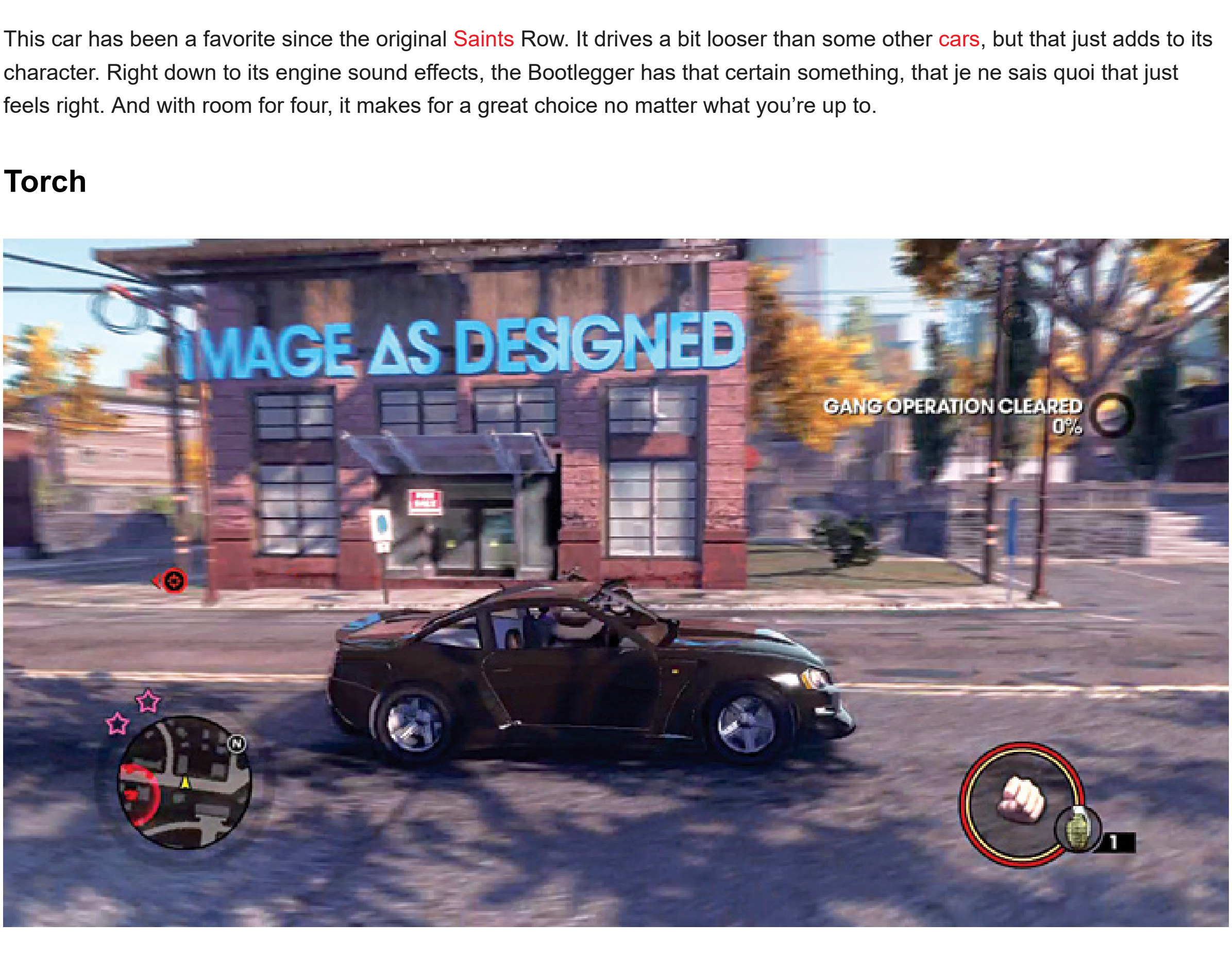


The Attrazione combines superior acceleration and agility with an extreme top speed. This one goes so fast you may find yourself struggling to keep up. But if you can tame the beast, you'll find a car that handles like no other. Finish Deckers Trail Blazing to unlock the special Wraith variant.

Hammerhead

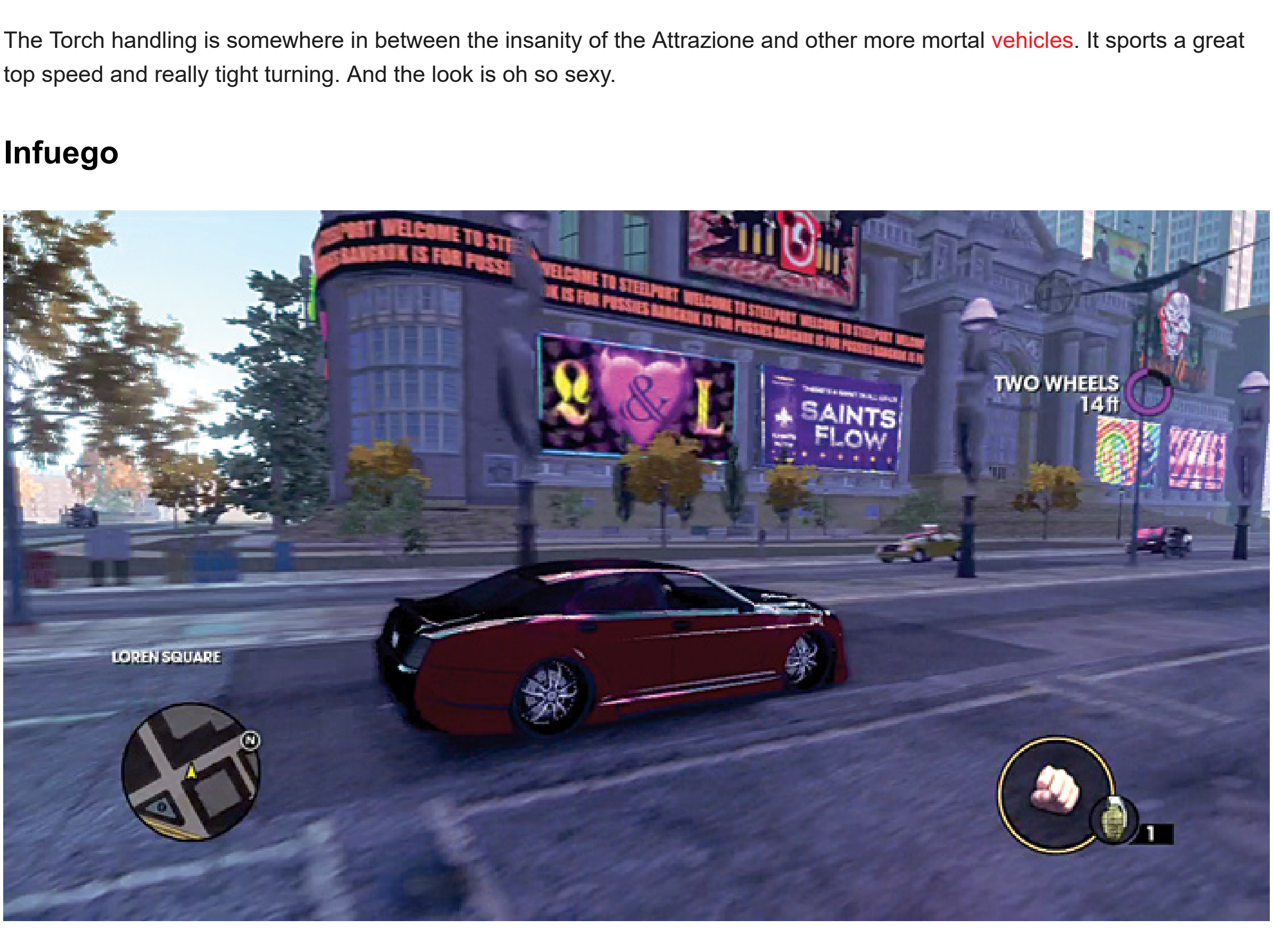
Can't go wrong with American muscle. The weight, the sound, the handling—it's all there. The Hammerhead is just a really solid, great looking car—and that's what has kept it a favorite around the Volition offices.

Bootlegger


GPS SHORTCUTS
Discovering shortcuts updates your GPS with newer/shorter paths.
GPS Shortcut Unlocked!

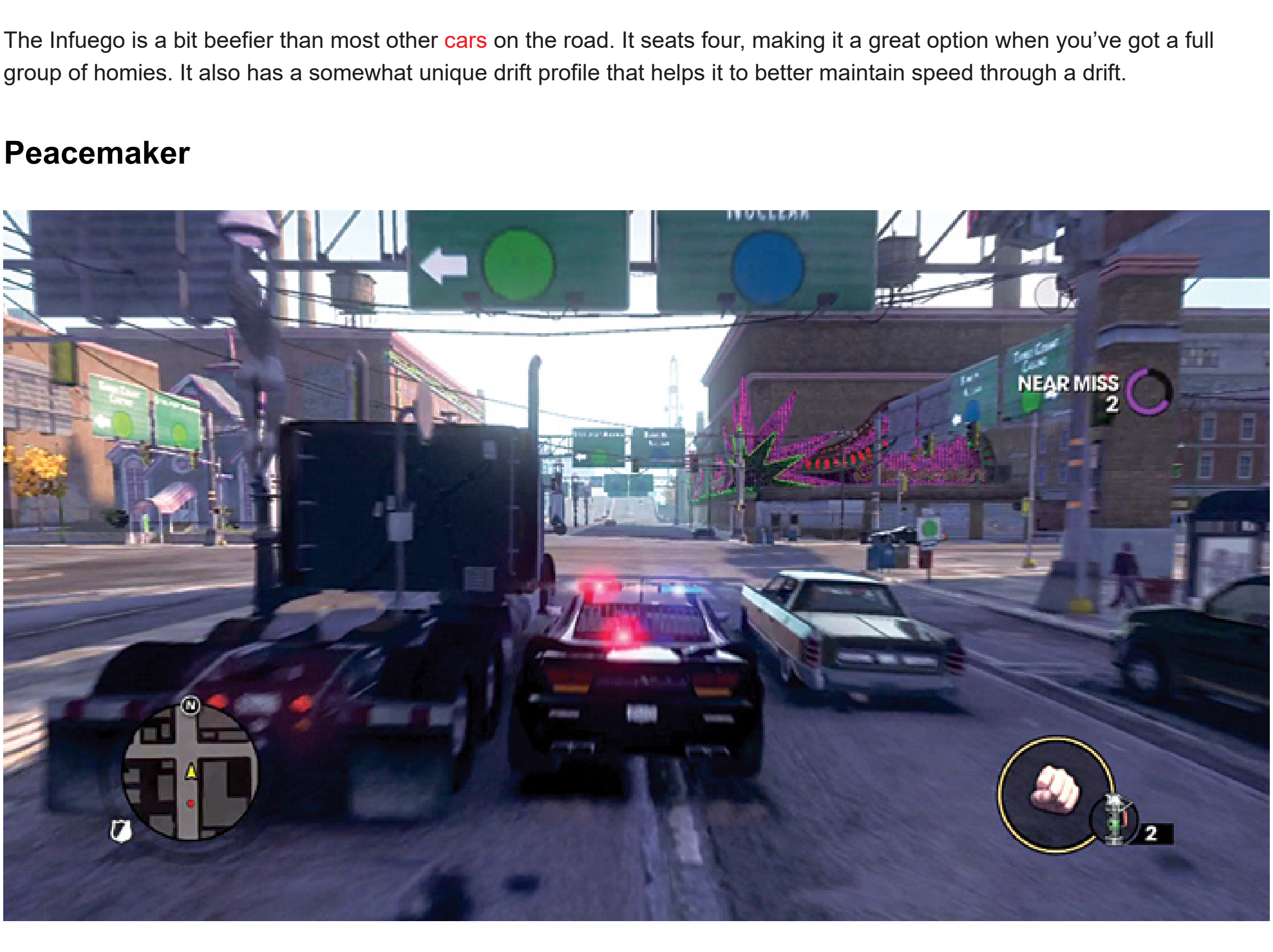
This car has been a favorite since the original Saints Row. It drives a bit looser than some other cars, but that just adds to its character. Right down to its engine sound effects, the Bootlegger has that certain something, that je ne sais quoi that just feels right. And with room for four, it makes for a great choice no matter what you're up to.

Torch



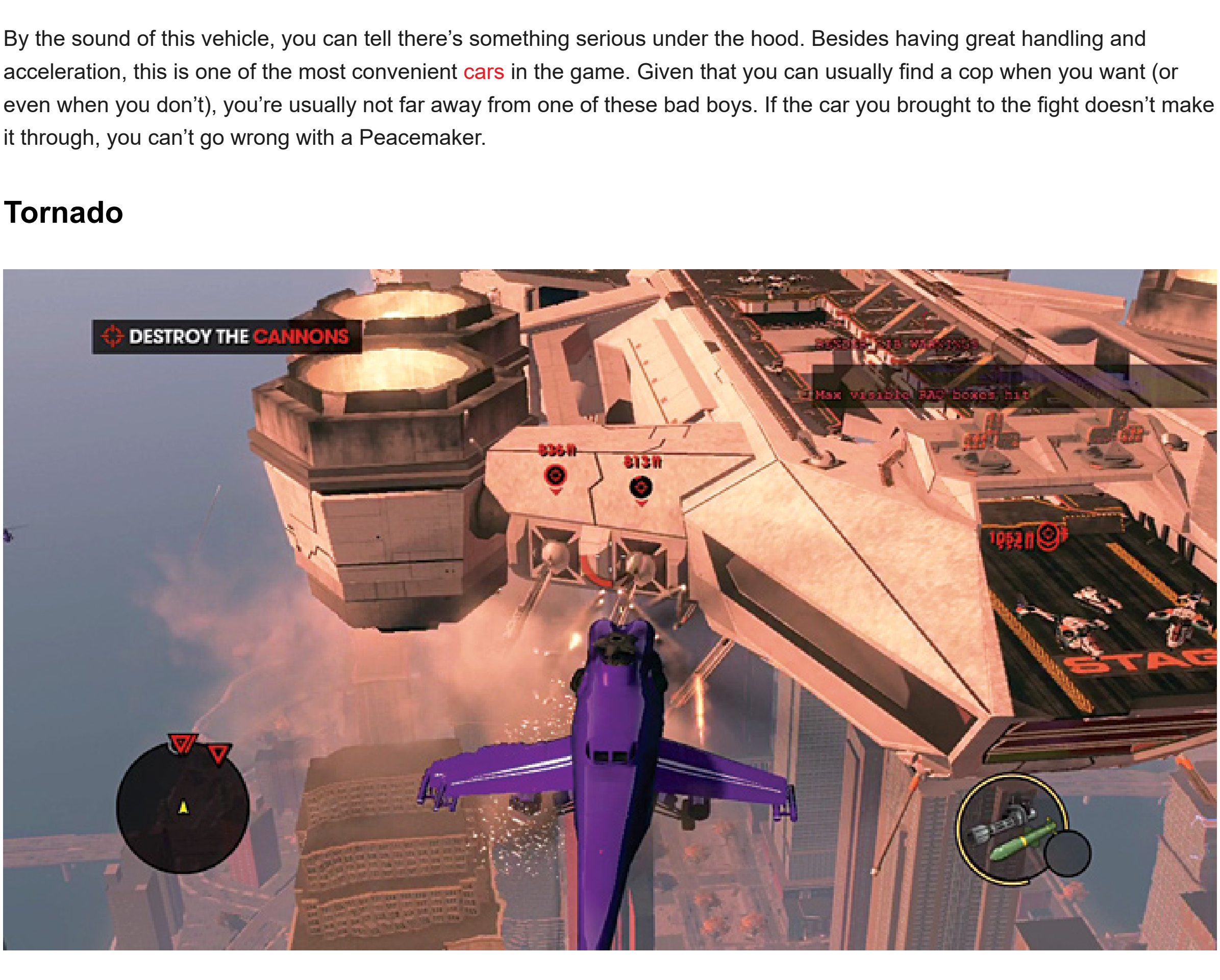
The Torch handling is somewhere in between the insanity of the Attrazione and other more mortal vehicles. It sports a great top speed and really tight turning. And the look is oh so sexy.

Infuego



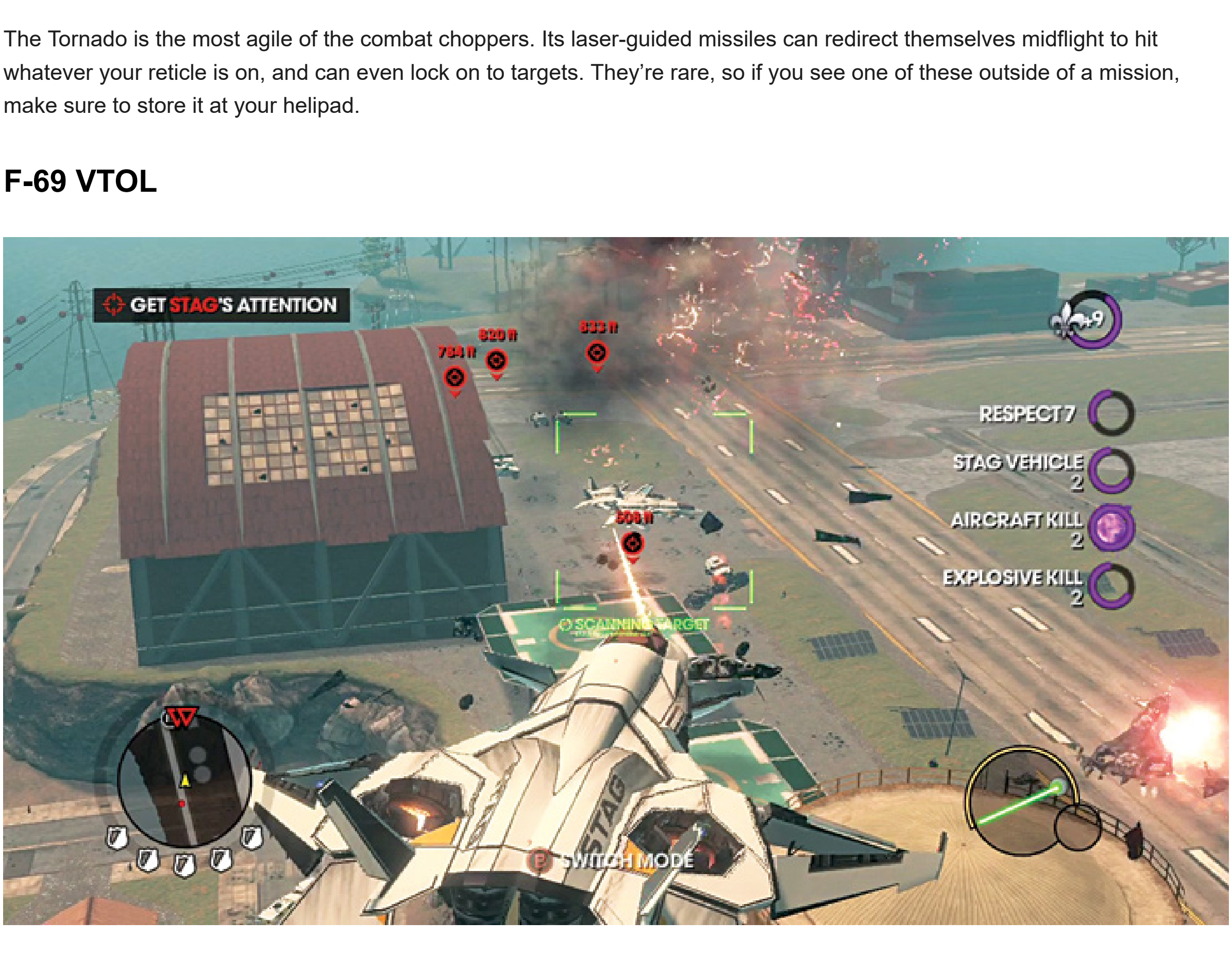
The Infuego is a bit beefier than most other cars on the road. It seats four, making it a great option when you've got a full group of homies. It also has a somewhat unique drift profile that helps it to better maintain speed through a drift.

Peacemaker



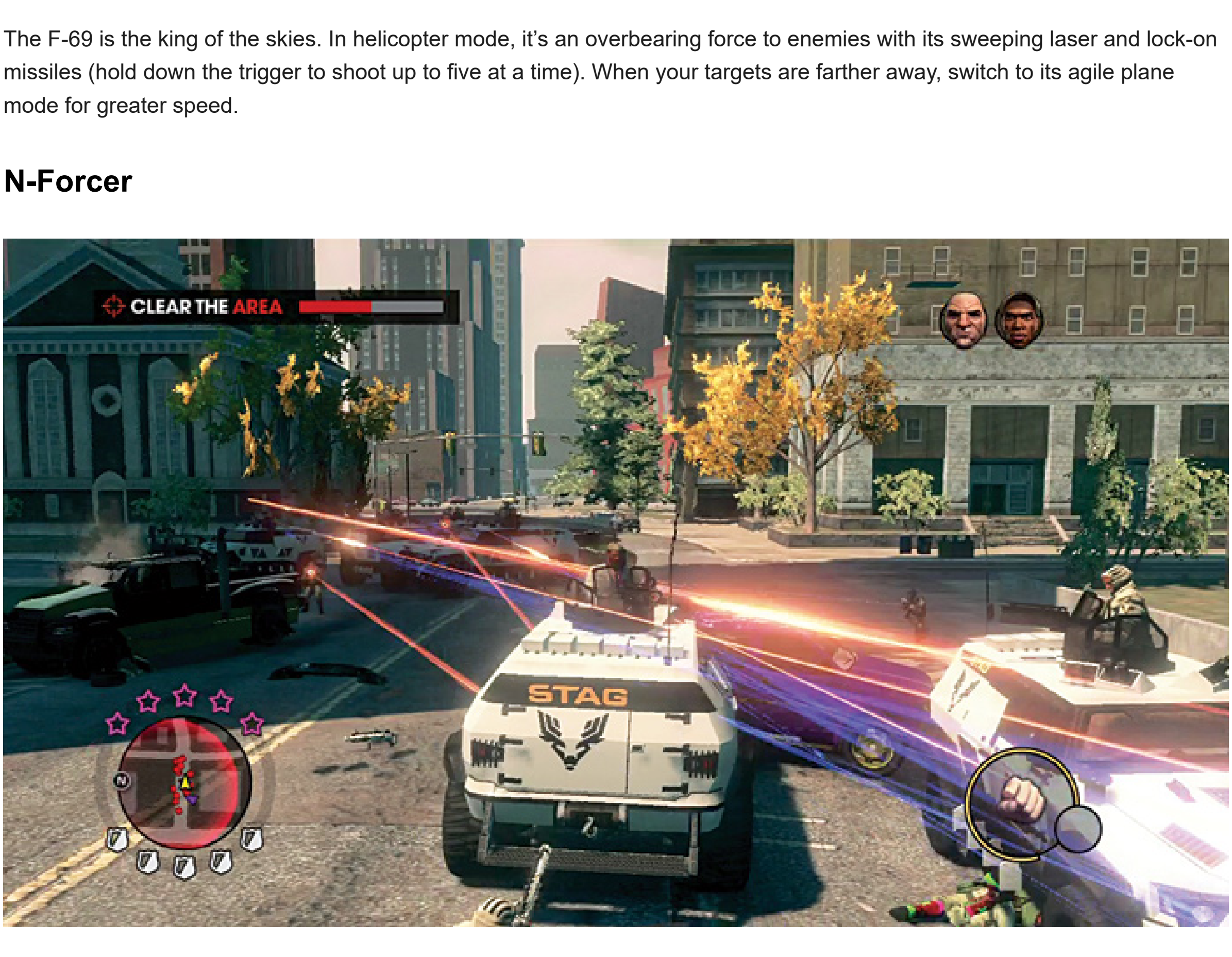
By the sound of this vehicle, you can tell there's something serious under the hood. Besides having great handling and acceleration, this is one of the most convenient cars in the game. Given that you can usually find a cop when you want (or even when you don't), you're usually not far away from one of these bad boys. If the car you brought to the fight doesn't make it through, you can't go wrong with a Peacemaker.

Tornado



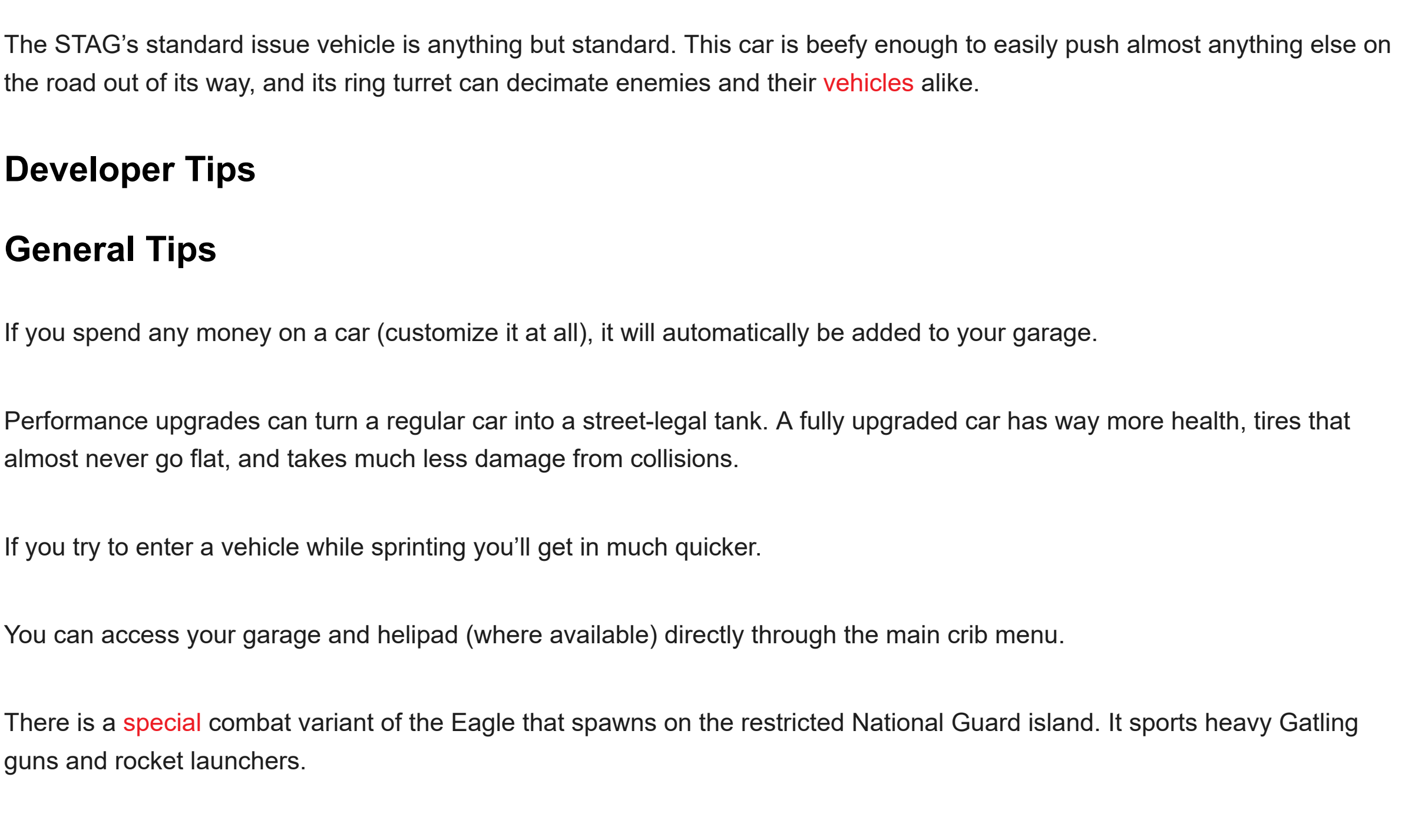
The Tornado is the most agile of the combat choppers. Its laser-guided missiles can redirect themselves midflight to hit whatever your reticle is on, and can even lock on to targets. They're rare, so if you see one of these outside of a mission, make sure to store it at your helipad.

F-69 VTOL



The F-69 is the king of the skies. In helicopter mode, it's an overbearing force to enemies with its sweeping laser and lock-on missiles (hold down the trigger to shoot up to five at a time). When your targets are farther away, switch to its agile plane mode for greater speed.

N-Forcer



The STAG's standard issue vehicle is anything but standard. This car is beefy enough to easily push almost anything else on the road out of its way, and its ring turret can decimate enemies and their vehicles alike.

Developer Tips

General Tips

If you spend any money on a car (customize it at all), it will automatically be added to your garage.

Performance upgrades can turn a regular car into a street-legal tank. A fully upgraded car has way more health, tires that almost never go flat, and takes much less damage from collisions.

If you try to enter a vehicle while sprinting you'll get in much quicker.

You can access your garage and helipad (where available) directly through the main crib menu.

There is a special combat variant of the Eagle that spawns on the restricted National Guard island. It sports heavy Gatling guns and rocket launchers.

You can find helicopters to add to your helipad in the airport.

Oleg won't be seen riding in just any car. Only the Criminal has been deemed worthy.

The Specter is great for flying around the world and picking up collectibles.

Laser-guided rockets—as seen in the Tornado and the fully upgraded rocket launcher—will redirect mid-flight to hit whatever your reticle is currently pointing at.

The Donovan is named after Saints Row: The Third's lead producer, Greg Donovan.

If you prefer your planes to handle like a flight simulator, try setting the Airplane Controls option to Advanced.

Double tap the roll button in a plane to perform a barrel roll

Be sure that your VTOL isn't aimed at a building before switching into plane mode.

Titan armored trucks are (unsurprisingly) filled with cash. Take out these vehicular piñatas to fund your future exploits.

Heavy trucks, though sluggish, are great at barreling through everything else on the road. It doesn't always have to be about agility.

Vehicle stats and tips were provided by: David Bianchi, Designer

Locating Vehicles

Almost all vehicles are found (in greater or lesser degrees) in most neighborhoods types. Here are some general tips for vehicle location spawning to assist those looking for specific vehicles to complete Vehicle Theft missions or just to add them to your garage.

Those super-fast, super-exotic sports cars are most easily found downtown (especially Loren Square and Sunset Park) and on the casino strip (New Baranec) at night. Other nightspots such as Ashwood and Espina can also spawn them.

During the day, armored cars can also most often be found in those same neighborhoods, picking up the prior night's casino take and delivering it to the big banks downtown.

Need a truck or other utility vehicle? Try the more industrial neighborhoods (Salander, The Grove, Arapice Island, Henry Steel Mills, and Camano Place).

Vehicle traffic in the residential neighborhoods (Yearwood, Brickston and Rosen Oaks) is usually considerably lower than elsewhere, especially at night, so these are good places to take your cars out for an unimpeded test drive.

Gang Vehicles: Luchadores drive the big, beefy Compensator and the Bulldog; Deckers prefer economical sportiness of the Solar and the Kayak; while Morningstar thugs prefer the refined luxury of the Justice and the Infuego.

Most nonmilitary aircraft are found at Wesley Cutter International, but attack choppers can only be found at the National Guard base at Sierra Point. There is a special, attack version of the Eagle chopper there, too—the only place in Steelport where it appears.

Taxis aren't exactly rare, but the best place to find one is at the airport.

Status Quo limos are rare, but can be found downtown during the day and cruising the casino strip at night.

A variety of boats and wavecraft are scattered in marinas and at docks around Steelport for the player's use, but police have boats, too. They can and will pursue you if you take to the waves with law notoriety.

The cigarette in Johnny's mouth on the Gatmobile is actually a flamethrower. Players seeking to harness this power for themselves can find Gatmobiles only in New Baranec, Ashwood, Henry Steel Mills, and Espina. As a last resort, a player can always check the Planet Saints in Yearwood, as sometimes the Gatmobile can be found parked outside.

Steelport Municipal garbage trucks and street sweepers (Scrubbers), while rare during the day, become much more common at night.

In a few select backwoods areas around Steelport's perimeter, you can find off-road enthusiasts taking to the trails. These locations are the only place you can find the four-wheel ATV for your garage.

Steelport's only Ultimate variant of the Shark is landlocked, tucked away somewhere in Sunset Park, awaiting some enterprising player to figure out a way to get it to the open sea.

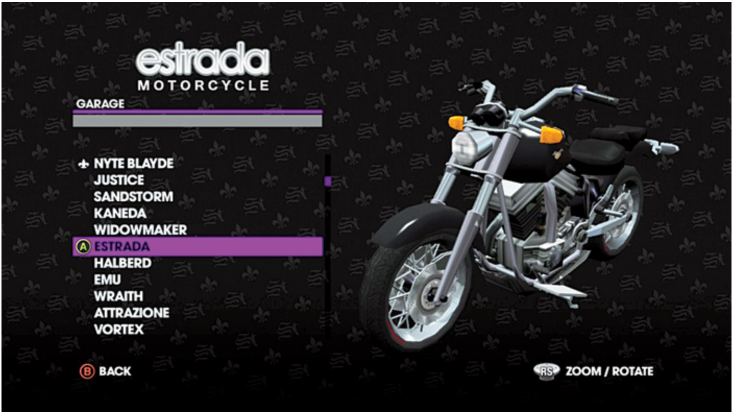
Locating Vehicles tips provided by: John Brunkhart, Associate Designer

Vehicles

Bikes

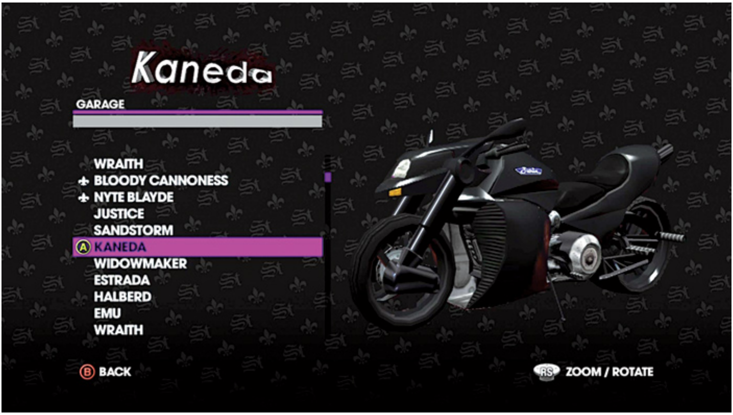
Bikes

Estrada


estrada
MOTORCYCLE
GARAGE
NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
Ⓐ ESTRADA
HALBERD
EMU
WRAITH
ATTRAZIONE
VORTEX
Ⓑ BACK
RS ZOOM / ROTATE

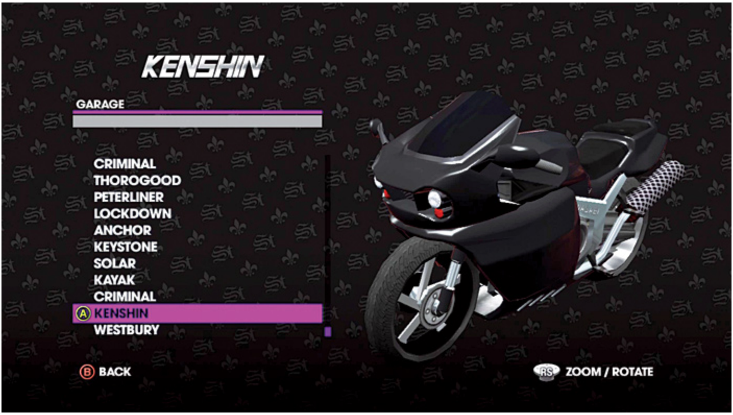
Acceleration - 3.2
Top Speed - 7
Turning - 3.5
Mass - 375
Hit Points - 3,000
Occupancy - 2

Kaneda


Kaneda
GARAGE
WRAITH
BLOODY CANNONESS
NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
EMU
WRAITH
BACK
ZOOM / ROTATE

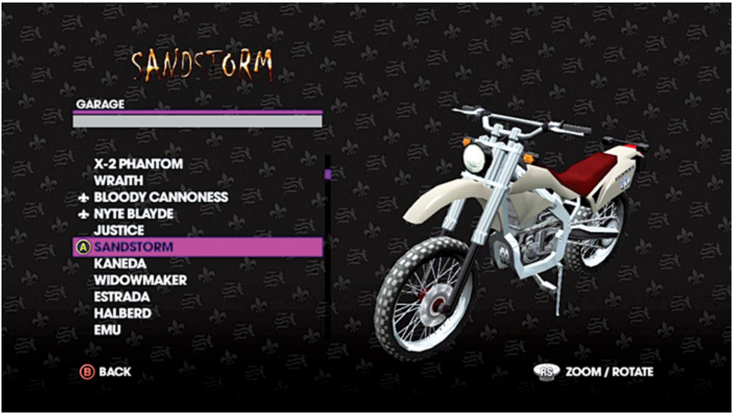
Acceleration - 6
Top Speed - 7.5
Turning - 4
Mass - 650
Hit Points - 3,000
Occupancy - 2

Kenshin


KENSHIN
GARAGE
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
SOLAR
KAYAK
CRIMINAL
KENSHIN
WESTBURY
BACK
ZOOM / ROTATE

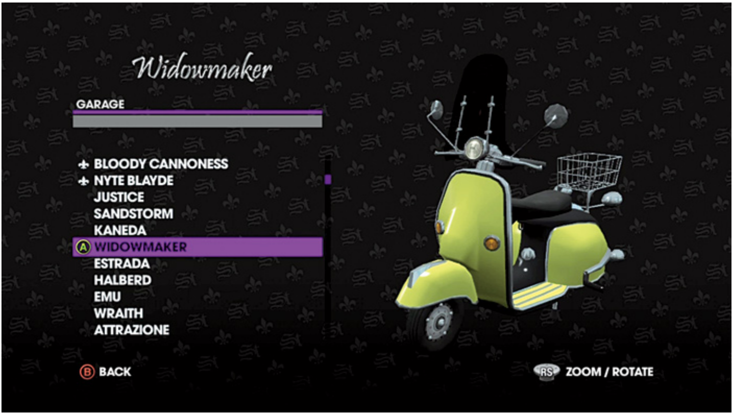
Acceleration - 8.5
Top Speed - 8.2
Turning - 6
Mass - 400
Hit Points - 3,000
Occupancy - 2

Sandstorm


SANDSTORM
GARAGE
X-2 PHANTOM
WRAITH
BLOODY CANNONESS
NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
EMU
B BACK
RS ZOOM / ROTATE

Acceleration - 5.7
Top Speed - 7
Turning - 4.5
Mass - 320
Hit Points - 3,000
Occupancy - 1

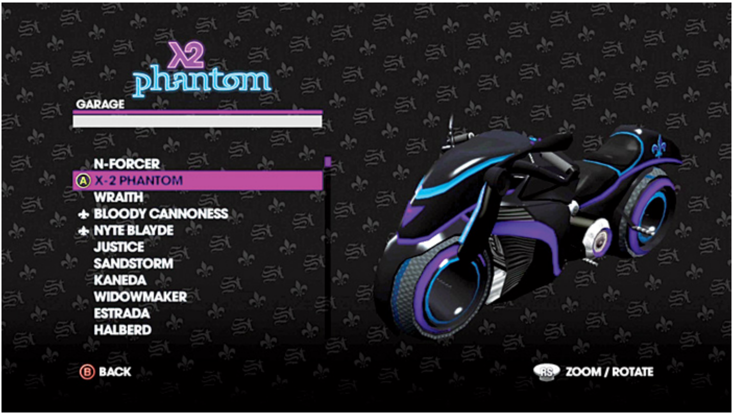
Widowmaker


Widowmaker
GARAGE
BLOODY CANNONESS
NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
EMU
WRAITH
ATTRAZIONE
B BACK
RS ZOOM / ROTATE

Acceleration - 2
Top Speed - 6
Turning - 5.5

Mass - 300
Hit Points - 3,000
Occupancy - 1

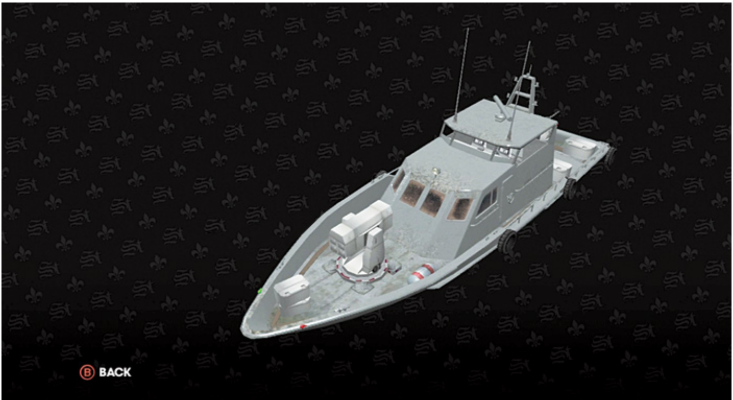
X-2 Phantom


X2
phantom
GARAGE
N-FORCER
Ⓐ X-2 PHANTOM
WRAITH
✚ BLOODY CANNONESS
✚ NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 8.5
Top Speed - 8.5
Turning - 4
Mass - 650
Hit Points - 3,000
Occupancy - 2

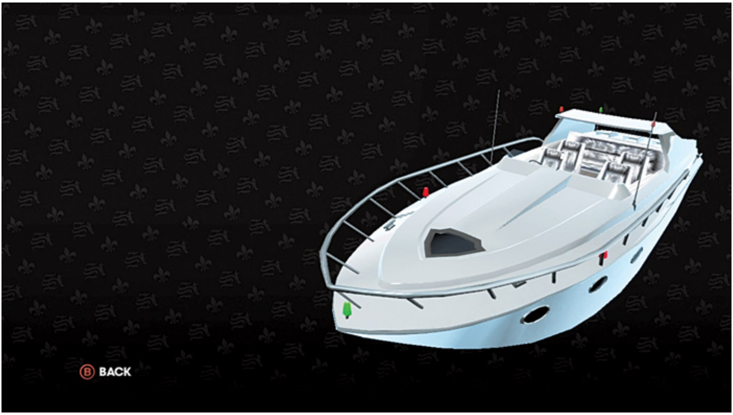
Boats

Commander



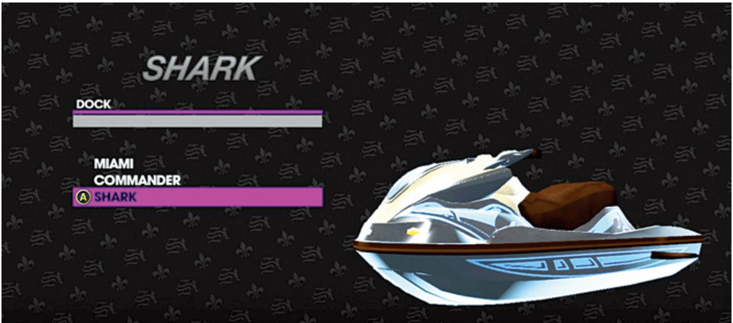
Acceleration - 2.7
Top Speed - 5
Turning - 1
Mass - 20,000
Hit Points - 23,500
Occupancy - 4
Weapons - Rocket launcher, rear machine gun

Miami



Acceleration - 3.8
Top Speed - 6.5
Turning - 2.5
Mass - 8,600
Hit Points - 15,000
Occupancy - 4

Shark

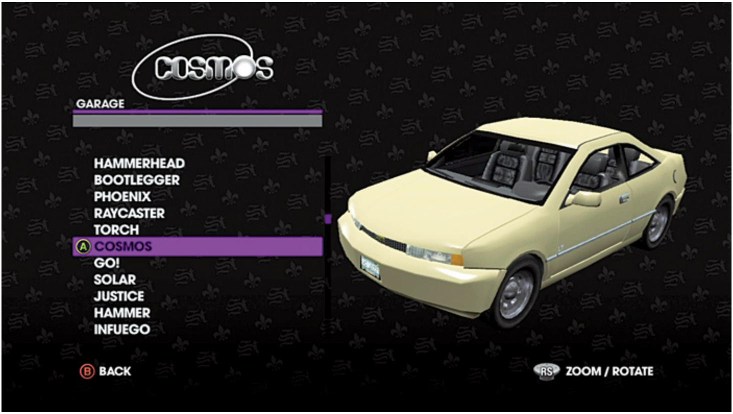

SHARK
DOCK
MIAMI
COMMANDER
Ⓐ SHARK

B BACK
RS ZOOM / ROTATE

Acceleration - 4.5
Top Speed - 6
Turning - 5.2
Mass - 800
Hit Points - 3,000
Occupancy - 2

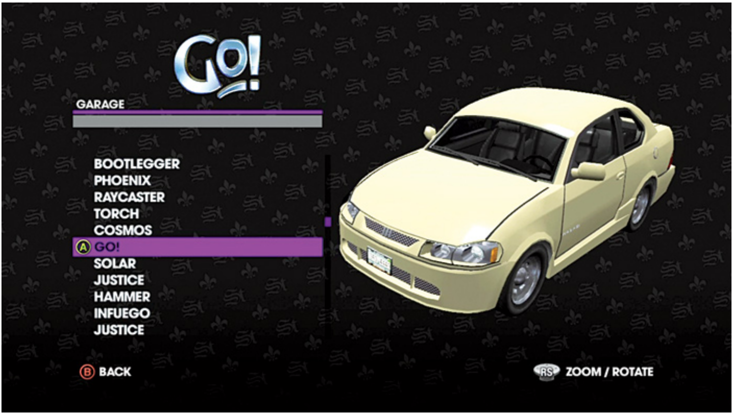
Cars

Cosmos


COSMOS
GARAGE
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
A COSMOS
GO!
SOLAR
JUSTICE
HAMMER
INFUEGO
B BACK
RS ZOOM / ROTATE

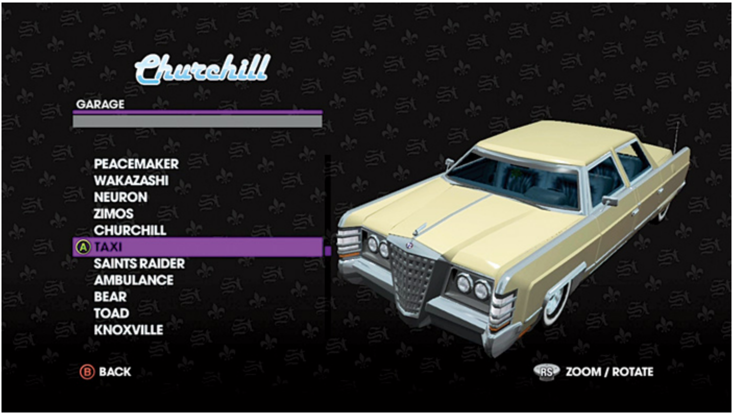
Acceleration - 3.2
Top Speed - 7
Turning - 3.8
Mass - 1,500
Hit Points - 4,000
Occupancy - 2

Go


GO!
GARAGE
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
COSMOS
Ⓐ GO!
SOLAR
JUSTICE
HAMMER
INFUEGO
JUSTICE
Ⓑ BACK
RS ZOOM / ROTATE

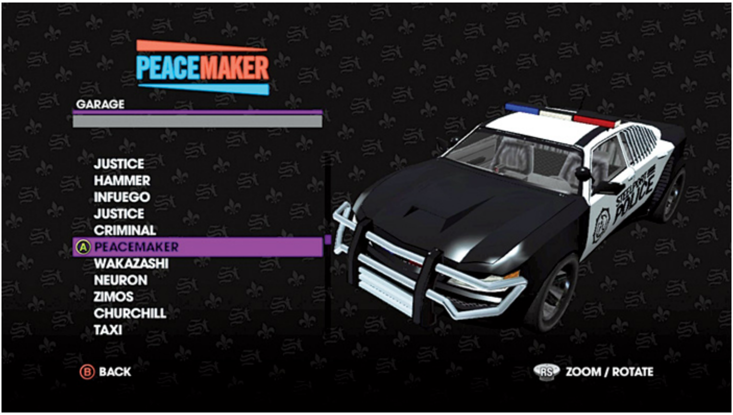
Acceleration - 3.2
Top Speed - 7.5
Turning - 3.8
Mass - 1,597
Hit Points - 4,000
Occupancy - 2

Churchill


Churchill
GARAGE
PEACEMAKER
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
Ⓐ TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
Ⓑ BACK
RS ZOOM / ROTATE

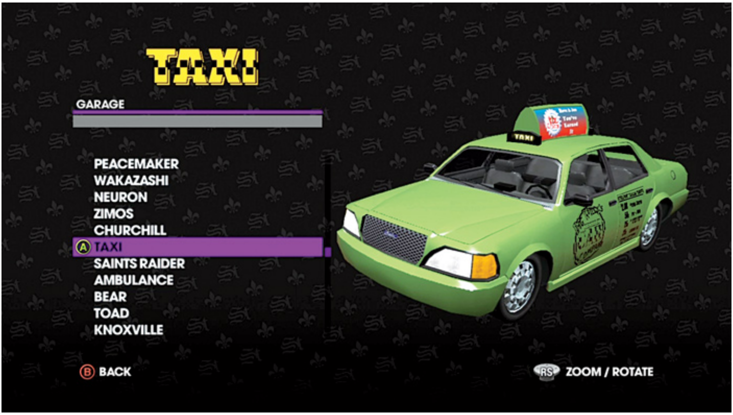
Acceleration - 2.2
Top Speed - 7
Turning - 2.5
Mass - 2,500
Hit Points - 5,500
Occupancy - 4

Peacemaker


PEACEMAKER
GARAGE
JUSTICE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
Ⓐ PEACEMAKER
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
TAXI
STEELPORT POLICE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.2
Top Speed - 8.7
Turning - 3.2
Mass - 1,800
Hit Points - 7,000
Occupancy - 4

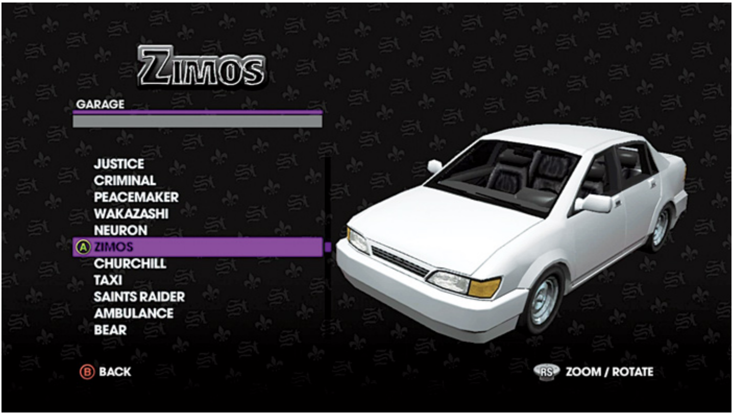
Taxi


TAXI
GARAGE
PEACEMAKER
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
Ⓐ TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3
Top Speed - 7.5
Turning - 3.2

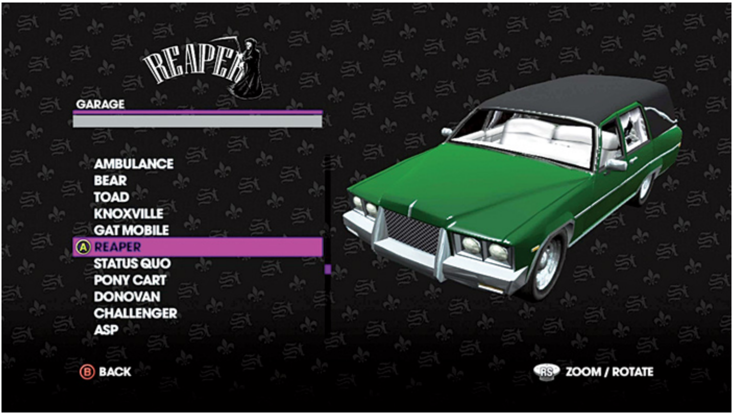
Mass - 1,500
Hit Points - 4,000
Occupancy - 4

Zimos


ZIMOS
GARAGE
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
NEURON
A ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
B BACK
RS ZOOM / ROTATE

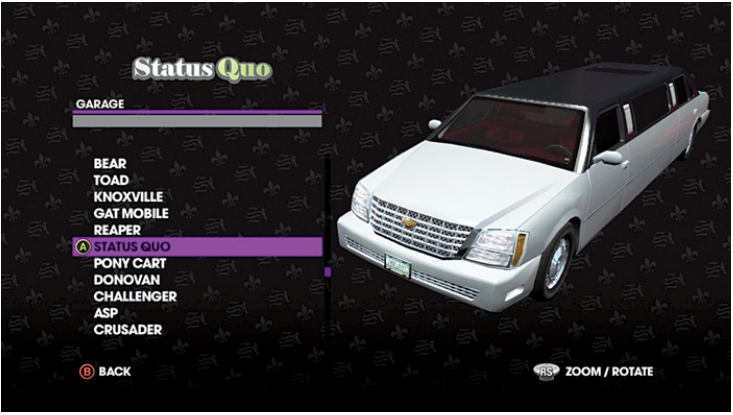
Acceleration - 3
Top Speed - 7
Turning - 3.2
Mass - 1,587
Hit Points - 5,000
Occupancy - 4

Reaper


REAPER
GARAGE
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
A REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
B BACK
RS ZOOM / ROTATE

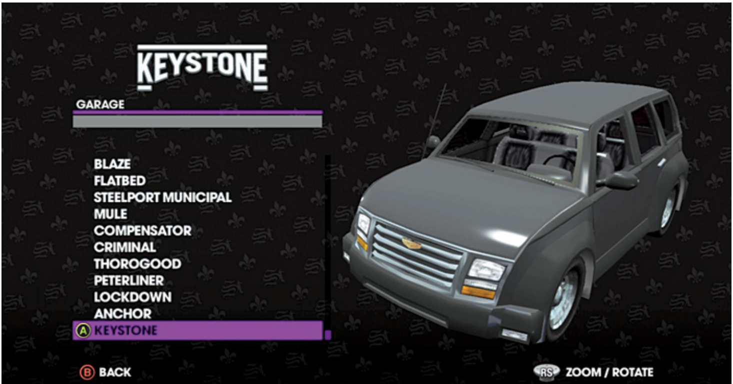
Acceleration - 2.2
Top Speed - 7
Turning - 3.2
Mass - 3,100
Hit Points - 5,500
Occupancy - 2

Status Quo


Status Quo
GARAGE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
A STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
B BACK
RS ZOOM / ROTATE

Acceleration - 2.2
Top Speed - 6.8
Turning - 2
Mass - 2,800
Hit Points - 7,000
Occupancy - 4

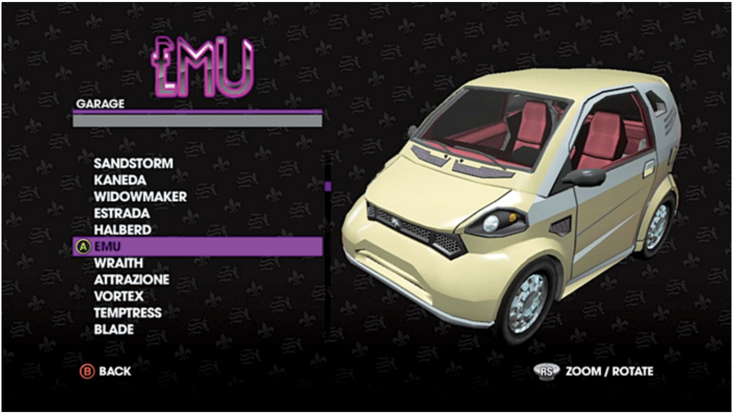
Keystone


KEYSTONE
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
A KEYSTONE
B BACK
RS ZOOM / ROTATE

Acceleration - 2.5
Top Speed - 7.5
Turning - 2.5
Mass - 2,000
Hit Points - 2,000
Occupancy - 4

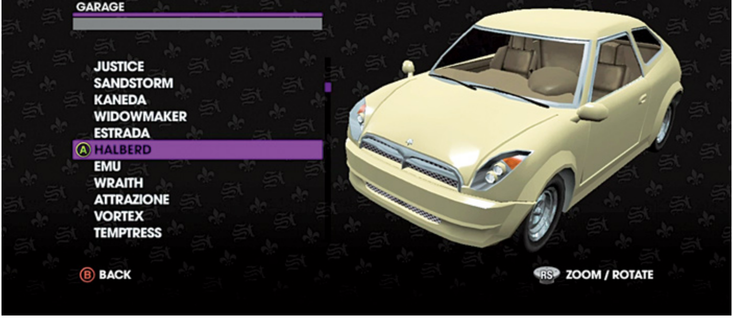
Compact Cars

Emu


EMU
GARAGE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
A EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
B BACK
RS ZOOM / ROTATE

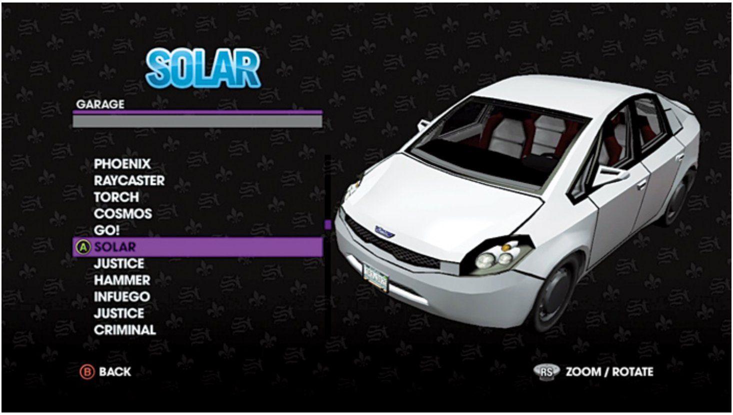
Acceleration - 3
Top Speed - 6.8
Turning - 4.5
Mass - 1,000
Hit Points - 3,000
Occupancy - 2

Halberd


GARAGE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
A HALBERD
EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
B BACK
RS ZOOM / ROTATE

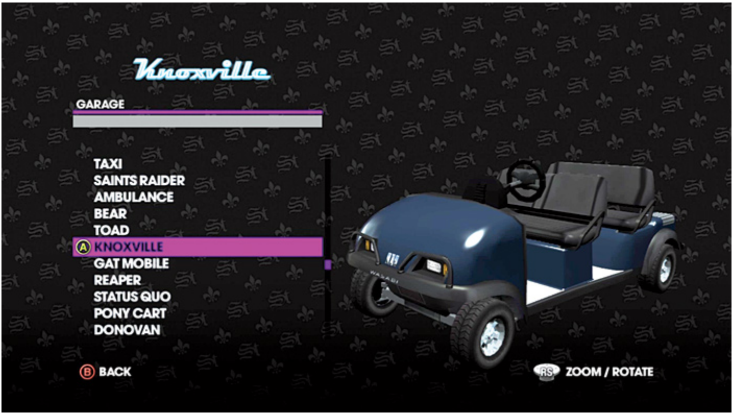
Acceleration - 5
Top Speed - 7.5
Turning - 4
Mass - 1,200
Hit Points - 3,500
Occupancy - 2

Solar


SOLAR
GARAGE
PHOENIX
RAYCASTER
TORCH
COSMOS
GO!
A SOLAR
JUSTICE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
B BACK
RS ZOOM / ROTATE

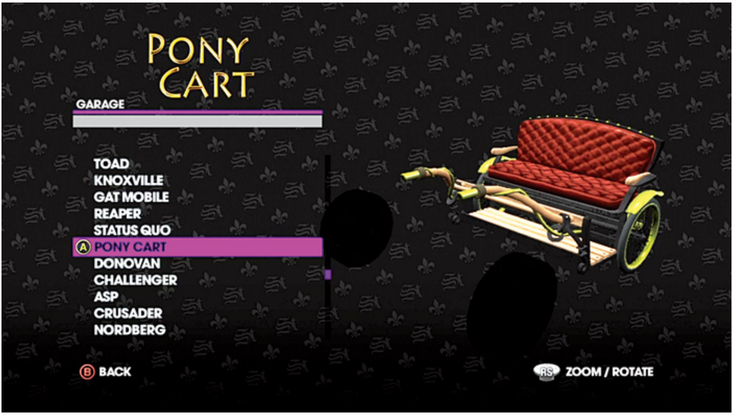
Acceleration - 3.7
Top Speed - 7
Turning - 3.2
Mass - 1,597
Hit Points - 3,000
Occupancy - 2

Knoxville


Knoxville
GARAGE
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
Ⓐ KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
Ⓑ BACK
RS ZOOM / ROTATE

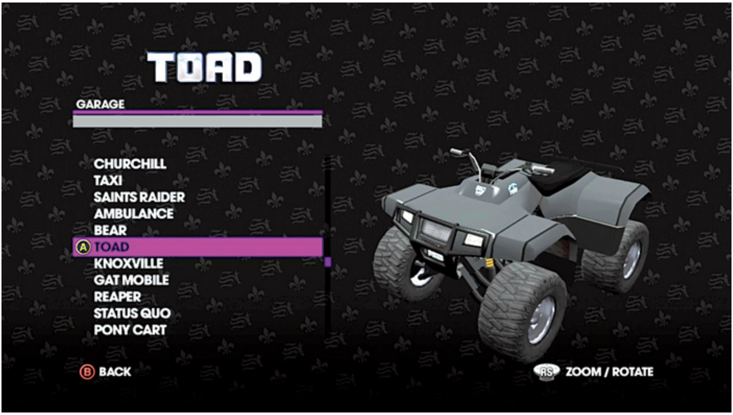
Acceleration - 2
Top Speed - 5.2
Turning - 4
Mass - 850
Hit Points - 3,500
Occupancy - 4

Pony Cart


PONY CART
GARAGE
TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
Ⓐ PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 0.5
Top Speed - 1.2
Turning - 5.5
Mass - 600
Hit Points - 3,500
Occupancy - 3

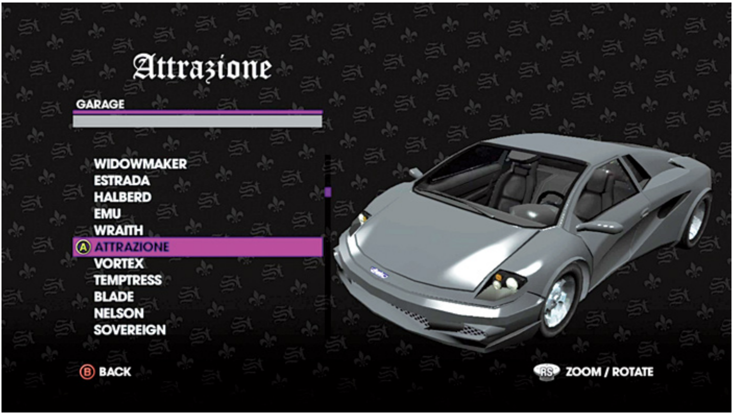
Toad


TOAD
GARAGE
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
Ⓐ TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.5
Top Speed - 6
Turning - 4.2
Mass - 600
Hit Points - 3,500
Occupancy - 4

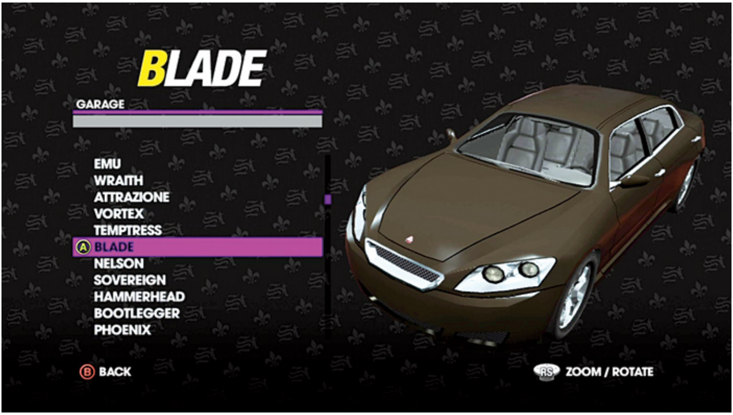
Sports Cars

Attrazione


Attrazione
GARAGE
WIDOWMAKER
ESTRADA
HALBERD
EMU
WRAITH
Ⓐ ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
Ⓑ BACK
RS ZOOM / ROTATE

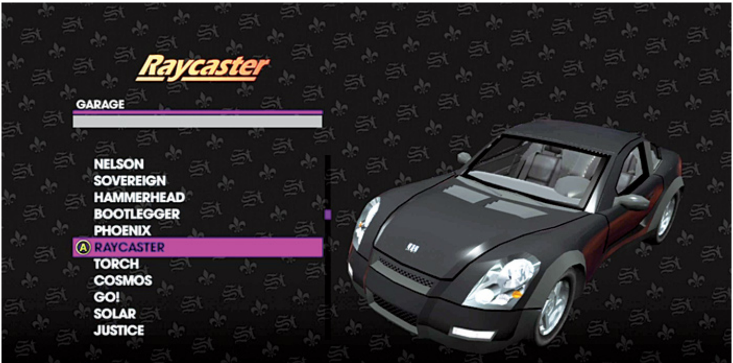
Acceleration - 9.5
Top Speed - 10
Turning - 6.5
Mass - 1,000
Hit Points - 5,000
Occupancy - 2

Blade


BLADE
GARAGE
EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
Ⓐ BLADE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 4.1
Top Speed - 8.5
Turning - 4.5
Mass - 1,500
Hit Points - 7,000
Occupancy - 4

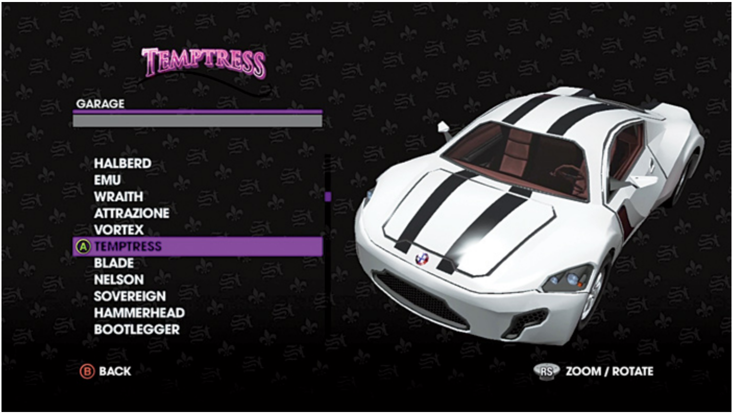
Raycaster


Raycaster
GARAGE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
Ⓐ RAYCASTER
TORCH
COSMOS
GO!
SOLAR
JUSTICE

BACK
ZOOM / ROTATE

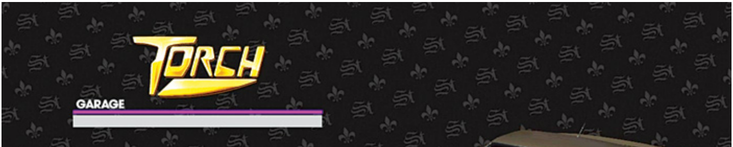
Acceleration - 4.5
Top Speed - 8
Turning - 4
Mass - 1,500
Hit Points - 5,000
Occupancy - 2

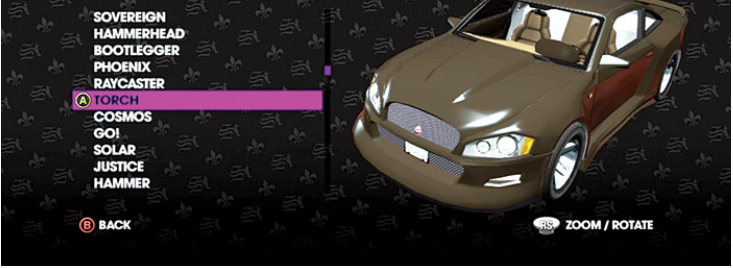
Temptress


TEMPTRESS
GARAGE
HALBERD
EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
BACK
ZOOM / ROTATE

Acceleration - 5.1
Top Speed - 9
Turning - 6.2
Mass - 1,500
Hit Points - 5,000
Occupancy - 2

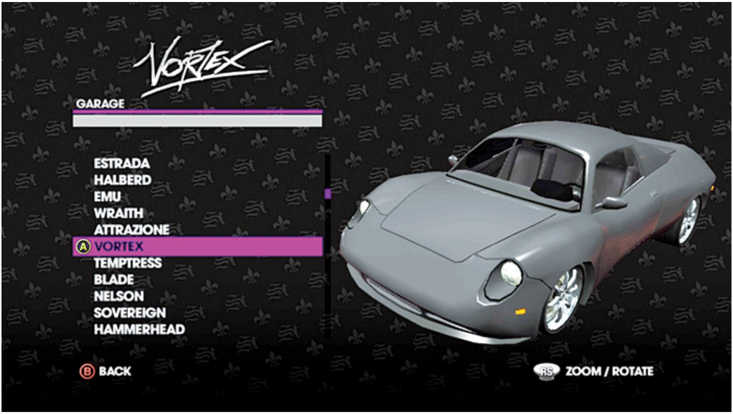
Torch


TORCH
GARAGE


SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
Ⓐ TORCH
COSMOS
GO!
SOLAR
JUSTICE
HAMMER
Ⓑ BACK
RS ZOOM / ROTATE

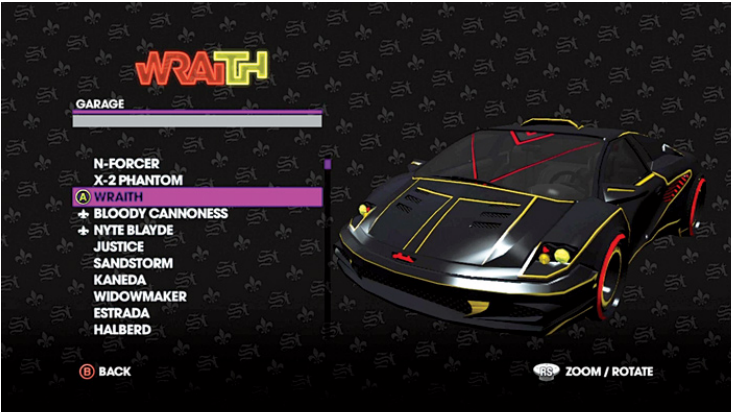
Acceleration - 5
Top Speed - 8.5
Turning - 4.2
Mass - 1,500
Hit Points - 5,000
Occupancy - 2

Vortex


Vortex
GARAGE
ESTRADA
HALBERD
EMU
WRAITH
ATTRAZIONE
Ⓐ VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
Ⓑ BACK
RS ZOOM / ROTATE

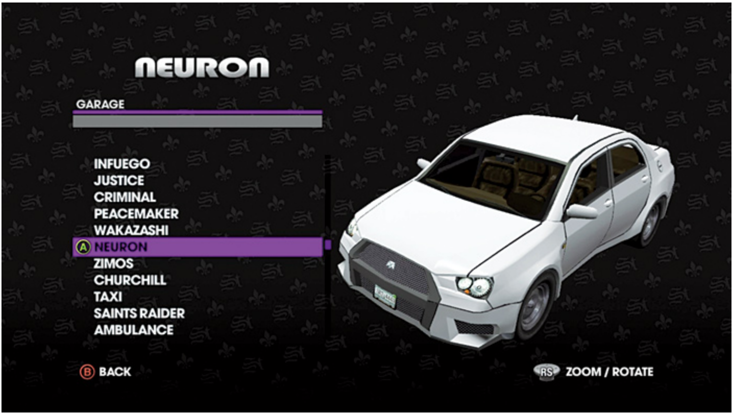
Acceleration - 6
Top Speed - 9
Turning - 6
Mass - 1,500
Hit Points - 4,000
Occupancy - 2

Wraith


WRAITH
GARAGE
N-FORCER
X-2 PHANTOM
A WRAITH
+ BLOODY CANNONESS
+ NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
B BACK
RS ZOOM / ROTATE

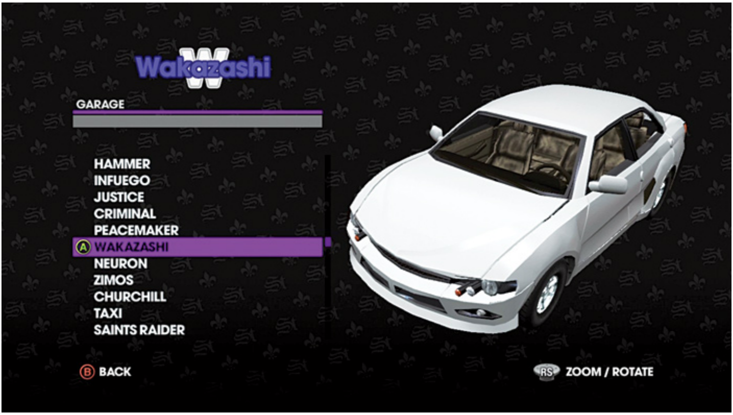
Acceleration - 9
Top Speed - 10
Turning - 6.5
Mass - 1,000
Hit Points - 5,000
Occupancy - 2

Neuron


NEURON
GARAGE
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
A NEURON
ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
B BACK
RS ZOOM / ROTATE

Acceleration - 4.5
Top Speed - 8
Turning - 3.8
Mass - 1,500
Hit Points - 5,000
Occupancy - 4

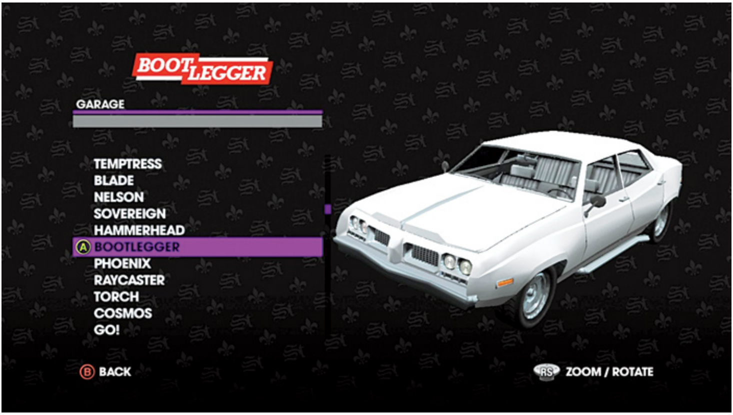
Wakazashi


Wakazashi
GARAGE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
Ⓐ WAKAZASHI
NEURON
ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 4.2
Top Speed -8
Turning - 3.8
Mass - 1,700
Hit Points - 5,000
Occupancy - 4

Muscle Cars

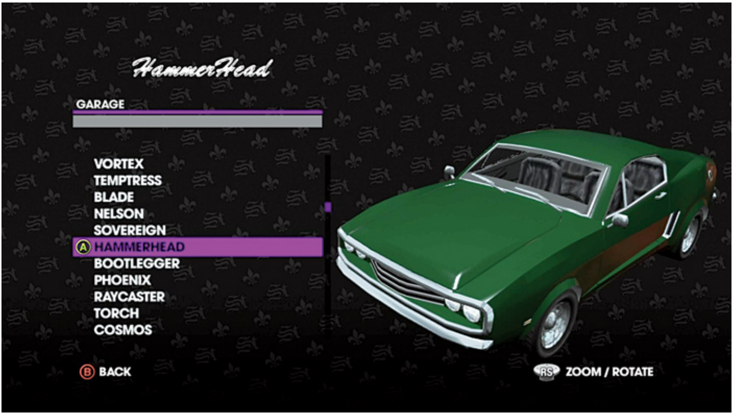
Bootlegger


BOOTLEGGER
GARAGE
TEMPTRESS
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
Ⓐ BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
COSMOS
GO!
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 4.8

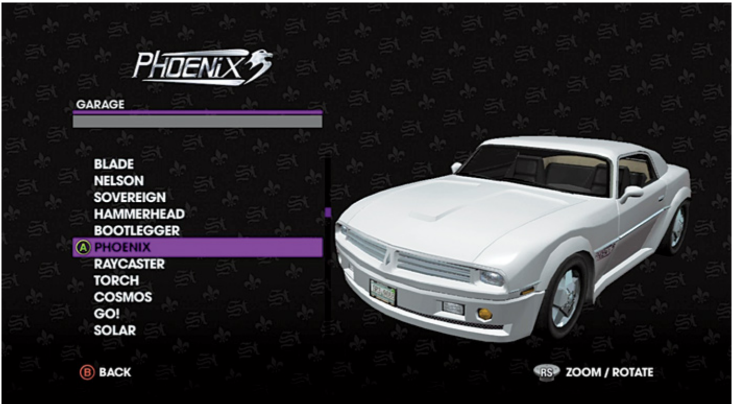
Top Speed - 8
Turning - 3.2
Mass - 1,900
Hit Points - 5,500
Occupancy - 4

Hammerhead


HammerHead
GARAGE
VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
A HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
COSMOS
B BACK
RS ZOOM / ROTATE

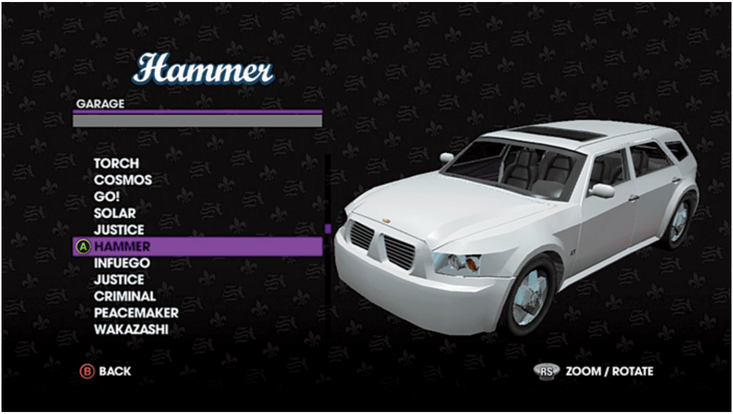
Acceleration - 3.1
Top Speed - 8.5
Turning - 3.5
Mass - 1,800
Hit Points - 5,500
Occupancy - 2

Phoenix


PHOENIX
GARAGE
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
A PHOENIX
RAYCASTER
TORCH
COSMOS
GO!
SOLAR
B BACK
RS ZOOM / ROTATE

Acceleration - 3.9
Top Speed - 8.5
Turning - 3.5
Mass - 1,900
Hit Points - 4,000
Occupancy - 2

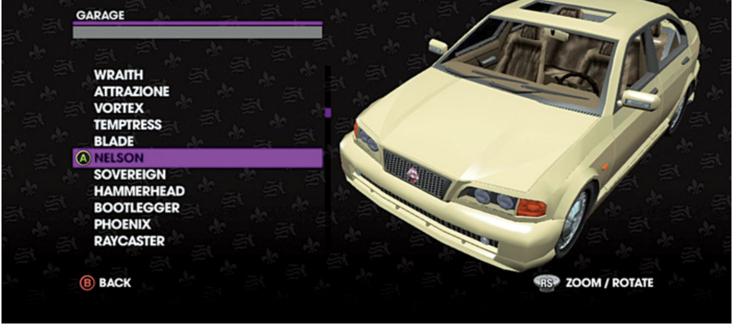
Hammer


Hammer
GARAGE
TORCH
COSMOS
GO!
SOLAR
JUSTICE
Ⓐ HAMMER
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.5
Top Speed - 8.6
Turning - 2
Mass - 1,500
Hit Points - 7,000
Occupancy - 4

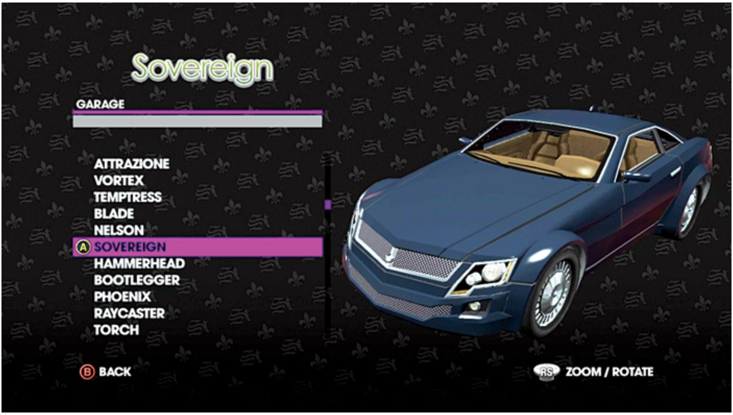
Luxuary Cars

Nelson


GARAGE
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
A NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
B BACK
RS ZOOM / ROTATE

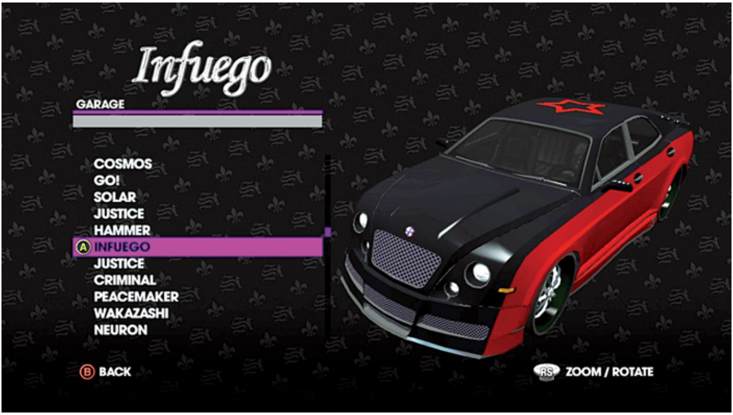
Acceleration - 4.2
Top Speed - 7.5
Turning - 3.5
Mass - 1,597
Hit Points - 6,000
Occupancy - 4

Sovereign


Sovereign
GARAGE
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
NELSON
A SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
B BACK
RS ZOOM / ROTATE

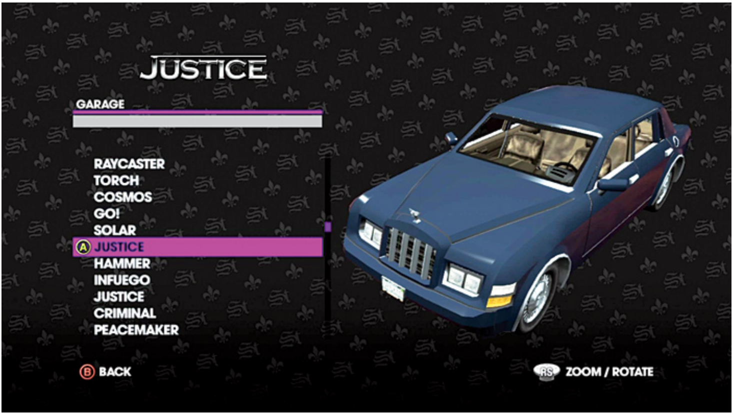
Acceleration - 3.8
Top Speed - 8.6
Turning - 3
Mass - 1,597
Hit Points - 6,000
Occupancy - 2

Infuego


Infuego
GARAGE
COSMOS
GO!
SOLAR
JUSTICE
HAMMER
A INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
NEURON
B BACK
RS ZOOM / ROTATE

Acceleration - 4.1
Top Speed - 8.6
Turning - 3.5
Mass - 1,500
Hit Points - 7,000
Occupancy - 4

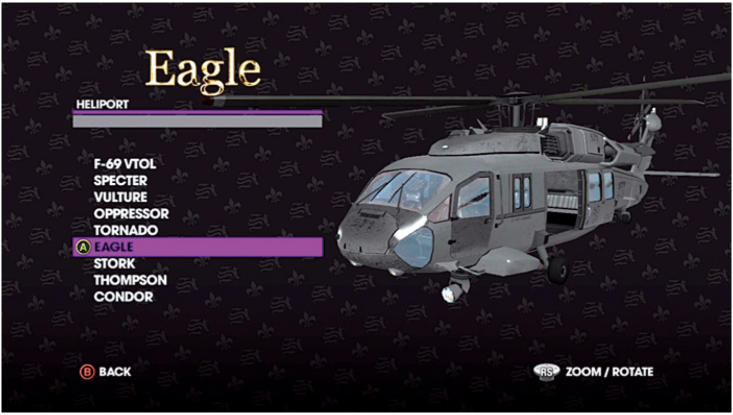
Justice


JUSTICE
GARAGE
RAYCASTER
TORCH
COSMOS
GO!
SOLAR
A JUSTICE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
B BACK
RS ZOOM / ROTATE

Acceleration - 3.9
Top Speed - 8
Turning - 3.2
Mass - 1,800
Hit Points - 6,000
Occupancy - 4

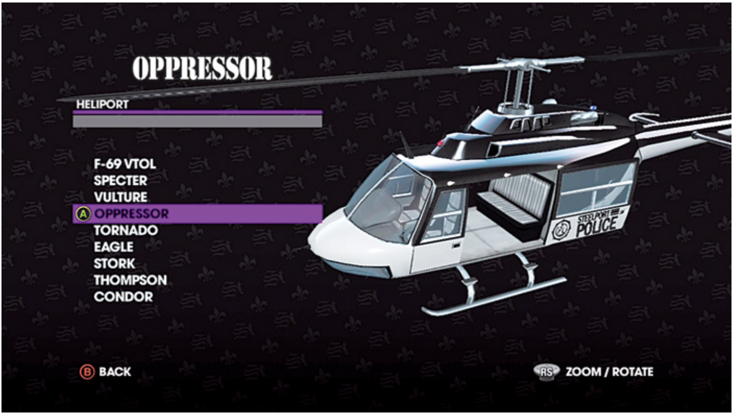
Helicopter

Eagle


Eagle
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
Ⓐ EAGLE
STORK
THOMPSON
CONDOR
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.1
Top Speed - 7.5
Turning - 4.5
Mass - 5,000
Hit Points - 8,000
Occupancy - 4

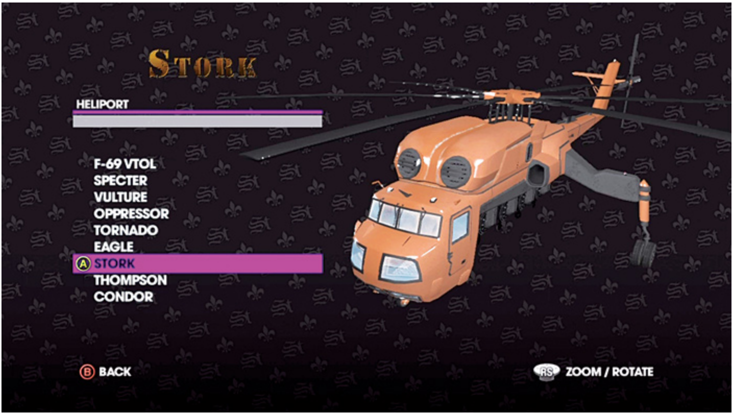
Oppressor


OPPRESSOR
HELIPORT
F-69 VTOL
SPECTER
VULTURE
Ⓐ OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
STEELPORT POLICE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.2

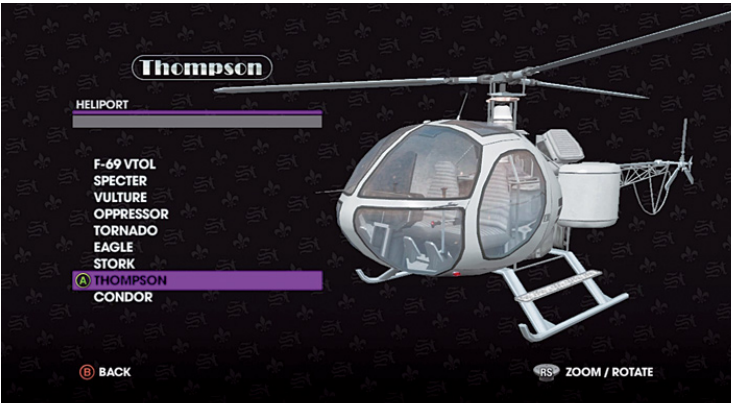
Top Speed - 7.5
Turning - 4.5
Mass - 4,700
Hit Points - 7,000
Occupancy - 4

Stork


STORK
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
A STORK
THOMPSON
CONDOR
B BACK
RS ZOOM / ROTATE

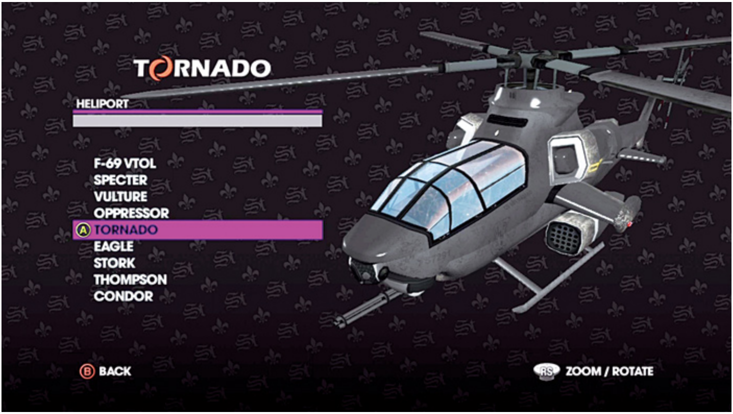
Acceleration - 2.1
Top Speed - 6
Turning - 3.9
Mass - 6,200
Hit Points - 20,000
Occupancy - 2

Thompson


Thompson
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
A THOMPSON
CONDOR
B BACK
RS ZOOM / ROTATE

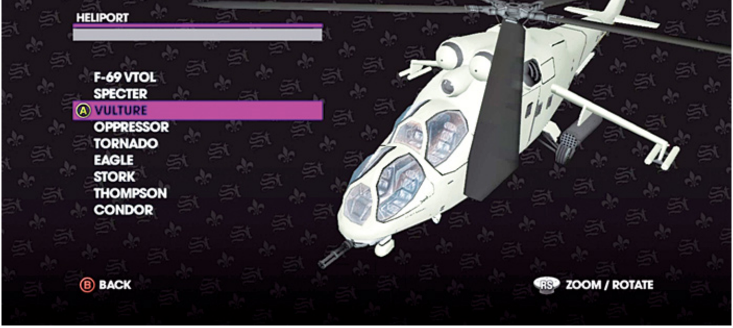
Acceleration - 3.5
Top Speed - 7
Turning - 9
Mass - 1,360
Hit Points - 5,500
Occupancy - 4

Tornado


TORNADO
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
Ⓐ TORNADO
EAGLE
STORK
THOMPSON
CONDOR
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 4
Top Speed - 8
Turning - 4.8
Mass - 6,200
Hit Points - 10,000
Occupancy - 2
Weapons - Gatling gun, Laser-guided rockets

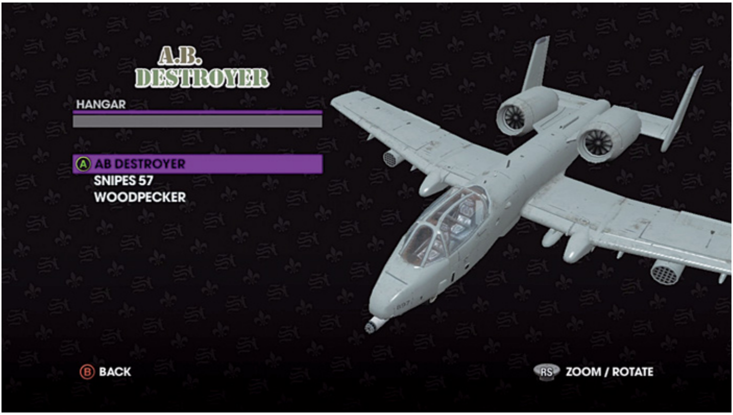
Vulture


HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
B BACK
RS ZOOM / ROTATE

Acceleration - 3.8
Top Speed - 7
Turning - 4.5
Mass - 6,900
Hit Points - 8,000
Occupancy - 4
Weapons - Heavy machine gun, Rocket launchers

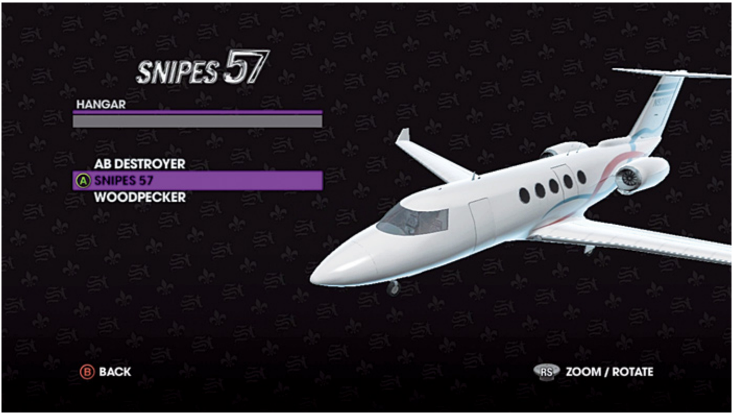
Planes

AB Destroyer


A.B. DESTROYER
HANGAR
AB DESTROYER
SNIPES 57
WOODPECKER
B BACK
RS ZOOM / ROTATE

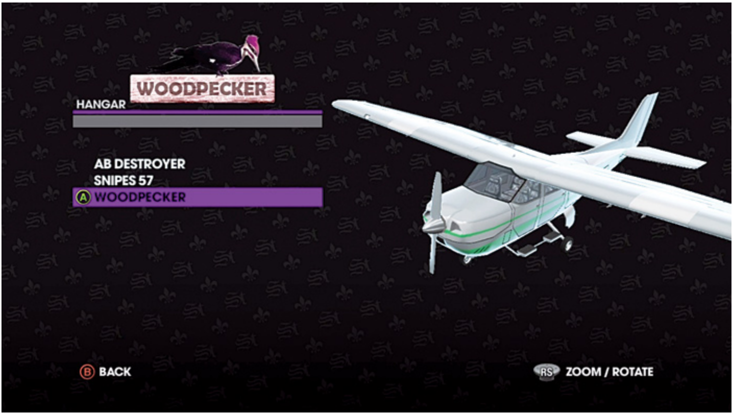
Acceleration - 2.8
Top Speed - 10
Turning - 2.5
Mass - 5,670
Hit Points - 9,000
Occupancy - 2
Gatling gun, Rocket launchers

Snipes 57


SNIPES 57
HANGAR
AB DESTROYER
A SNIPES 57
WOODPECKER
B BACK
RS ZOOM / ROTATE

Acceleration - 2.8
Top Speed - 10
Turning - 2.5
Mass - 5,670
Hit Points - 8,000
Occupancy - 4

Woodpecker

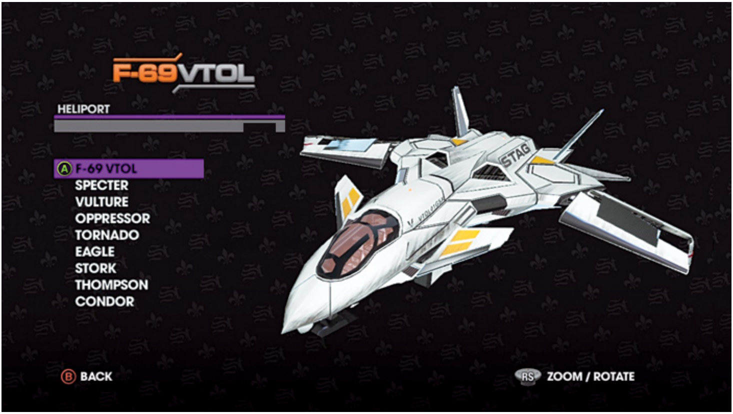

WOODPECKER
HANGAR
AB DESTROYER
SNIPES 57
A WOODPECKER
B BACK
RS ZOOM / ROTATE

Acceleration - 2.1
Top Speed - 8.5

Turning - 3.1
Mass - 1,500
Hit Points - 4,000
Occupancy - 4

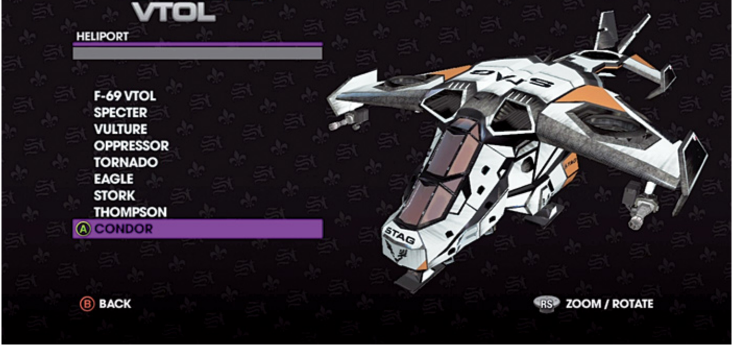
VTOL

F-69 VTOL


F-69VTOL
HELIPORT
Ⓐ F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
STAG
Ⓑ BACK
RS ZOOM / ROTATE

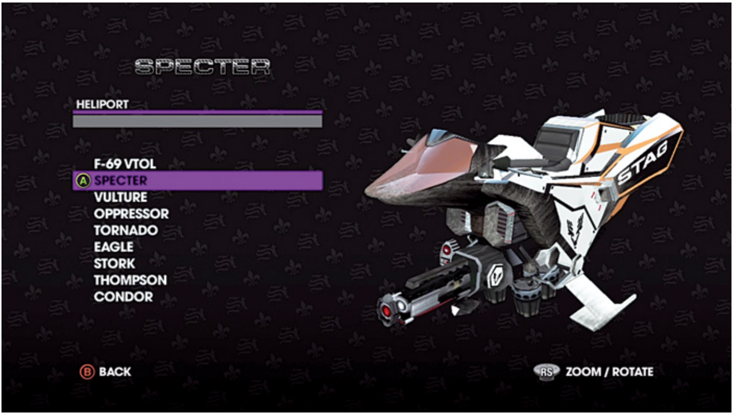
Acceleration (Hover) - 3.8
Top Speed (Flight) - 10
Top Speed (Hover) - 7
Turning (Flight) - 3.2
Turning (Hover) - 4.8
Mass - 1,500
Hit Points - 6,500
Occupancy - 2
Weapons - Laser, Lock-on missiles

Condor


VTOL
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
A CONDOR
STAG
B BACK
RS ZOOM / ROTATE

Acceleration (Hover) - 4
Top Speed (Flight) - 8
Top Speed (Hover) - 7
Turning (Flight) - 2.8
Turning (Hover) - 4.8
Mass - 4,500
Hit Points - 7,000
Occupancy - 4
Weapons - Gatling guns

Specter

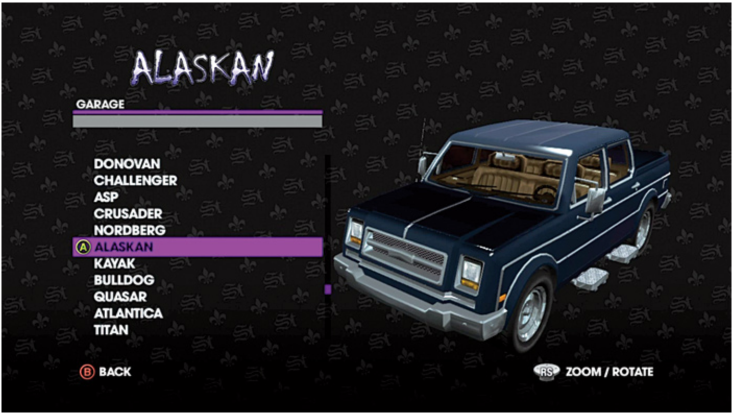

SPECTER
HELIPORT
F-69 VTOL
A SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
STAG
B BACK
RS ZOOM / ROTATE

Acceleration (Hover) - 4.1
Top Speed (Flight) - 7.5
Top Speed (Hover) - 6
Turning (Flight) - 4.5
Turning (Hover) - 9
Mass - 1,360
Hit Points - 5,000

Occupancy - 1
Weapons - Machine gun

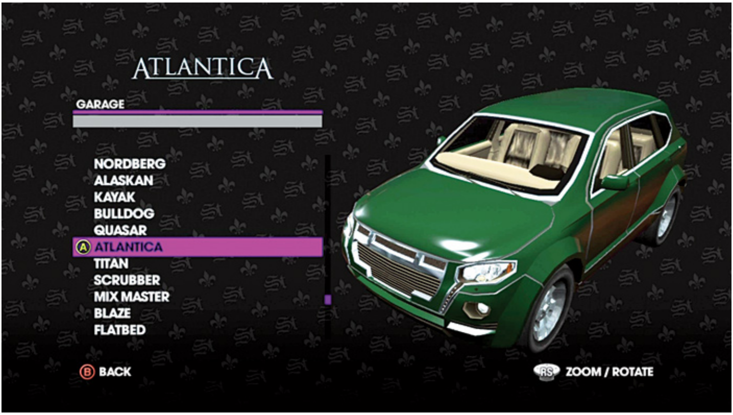
SUVs

Alaskan


ALASKAN
GARAGE
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
BACK
ZOOM / ROTATE

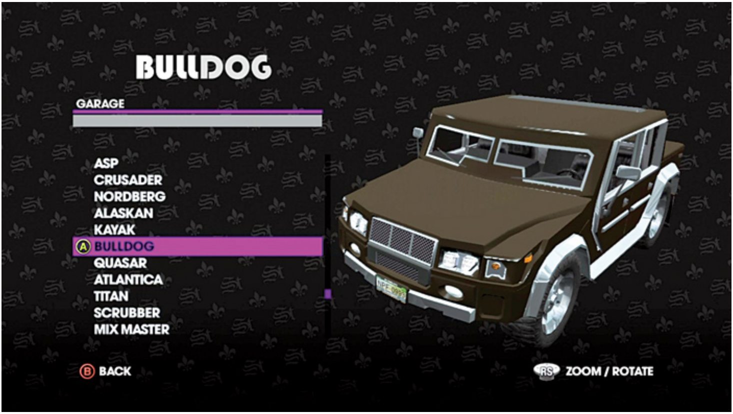
Acceleration - 3
Top Speed - 7.5
Turning - 2.5
Mass - 2,500
Hit Points - 7,000
Occupancy - 4

Atlantica


ATLANTICA
GARAGE
NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
BLAZE
FLATBED
BACK
ZOOM / ROTATE

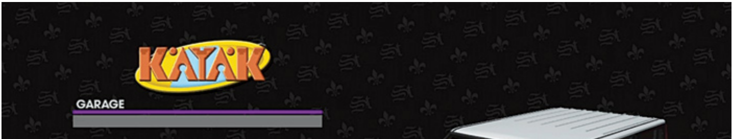
Acceleration - 2.9
Top Speed - 7.5
Turning - 2.5
Mass - 2,500
Hit Points - 7,000
Occupancy - 4

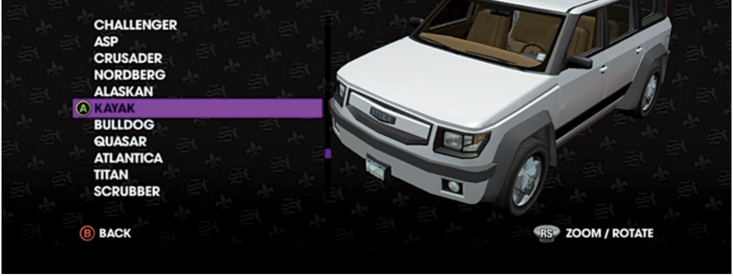
Bulldog


BULLDOG
GARAGE
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
A BULLDOG
QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
B BACK
RS ZOOM / ROTATE

Acceleration - 3.9
Top Speed - 7.5
Turning - 2.6
Mass - 3,000
Hit Points - 8,000
Occupancy - 4
Weapons - Machine gun (only on some varients)

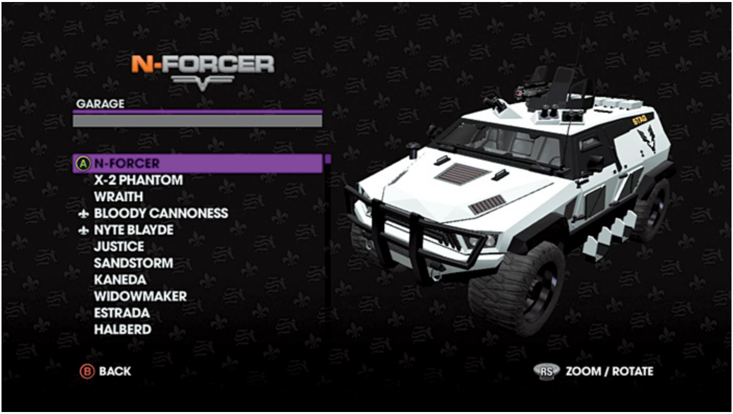
Kayak


KAYAK
GARAGE


CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
SCRUBBER
BACK
ZOOM / ROTATE

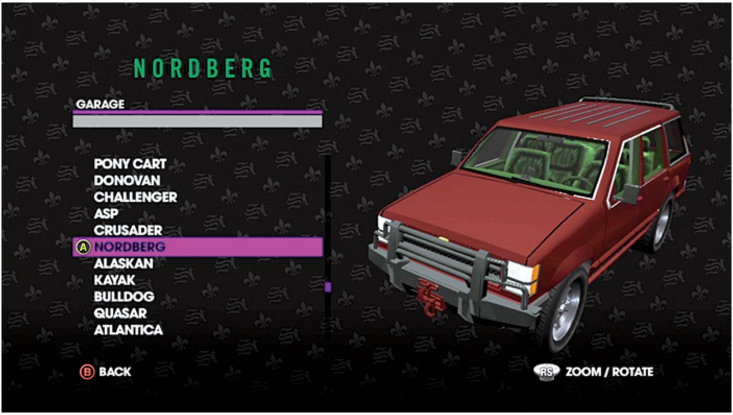
Acceleration - 4
Top Speed - 7
Turning - 3.5
Mass - 2,000
Hit Points - 7,000
Occupancy - 4

N-Forcer


N-FORCER
GARAGE
N-FORCER
X-2 PHANTOM
WRAITH
BLOODY CANNONESS
NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
BACK
ZOOM / ROTATE

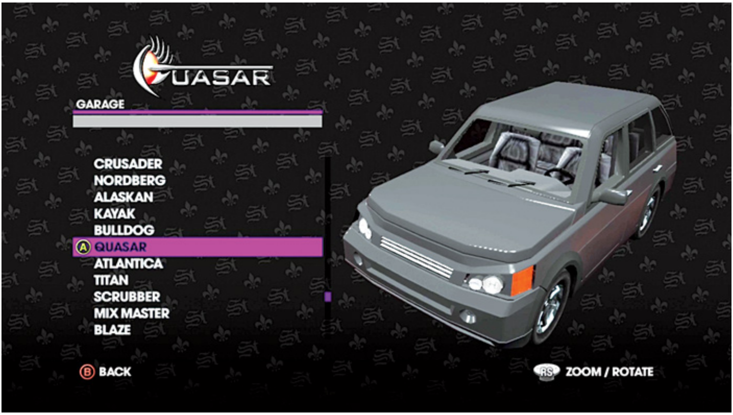
Acceleration - 3.5
Top Speed - 4.5
Turning - 4
Mass - 3,000
Hit Points - 12,000
Occupancy - 4
Weapons - Machine Gun

Nordberg


NORDBERG
GARAGE
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
Ⓐ NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.8
Top Speed - 7
Turning - 2.2
Mass - 1,900
Hit Points - 7,000
Occupancy - 4

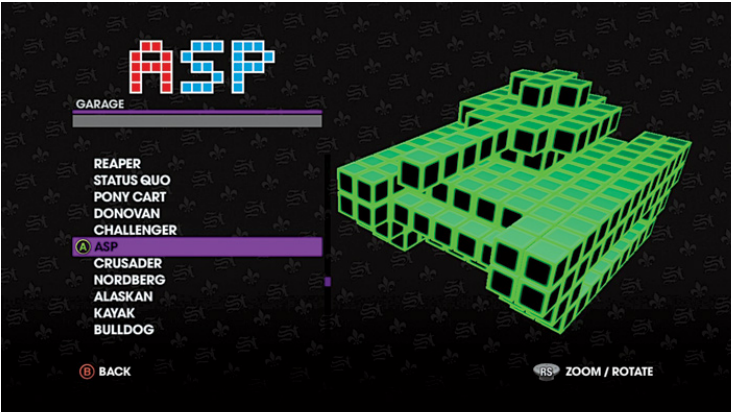
Quasar


QUASAR
GARAGE
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
Ⓐ QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
BLAZE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.2
Top Speed - 7.5
Turning - 2.5
Mass - 1,900
Hit Points - 7,000
Occupancy - 4

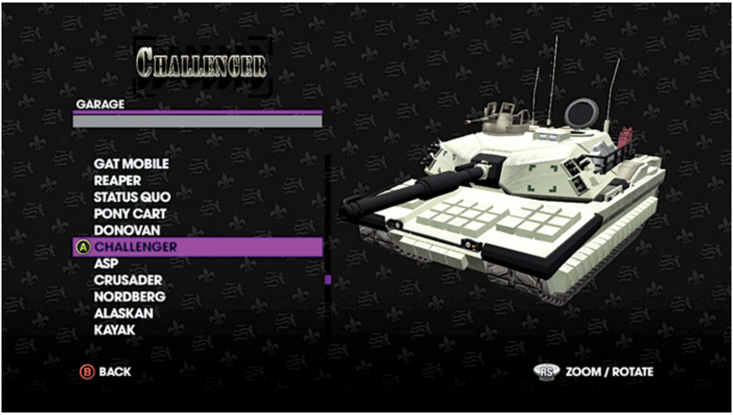
Tanks

ASP


ASP
GARAGE
REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
Ⓐ ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
Ⓑ BACK
RS ZOOM / ROTATE

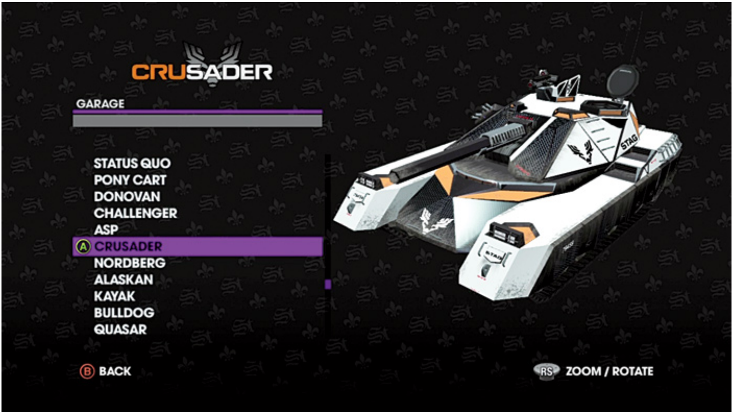
Acceleration - 5
Top Speed - 2.5
Turning - 2.5
Mass - 40,000
Hit Points - 30,000
Occupancy - 1
Weapons - Pixel tank gun

Challenger


CHALLENGER
GARAGE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
Ⓐ CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 5
Top Speed - 2.5
Turning - 5.8
Mass - 19,000
Hit Points - 30,000
Occupancy - 2
Weapons - Tank gun, Machine gun x 2

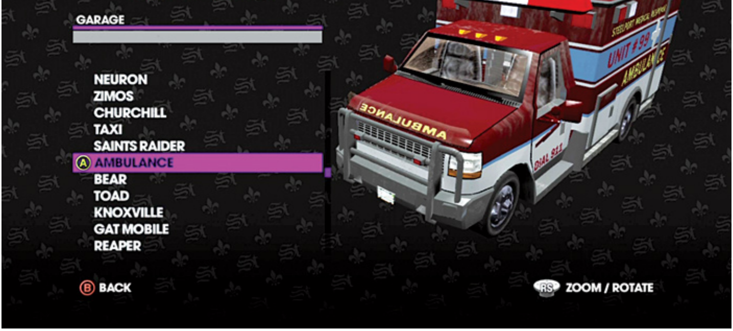
Crusader


CRUSADER
GARAGE
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
Ⓐ CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
Ⓑ BACK
RS ZOOM / ROTATE
STAG

Acceleration - 5
Top Speed - 2.5
Turning - 7.9
Mass - 40,000
Hit Points - 30,000
Occupancy - 2
Weapons - Tank gun, Machine gun, Laser

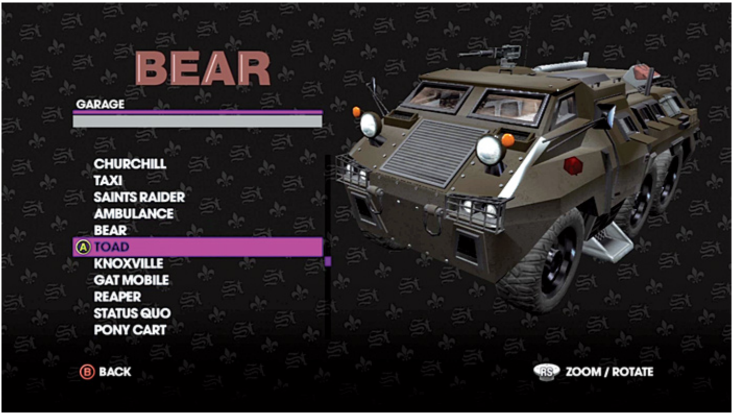
Trucks and Vans

Ambulance


GARAGE
NEURON
ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
BACK
ZOOM / ROTATE

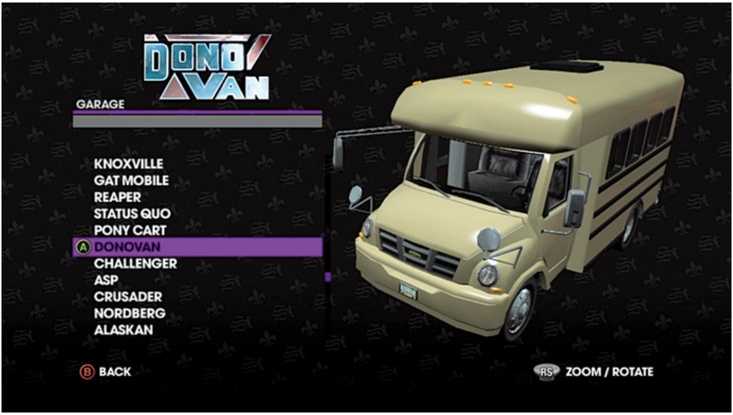
Acceleration - 2
Top Speed - 7
Turning - 2.1
Mass - 4,500
Hit Points - 12,000
Occupancy - 2

Bear


BEAR
GARAGE
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
BACK
ZOOM / ROTATE

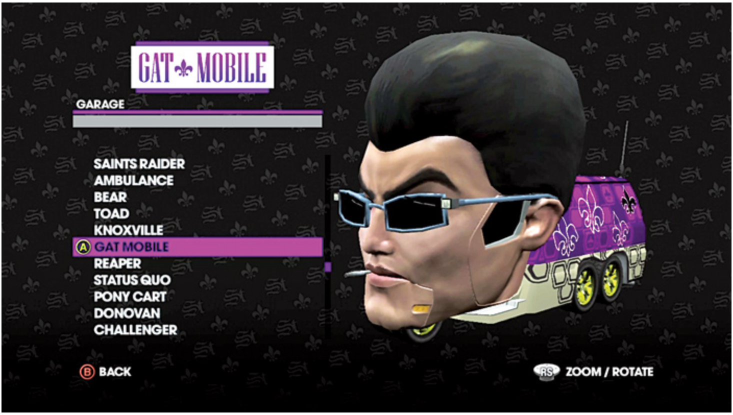
Acceleration - 2.2
Top Speed - 7
Turning - 2.1
Mass - 5,700
Hit Points - 30,000
Occupancy - 4
Weapons - Machine gun

Donovan


DONOVAN
GARAGE
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
A DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
B BACK
RS ZOOM / ROTATE

Acceleration - 2.2
Top Speed - 7
Turning - 2
Mass - 5,000
Hit Points - 15,000
Occupancy - 4

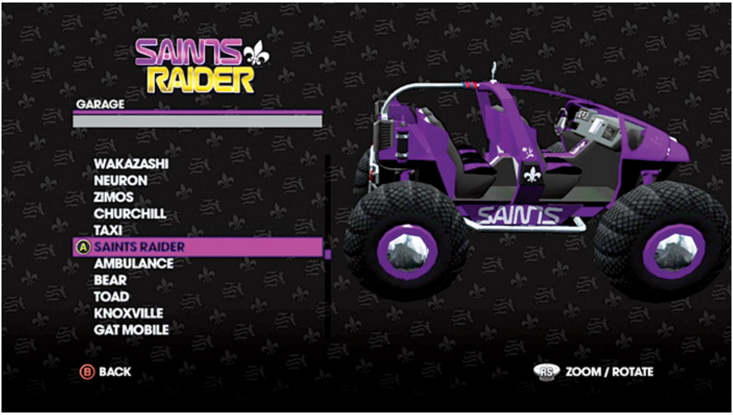
Gat Mobile


GAT MOBILE
GARAGE
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
A GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
B BACK
RS ZOOM / ROTATE

Acceleration - 2
Top Speed - 7.5
Turning - 2.1
Mass - 5,000
Hit Points - 25,000

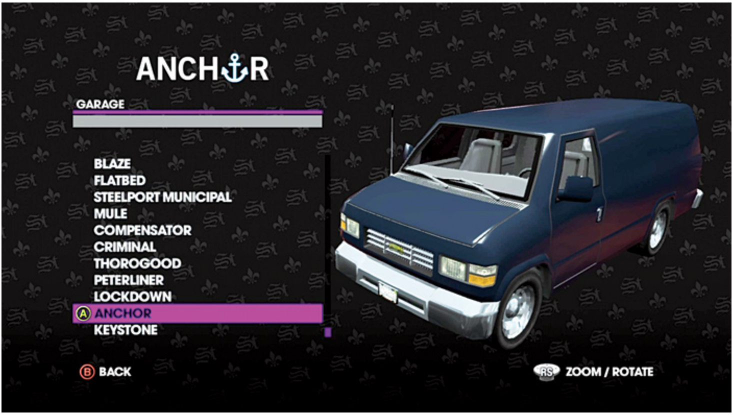
Occupancy - 2
Weapons - Flamethrower

Saints Raider


SAINTS RAIDER
GARAGE
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
TAXI
Ⓐ SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
SAINTS
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.2
Top Speed - 6
Turning - 4.5
Mass - 2,000
Hit Points - 6,000
Occupancy - 4

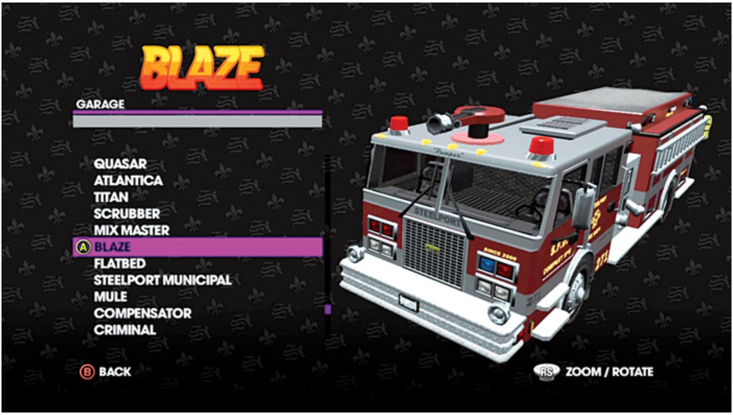
Anchor


ANCHOR
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
Ⓐ ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.9

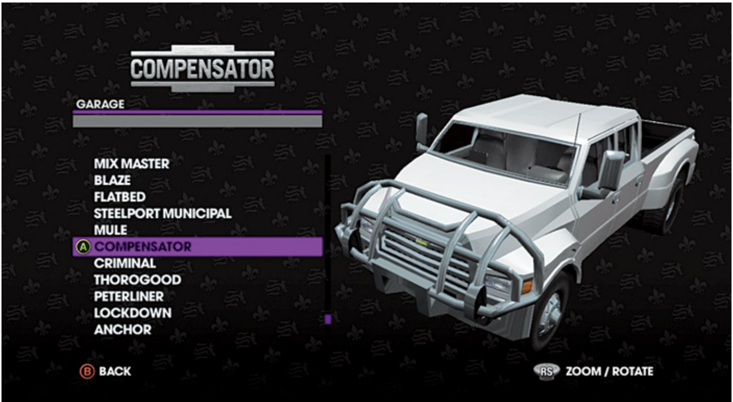
Top Speed - 8
Turning - 2.5
Mass - 2,500
Hit Points - 6,000
Occupancy - 2

Blaze


BLAZE
GARAGE
QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
A BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
B BACK
RS ZOOM / ROTATE

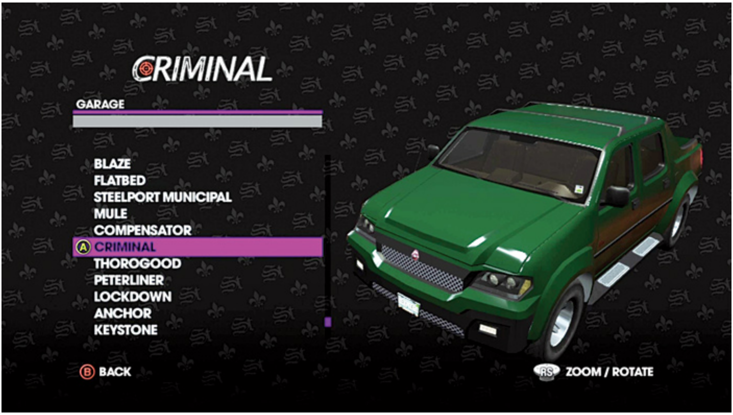
Acceleration - 2
Top Speed - 7
Turning - 2.2
Mass - 7,000
Hit Points - 15,000
Occupancy - 2

Compensator


COMPENSATOR
GARAGE
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
A COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
B BACK
RS ZOOM / ROTATE

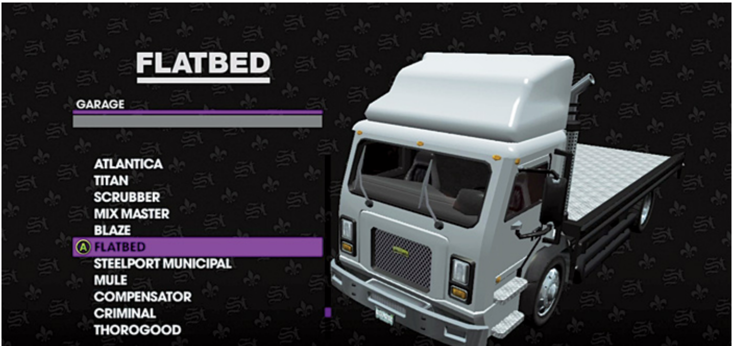
Acceleration - 2.9
Top Speed - 7.5
Turning - 2.5
Mass - 3,500
Hit Points - 10,000
Occupancy - 4

Criminal


CRIMINAL
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
A CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
B BACK
RS ZOOM / ROTATE

Acceleration - 3.2
Top Speed - 7.5
Turning - 2.6
Mass - 2,500
Hit Points - 10,000
Occupancy - 4

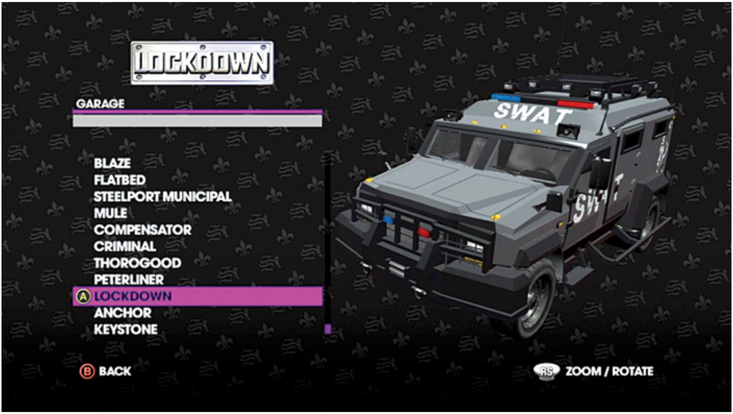
Flatbed


FLATBED
GARAGE
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
BLAZE
A FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD

Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.2
Top Speed - 7.5
Turning - 1.5
Mass - 5,700
Hit Points - 15,000
Occupancy - 2

Lockdown

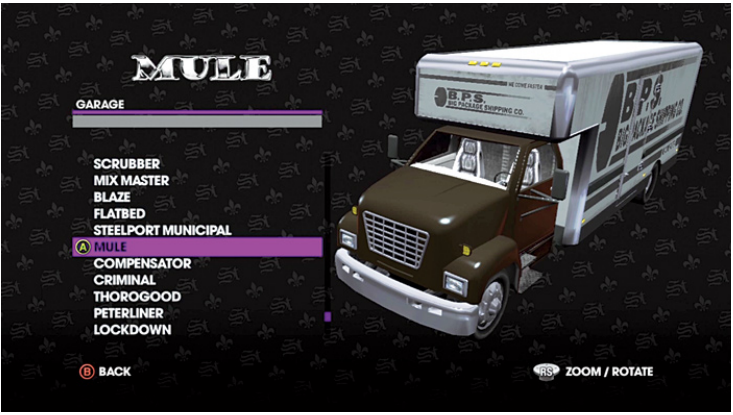

LOCKDOWN
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
Ⓐ LOCKDOWN
ANCHOR
KEYSTONE
SWAT
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.1
Top Speed - 7
Turning - 2.5
Mass - 4,000
Hit Points - 15,000
Occupancy - 2

Longhauler

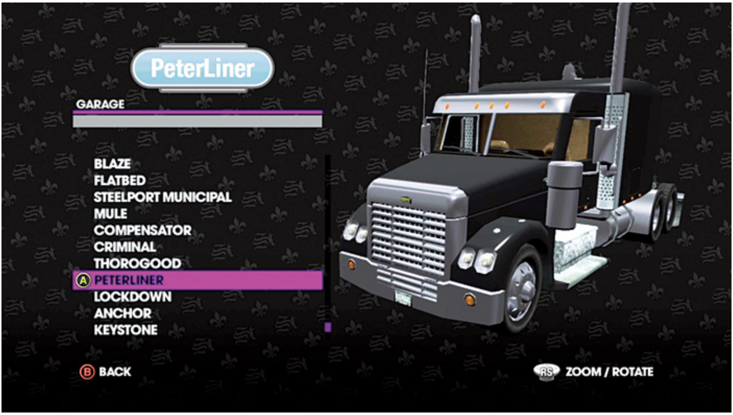
Acceleration - 1.8
Top Speed - 7
Turning - 1.8
Mass - 5,700
Hit Points - 15,000
Occupancy - 2

Mule


MULE
GARAGE
SCRUBBER
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
Ⓐ MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
Ⓑ BACK
RS ZOOM / ROTATE
B.P.S.
BIG PACKAGE SHIPPING CO.

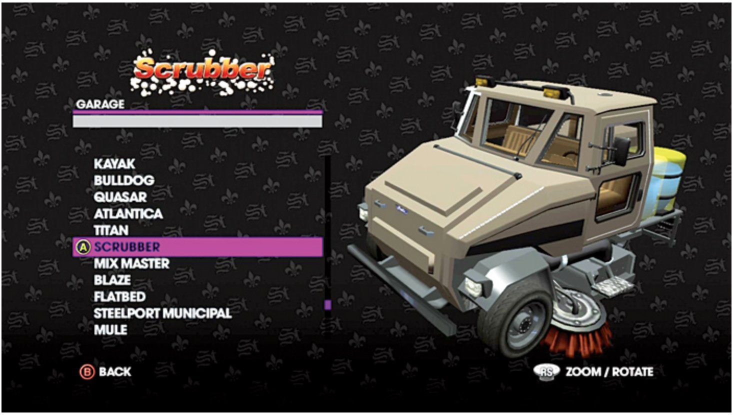
Acceleration - 2
Top Speed - 7
Turning - 1.8
Mass - 5,700
Hit Points - 10,000
Occupancy - 2

Peterliner


PeterLiner
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
Ⓐ PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

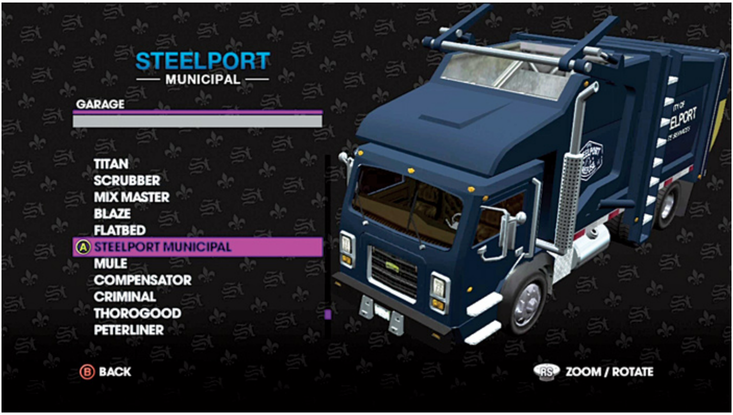
Acceleration - 2
Top Speed - 7.5
Turning - 2.1
Mass - 4,500
Hit Points - 21,000
Occupancy - 2

Scrubber


Scrubber
GARAGE
KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
A SCRUBBER
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
B BACK
RS ZOOM / ROTATE

Acceleration - 1.5
Top Speed - 5
Turning - 4.5
Mass - 3,800
Hit Points - 10,000
Occupancy - 2

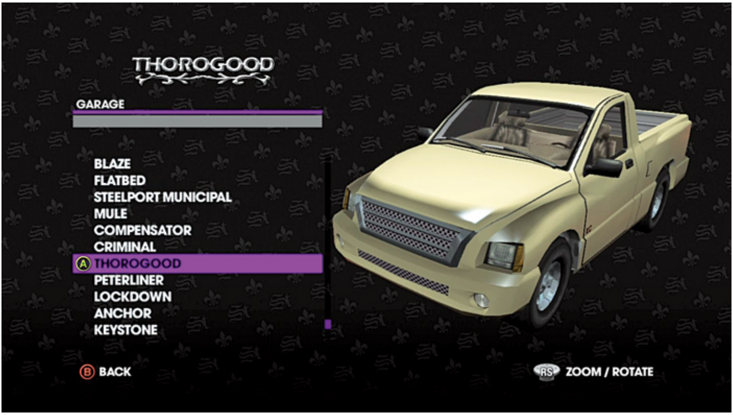
Steelport Municipal


STEELPORT
MUNICIPAL
GARAGE
TITAN
SCRUBBER
MIX MASTER
BLAZE
FLATBED
A STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
B BACK
RS ZOOM / ROTATE

Acceleration - 2
Top Speed - 7
Turning - 1.8

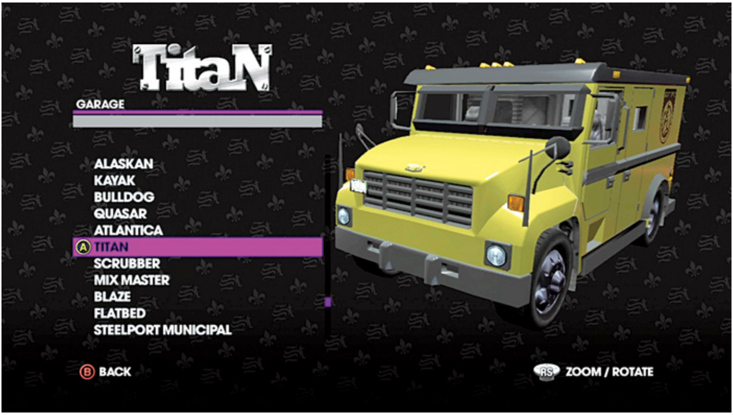
Mass - 5,700
Hit Points - 15,000
Occupancy - 2

Thorogood


THOROGOOD
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
A THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
B BACK
RS ZOOM / ROTATE

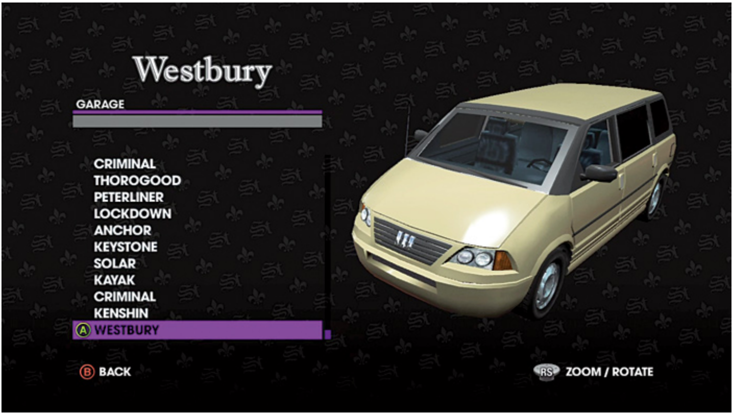
Acceleration - 2.2
Top Speed - 7.5
Turning - 2.2
Mass - 2,000
Hit Points - 7,000
Occupancy - 2

Titan


TitaN
GARAGE
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
A TITAN
SCRUBBER
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
B BACK
RS ZOOM / ROTATE

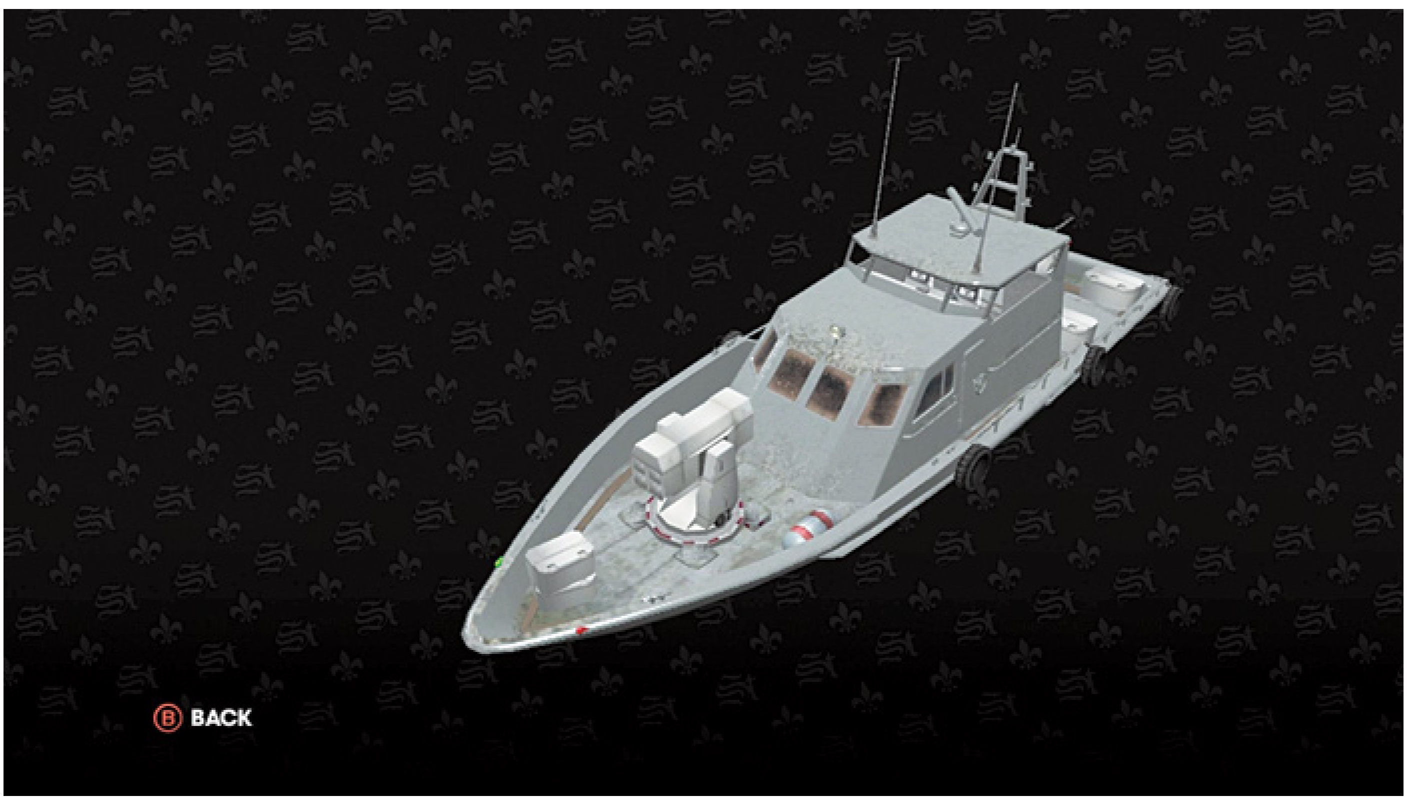
Acceleration - 1.8
Top Speed - 7
Turning - 2.2
Mass - 5,000
Hit Points - 15,000
Occupancy - 2

Westbury


Westbury
GARAGE
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
SOLAR
KAYAK
CRIMINAL
KENSHIN
A WESTBURY
B BACK
RS ZOOM / ROTATE

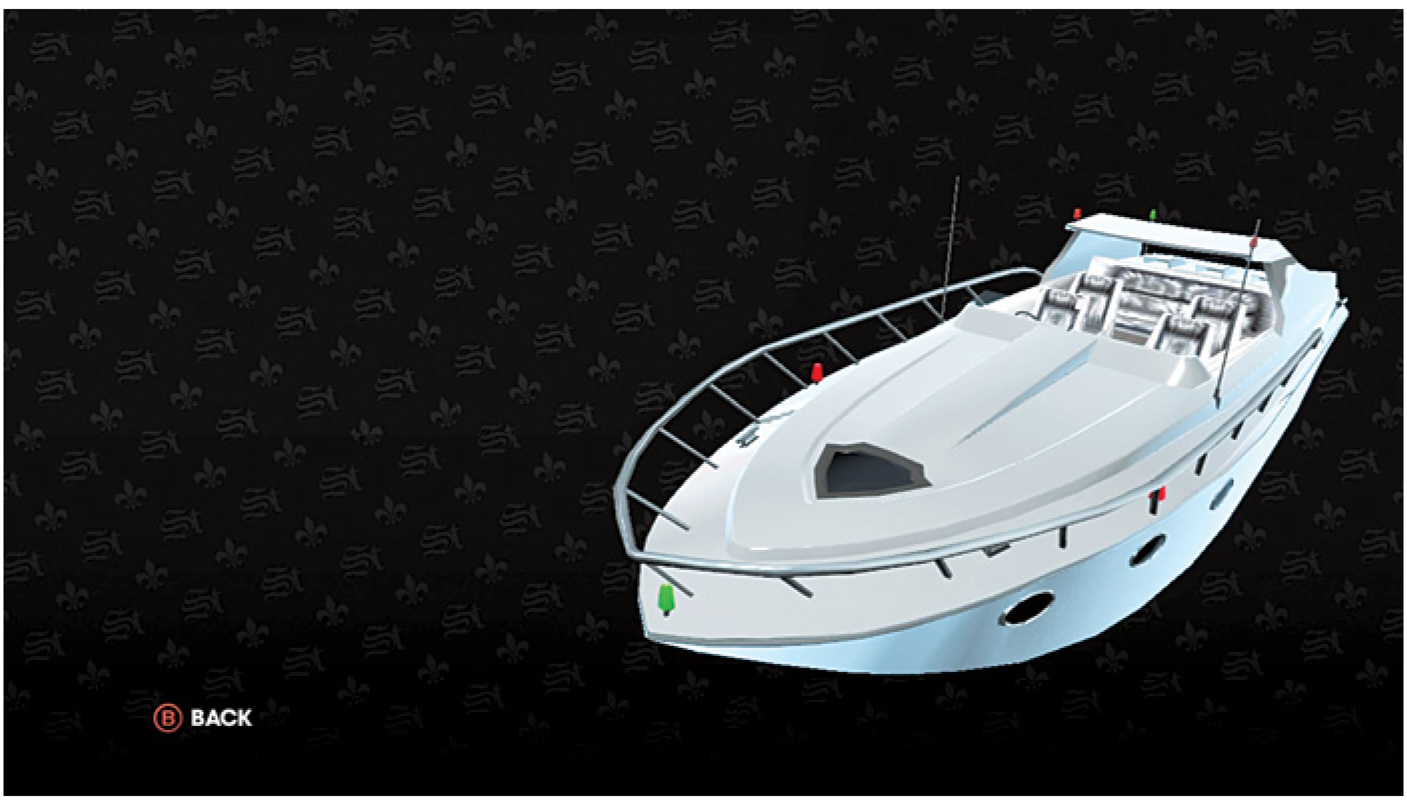
Acceleration - 2.2
Top Speed - 7
Turning - 2.6
Mass - 2,250
Hit Points - 6,000
Occupancy - 4

Commander



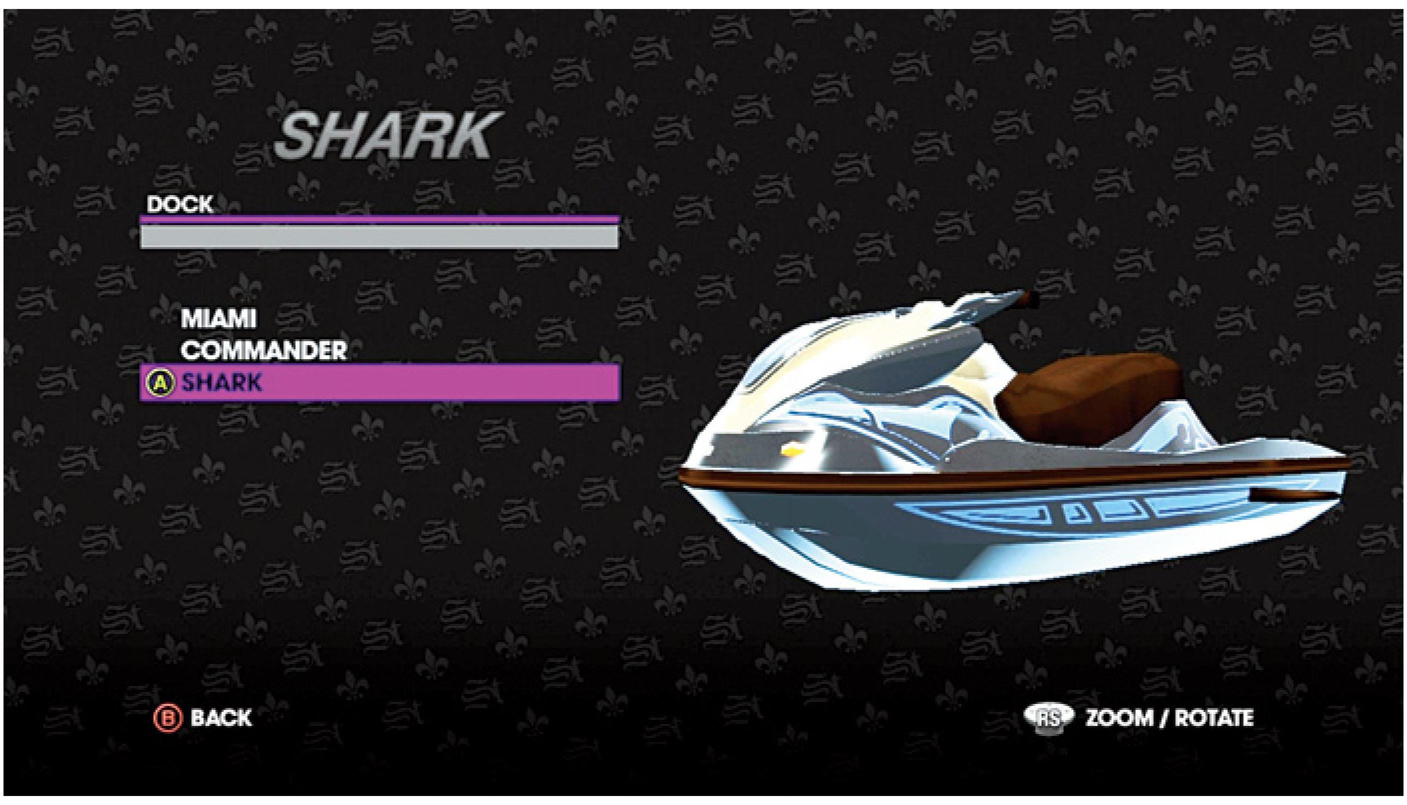
Acceleration - 2.7
Top Speed - 5
Turning - 1
Mass - 20,000
Hit Points - 23,500
Occupancy - 4
Weapons - Rocket launcher, rear machine gun

Miami



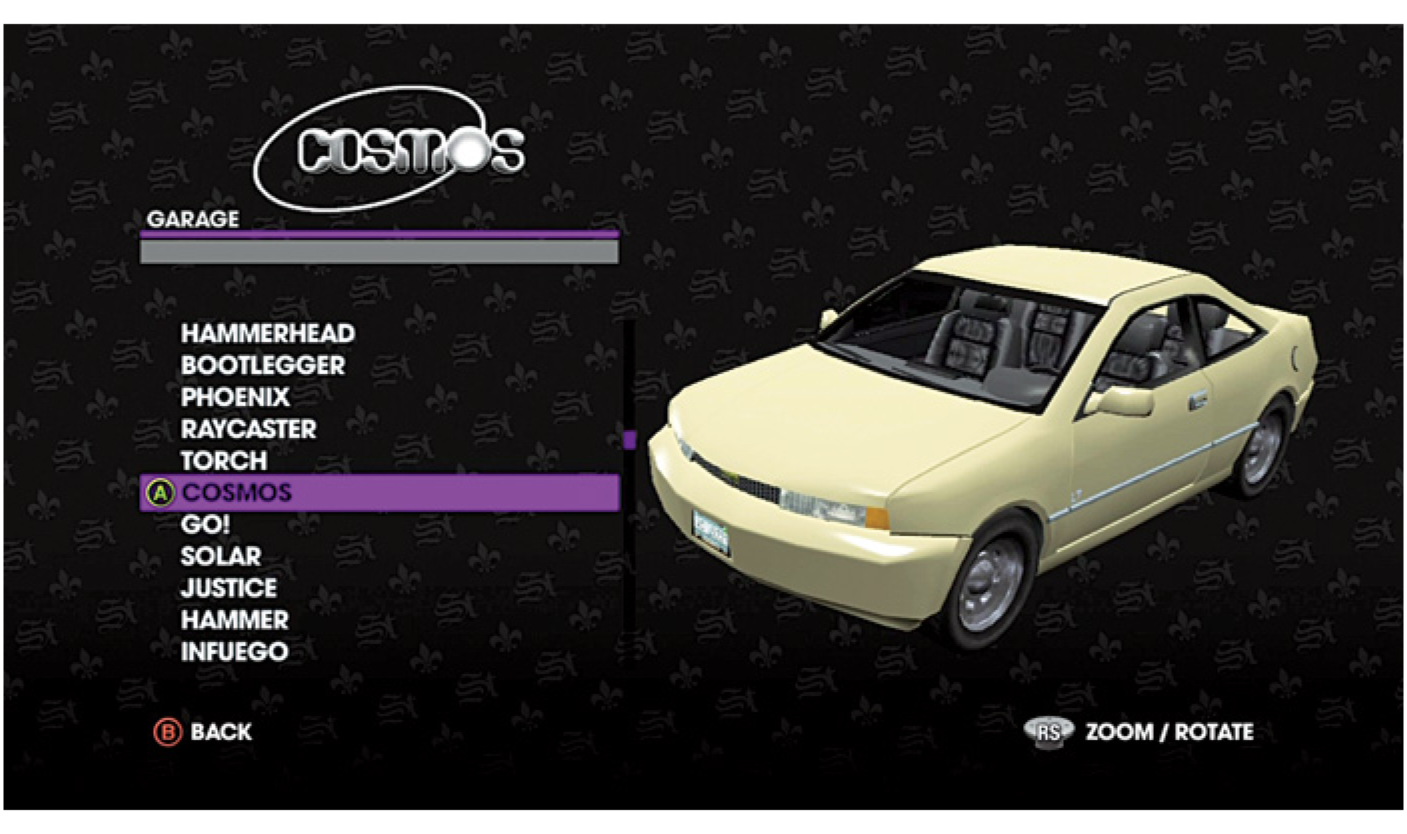
Acceleration - 3.8
Top Speed - 6.5
Turning - 2.5
Mass - 8,600
Hit Points - 15,000
Occupancy - 4

Shark


SHARK
DOCK
MIAMI
COMMANDER
A SHARK
B BACK
RS ZOOM / ROTATE

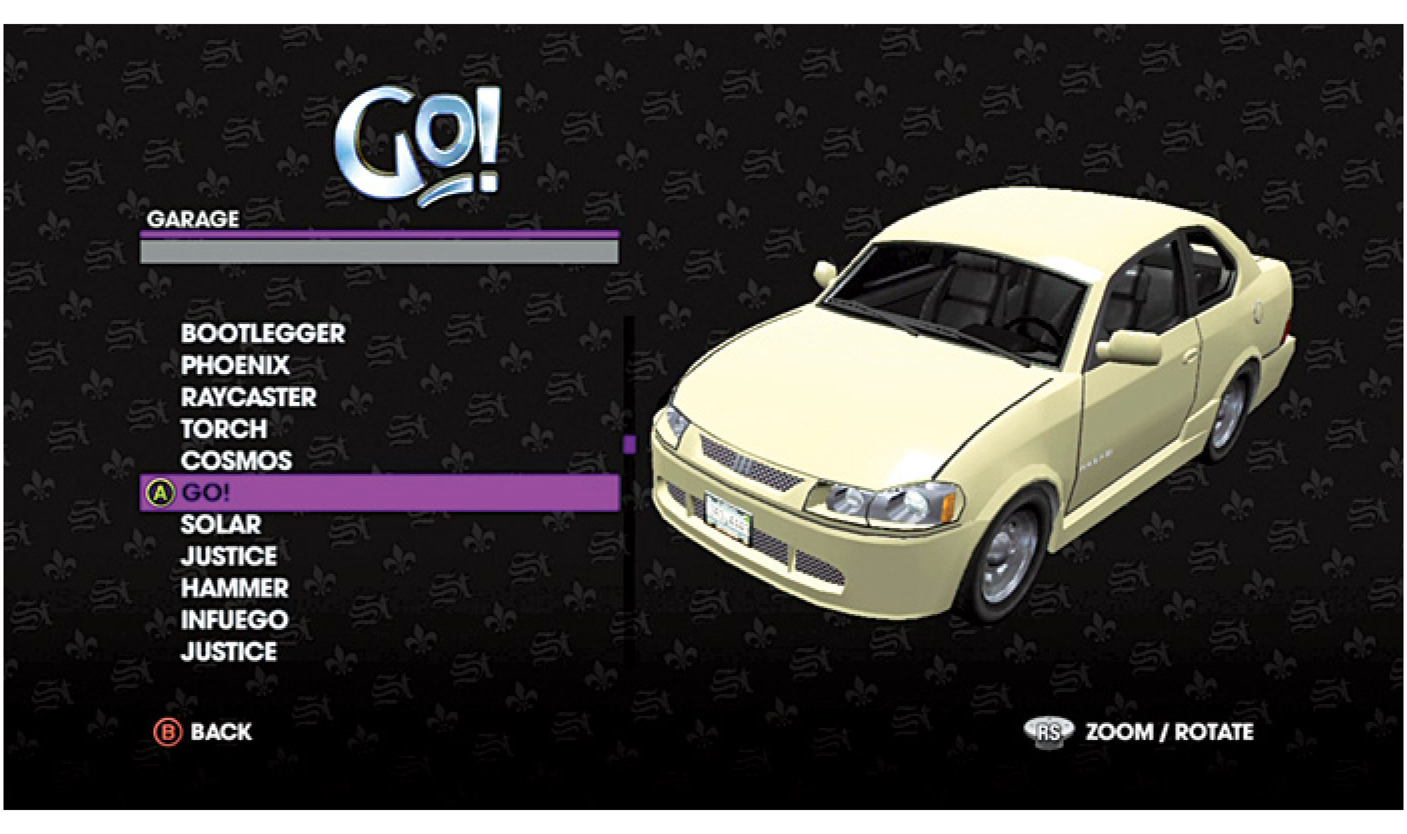
Acceleration - 4.5
Top Speed - 6
Turning - 5.2
Mass - 800
Hit Points - 3,000
Occupancy - 2

Cosmos


COSMOS
GARAGE
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
Ⓐ COSMOS
GO!
SOLAR
JUSTICE
HAMMER
INFUEGO
Ⓑ BACK
RS ZOOM / ROTATE

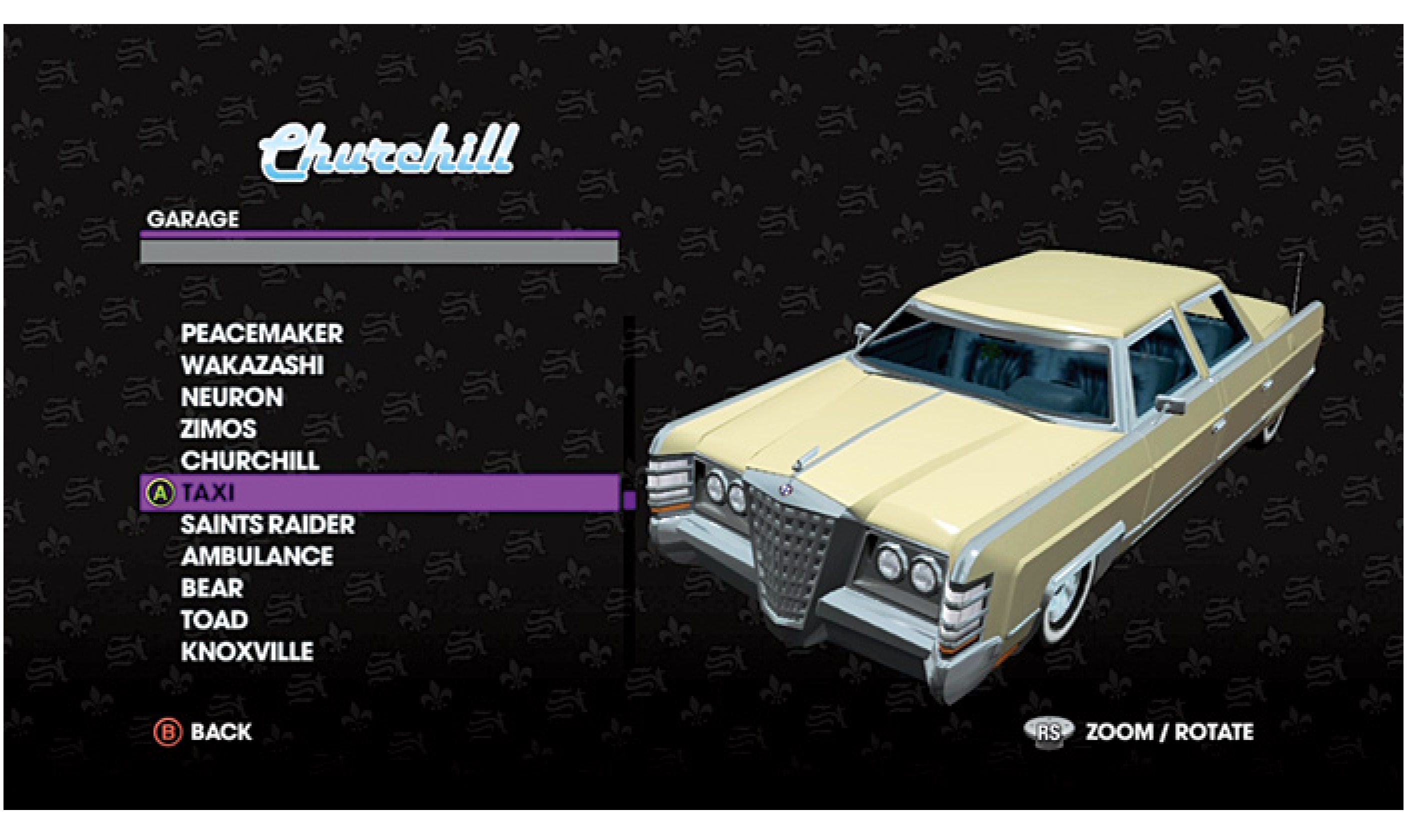
Acceleration - 3.2
Top Speed - 7
Turning - 3.8
Mass - 1,500
Hit Points - 4,000
Occupancy - 2

Go


GO!
GARAGE
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
COSMOS
Ⓐ GO!
SOLAR
JUSTICE
HAMMER
INFUEGO
JUSTICE
Ⓑ BACK
RS ZOOM / ROTATE

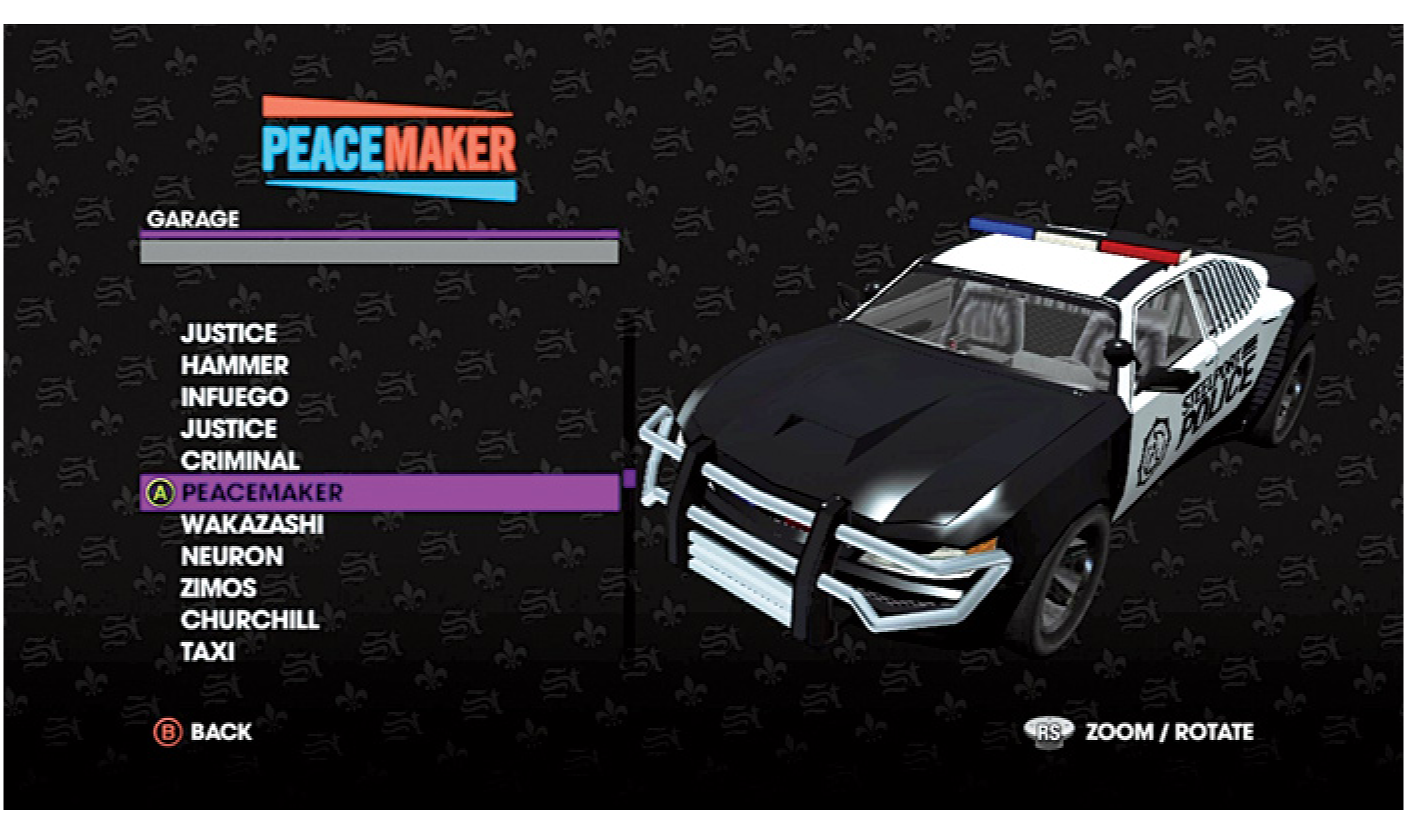
Acceleration - 3.2
Top Speed - 7.5
Turning - 3.8
Mass - 1,597
Hit Points - 4,000
Occupancy - 2

Churchill


Churchill
GARAGE
PEACEMAKER
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
Ⓐ TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
Ⓑ BACK
RS ZOOM / ROTATE

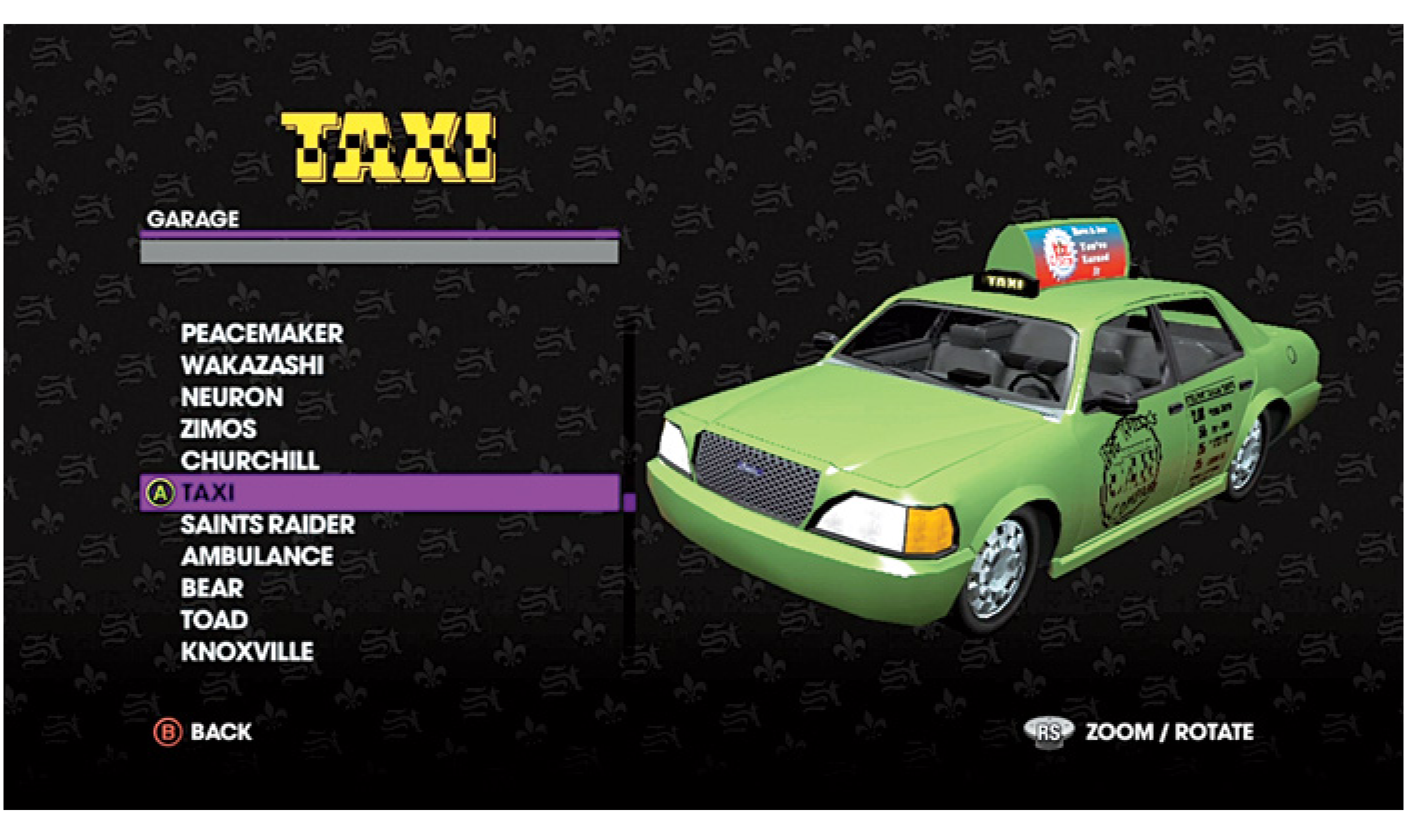
Acceleration - 2.2
Top Speed - 7
Turning - 2.5
Mass - 2,500
Hit Points - 5,500
Occupancy - 4

Peacemaker


PEACEMAKER
GARAGE
JUSTICE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
Ⓐ PEACEMAKER
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
TAXI
Ⓑ BACK
RS ZOOM / ROTATE

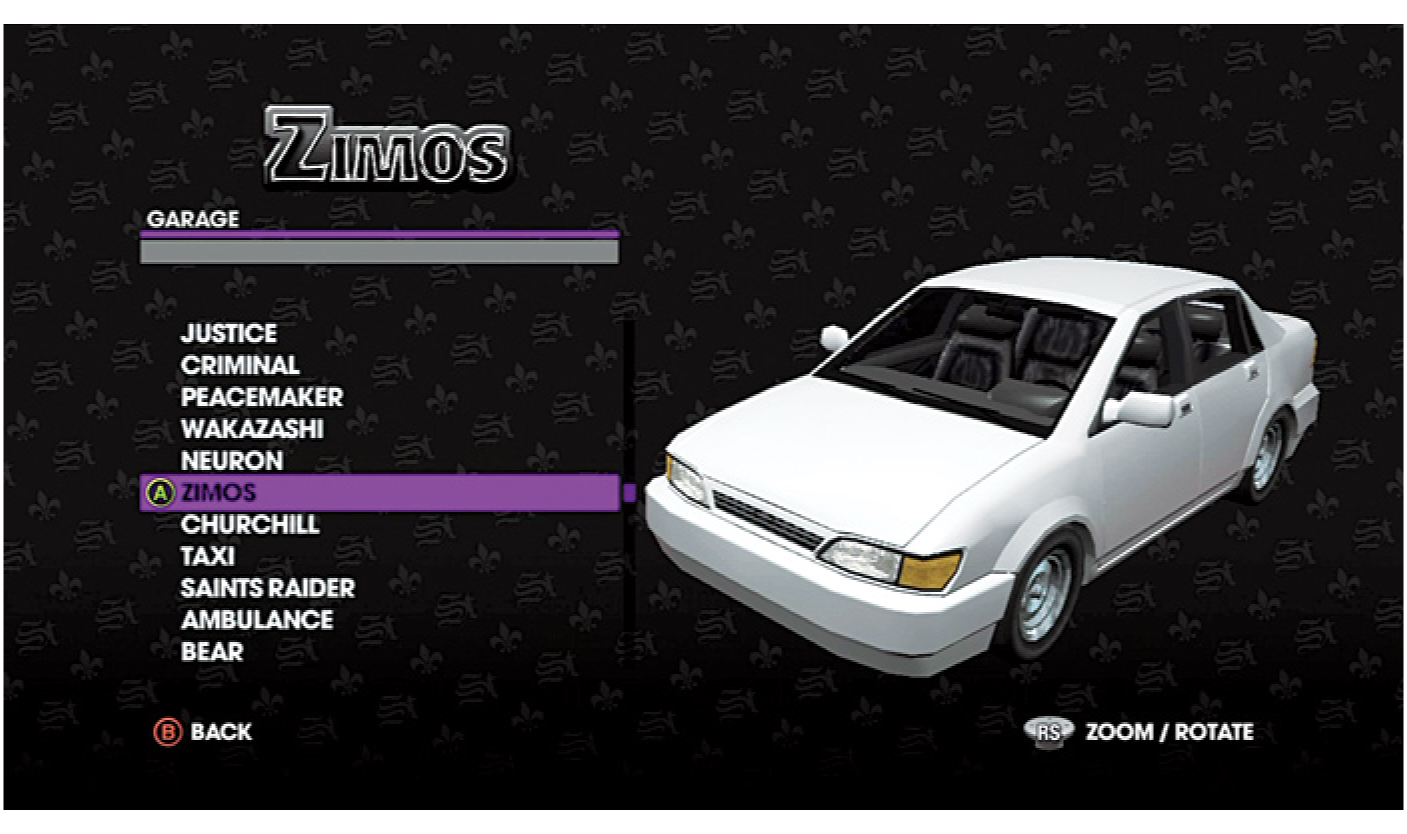
Acceleration - 3.2
Top Speed - 8.7
Turning - 3.2
Mass - 1,800
Hit Points - 7,000
Occupancy - 4

Taxi


TAXI
GARAGE
PEACEMAKER
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
Ⓐ TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
Ⓑ BACK
RS ZOOM / ROTATE

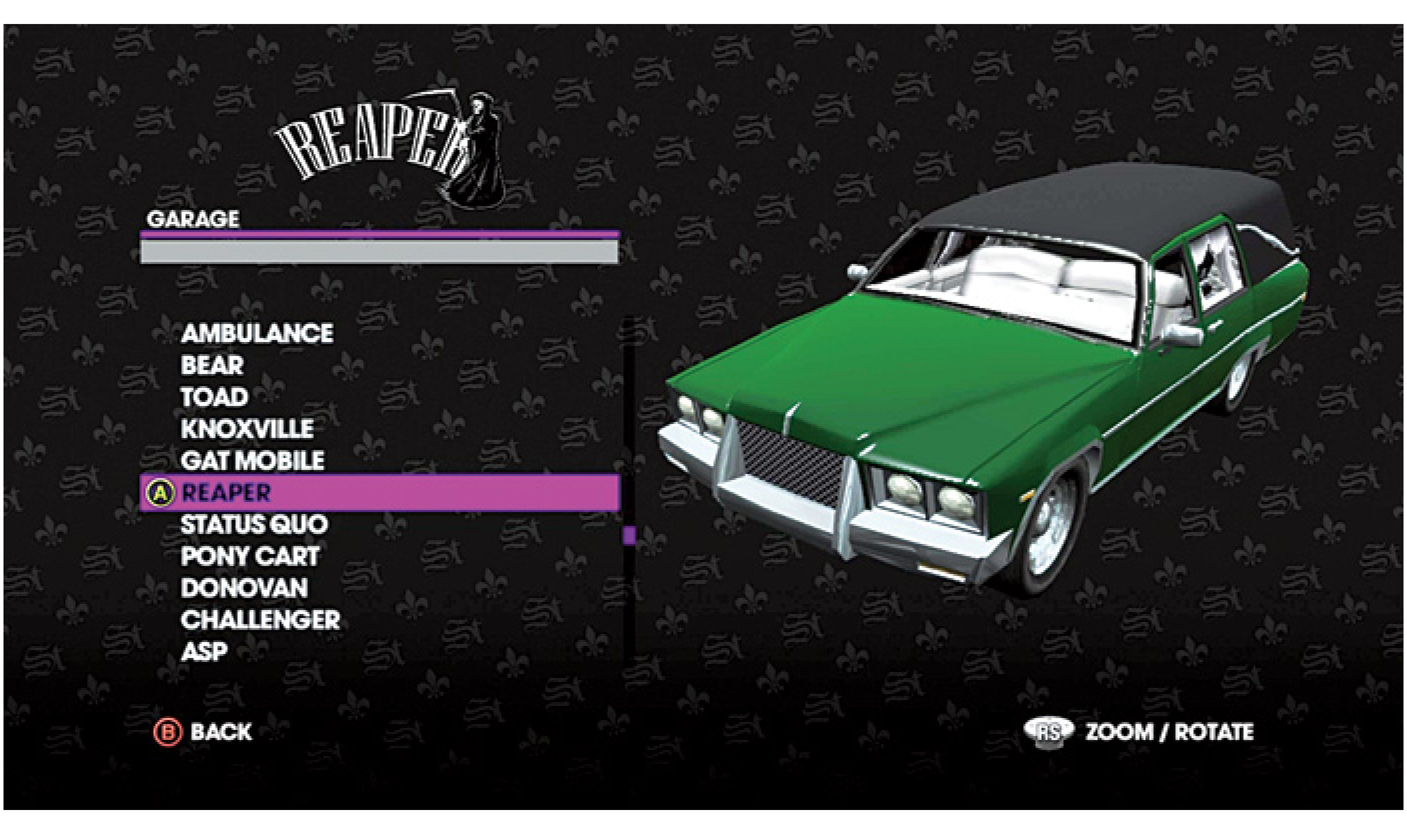
Acceleration - 3
Top Speed - 7.5
Turning - 3.2
Mass - 1,500
Hit Points - 4,000
Occupancy - 4

Zimos


Zimos
GARAGE
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
NEURON
Ⓐ ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
Ⓑ BACK
RS ZOOM / ROTATE

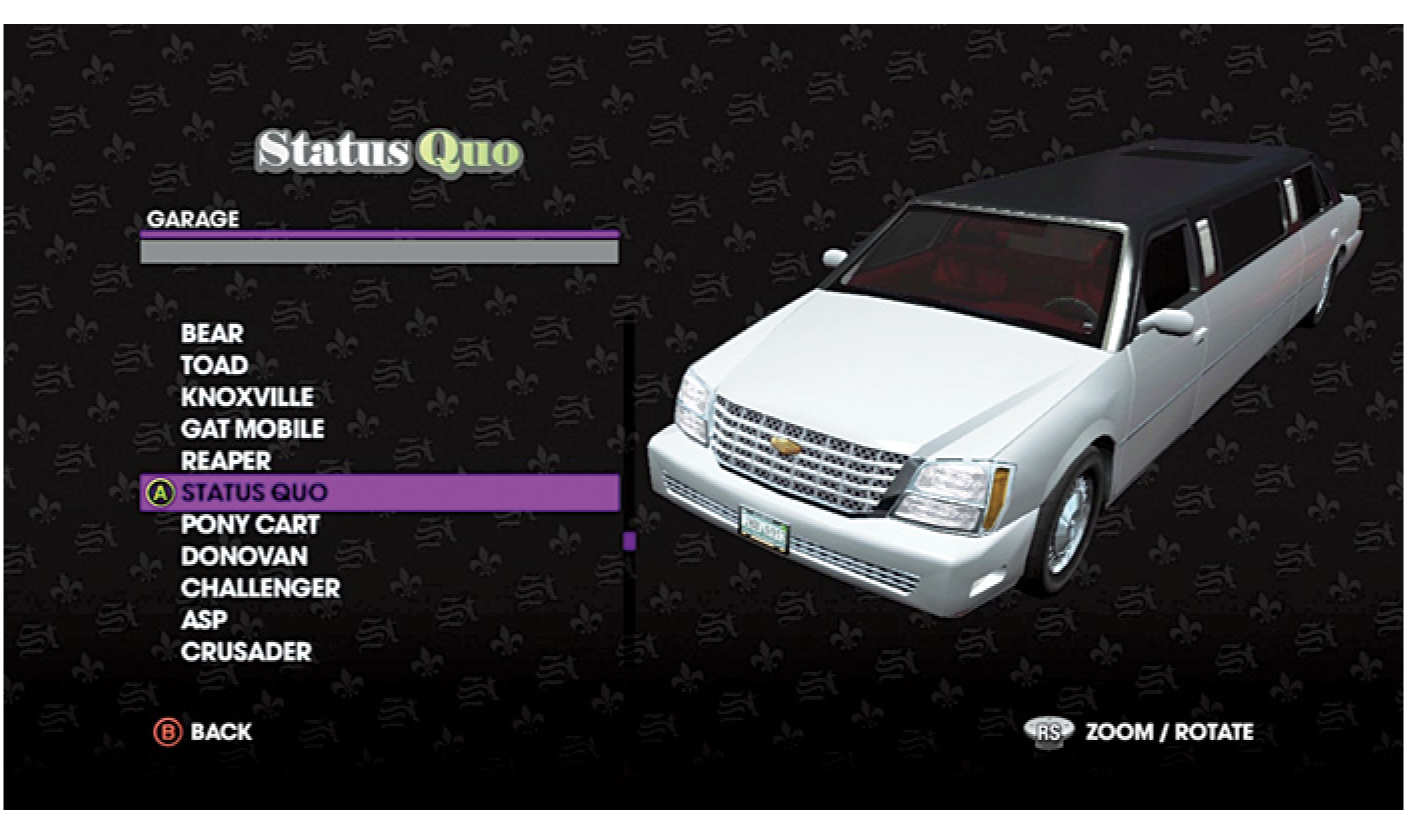
Acceleration - 3
Top Speed - 7
Turning - 3.2
Mass - 1,587
Hit Points - 5,000
Occupancy - 4

Reaper


REAPER
GARAGE
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
Ⓐ REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
Ⓑ BACK
RS ZOOM / ROTATE

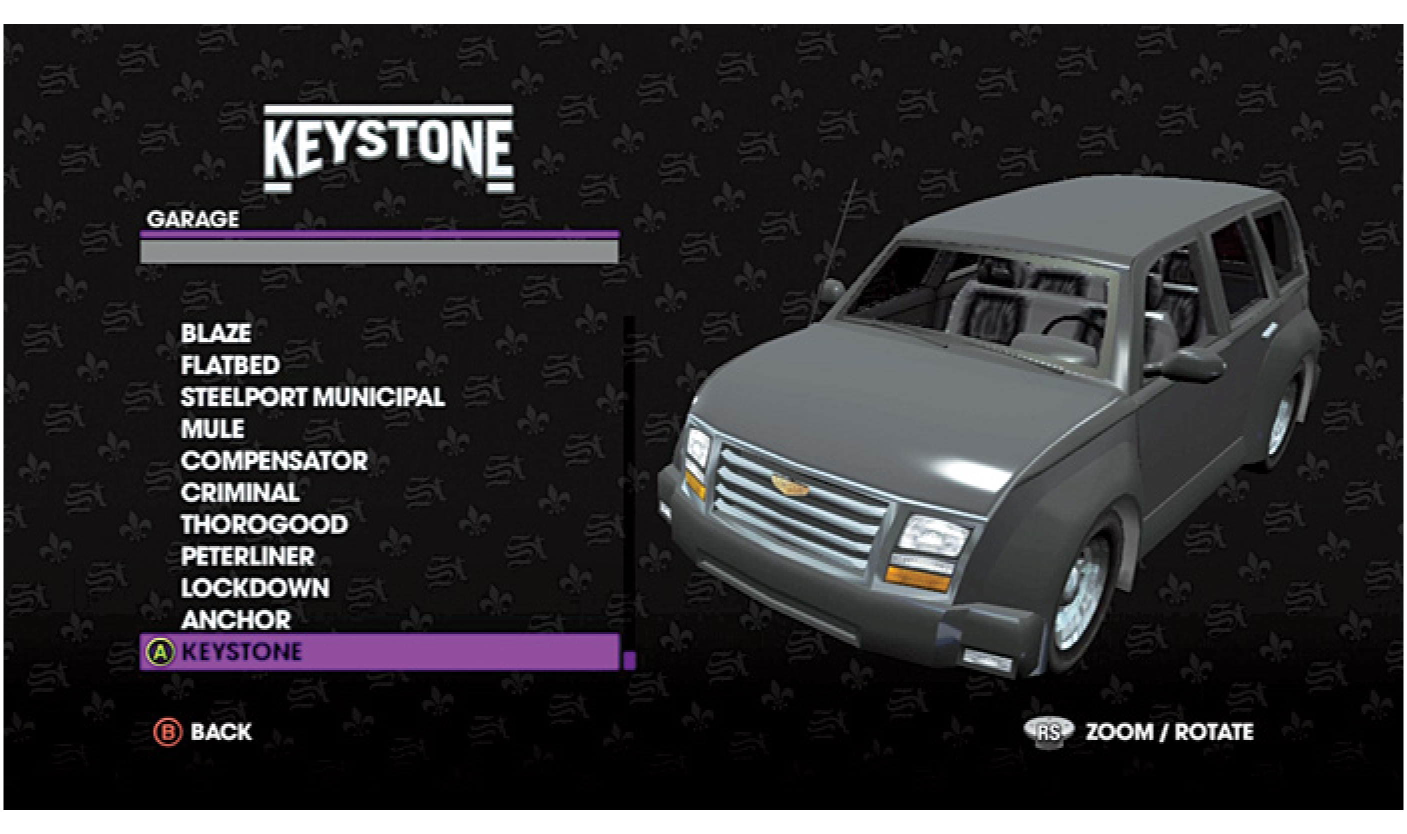
Acceleration - 2.2
Top Speed - 7
Turning - 3.2
Mass - 3,100
Hit Points - 5,500
Occupancy - 2

Status Quo


Status Quo
GARAGE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
Ⓐ STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.2
Top Speed - 6.8
Turning - 2
Mass - 2,800
Hit Points - 7,000
Occupancy - 4

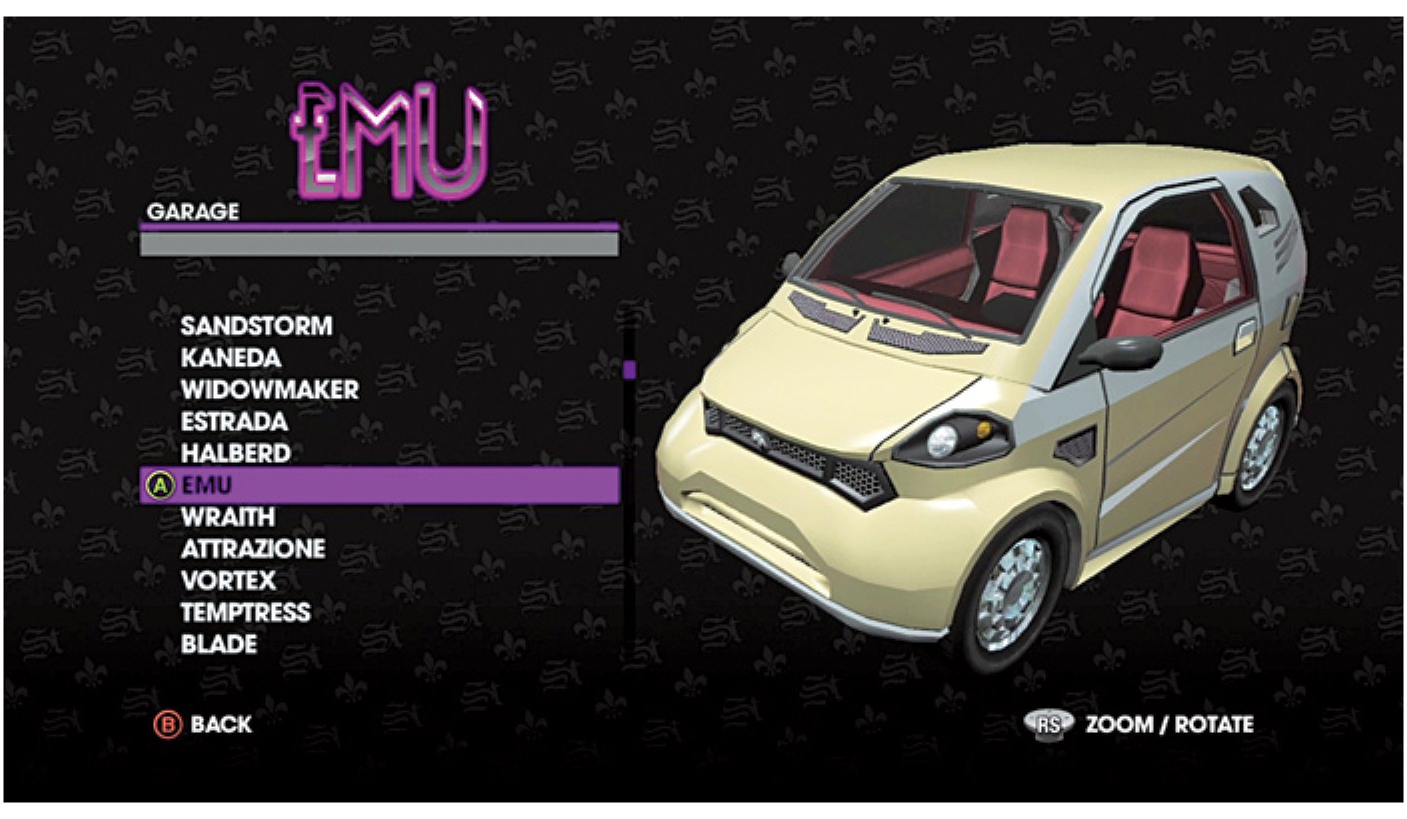
Keystone


KEYSTONE
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
Ⓐ KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.5
Top Speed - 7.5
Turning - 2.5
Mass - 2,000
Hit Points - 2,000
Occupancy - 4

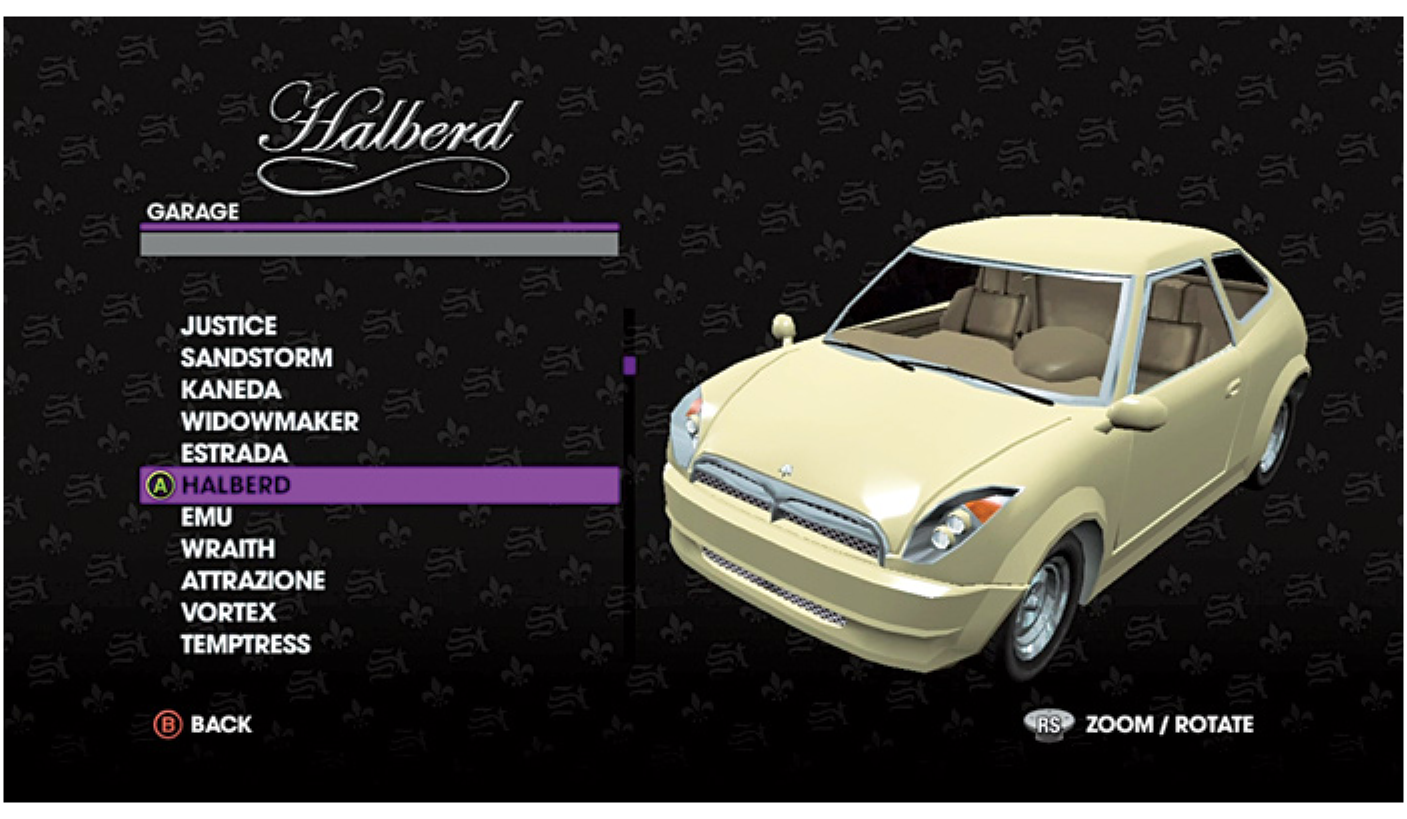
Compact cars

Emu


EMU
GARAGE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
BACK
ZOOM / ROTATE

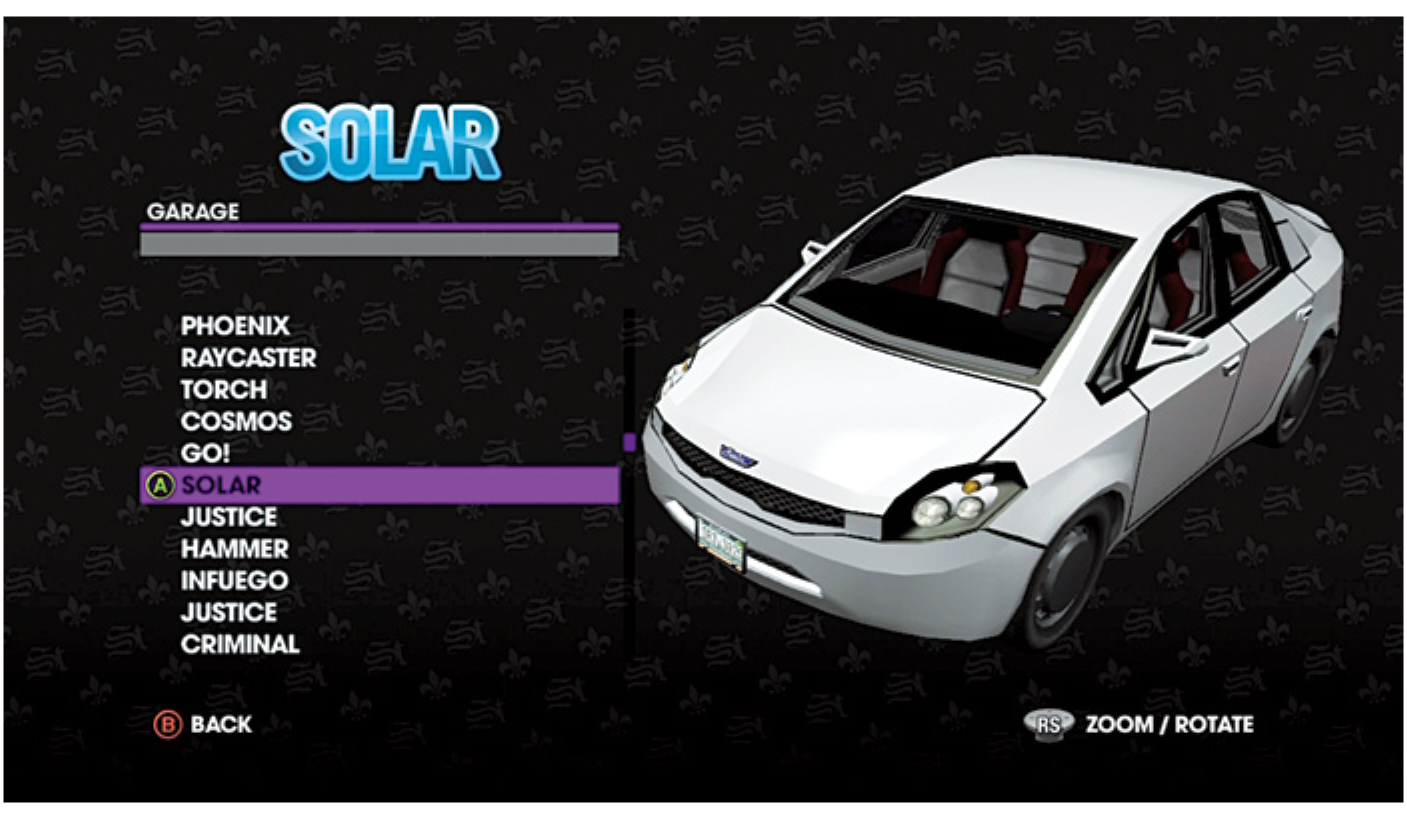
Acceleration - 3
Top Speed - 6.8
Turning - 4.5
Mass - 1,000
Hit Points - 3,000
Occupancy - 2

Halberd


Halberd
GARAGE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
BACK
ZOOM / ROTATE

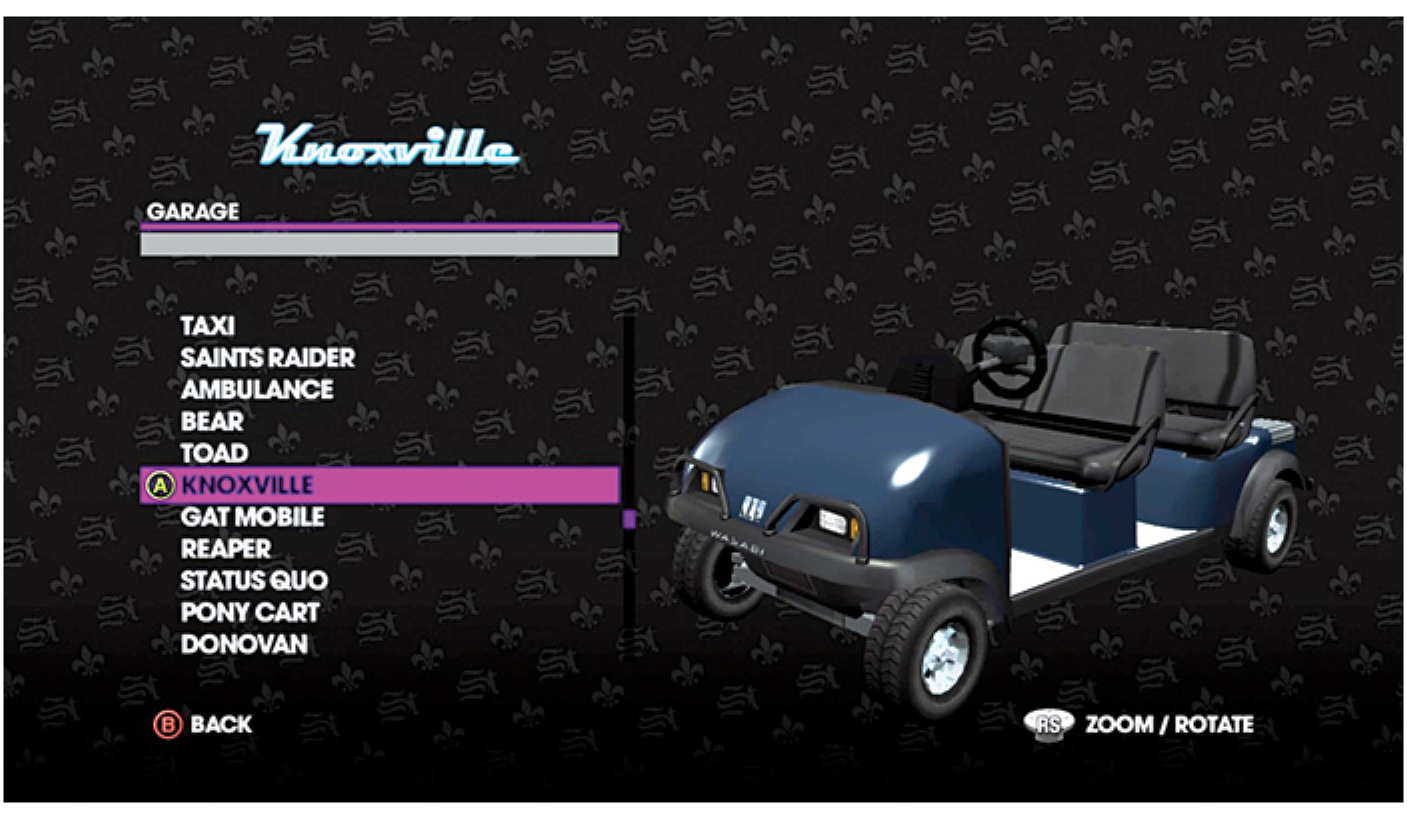
Acceleration - 5
Top Speed - 7.5
Turning - 4
Mass - 1,200
Hit Points - 3,500
Occupancy - 2

Solar


SOLAR
GARAGE
PHOENIX
RAYCASTER
TORCH
COSMOS
GO!
SOLAR
JUSTICE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
BACK
ZOOM / ROTATE

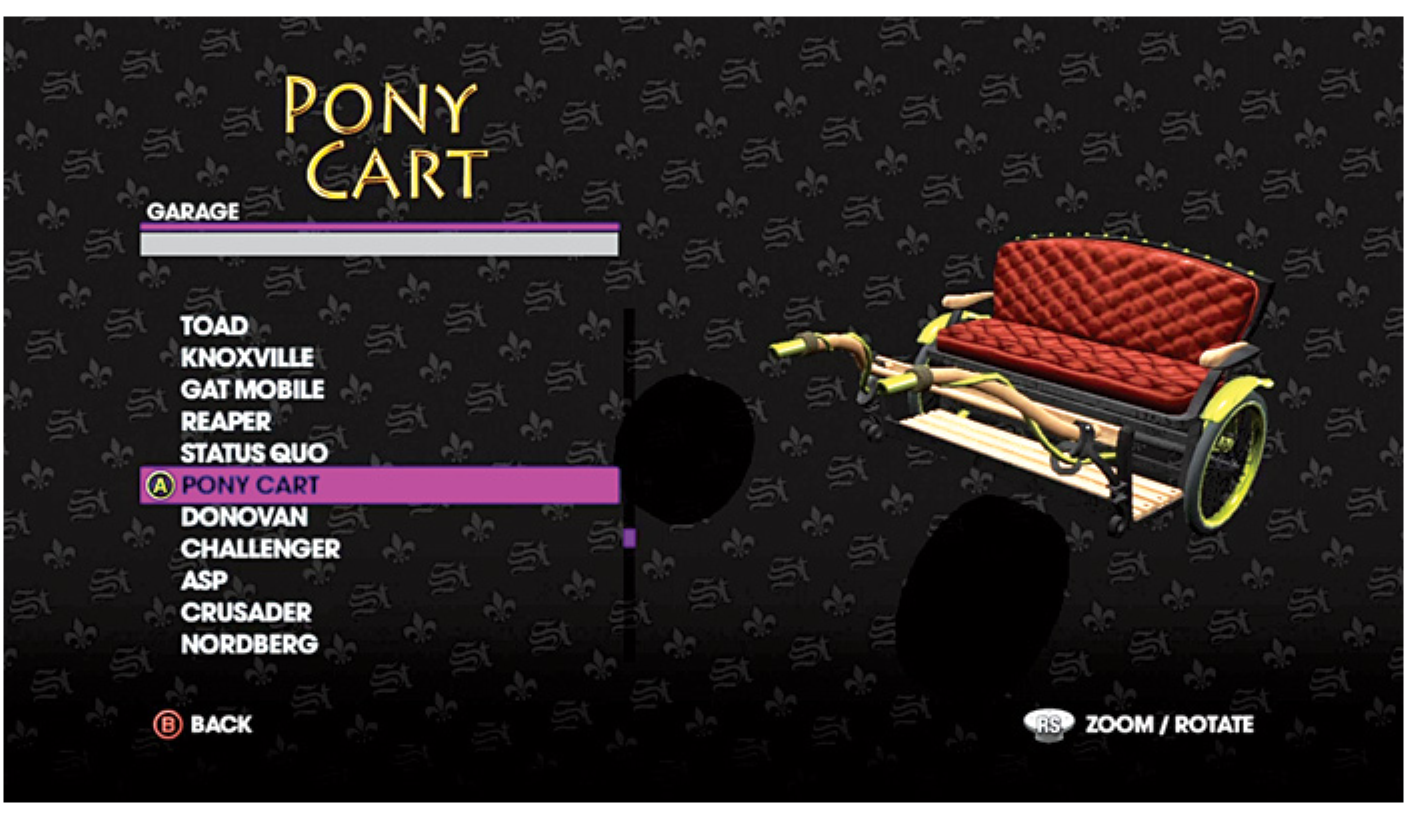
Acceleration - 3.7
Top Speed - 7
Turning - 3.2
Mass - 1,597
Hit Points - 3,000
Occupancy - 2

Knoxville


Knoxville
GARAGE
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
BACK
ZOOM / ROTATE

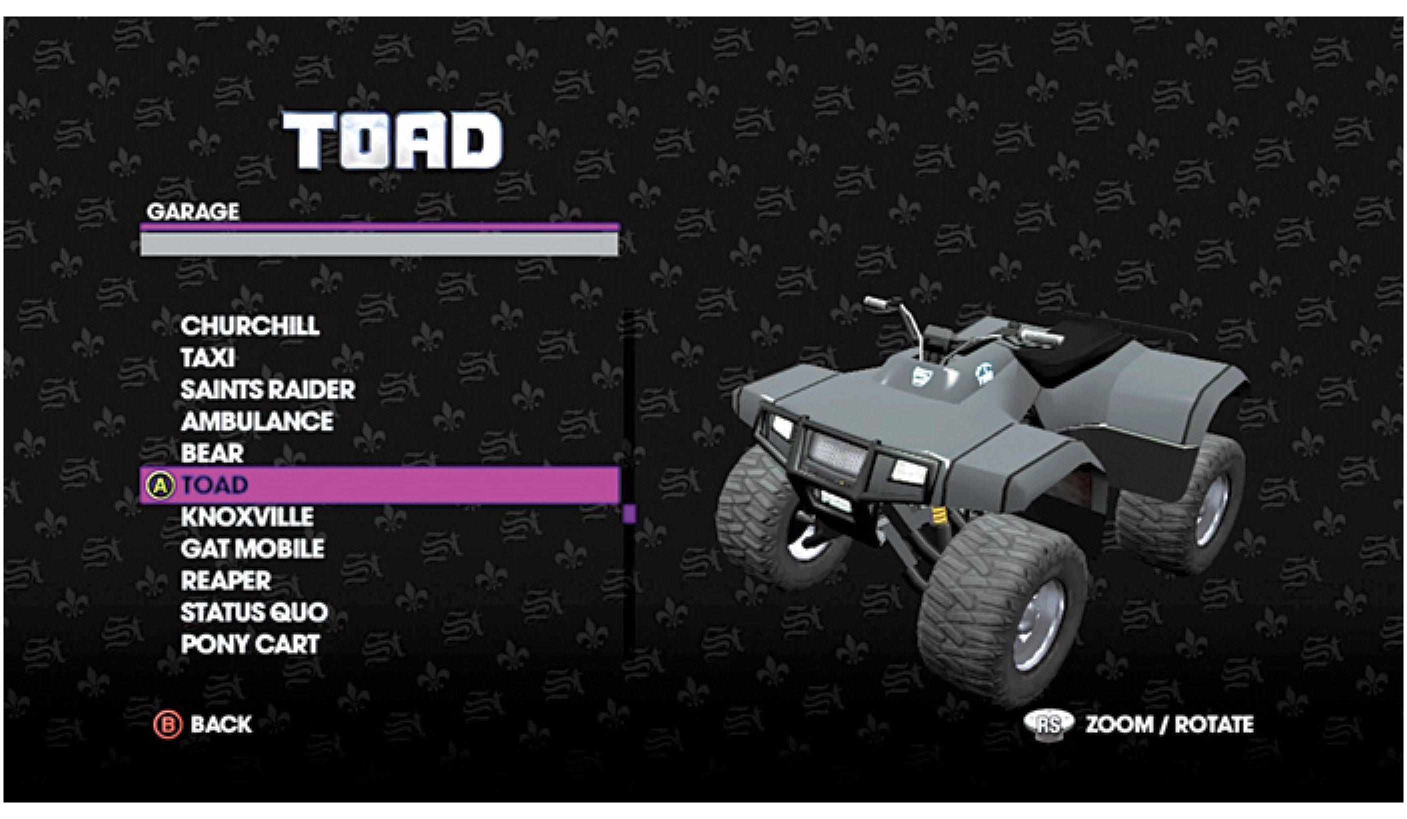
Acceleration - 2
Top Speed - 5.2
Turning - 4
Mass - 850
Hit Points - 3,500
Occupancy - 4

Pony Cart


PONY CART
GARAGE
TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
BACK
ZOOM / ROTATE

Acceleration - 0.5
Top Speed - 1.2
Turning - 5.5
Mass - 600
Hit Points - 3,500
Occupancy - 3

Toad

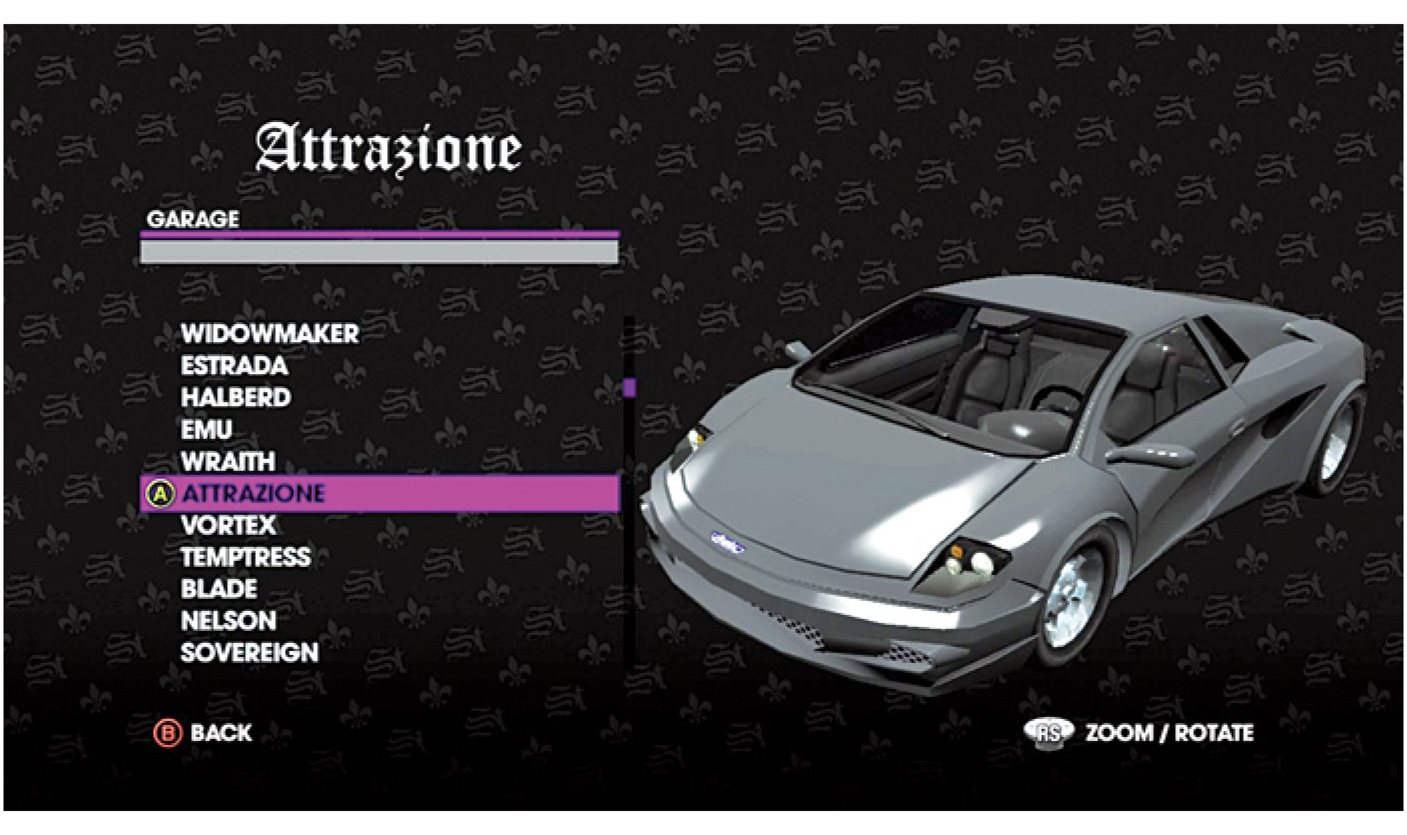

TOAD
GARAGE
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
BACK
ZOOM / ROTATE

Acceleration - 3.5
Top Speed - 6
Turning - 4.2
Mass - 600
Hit Points - 3,500
Occupancy - 4

Vehicles

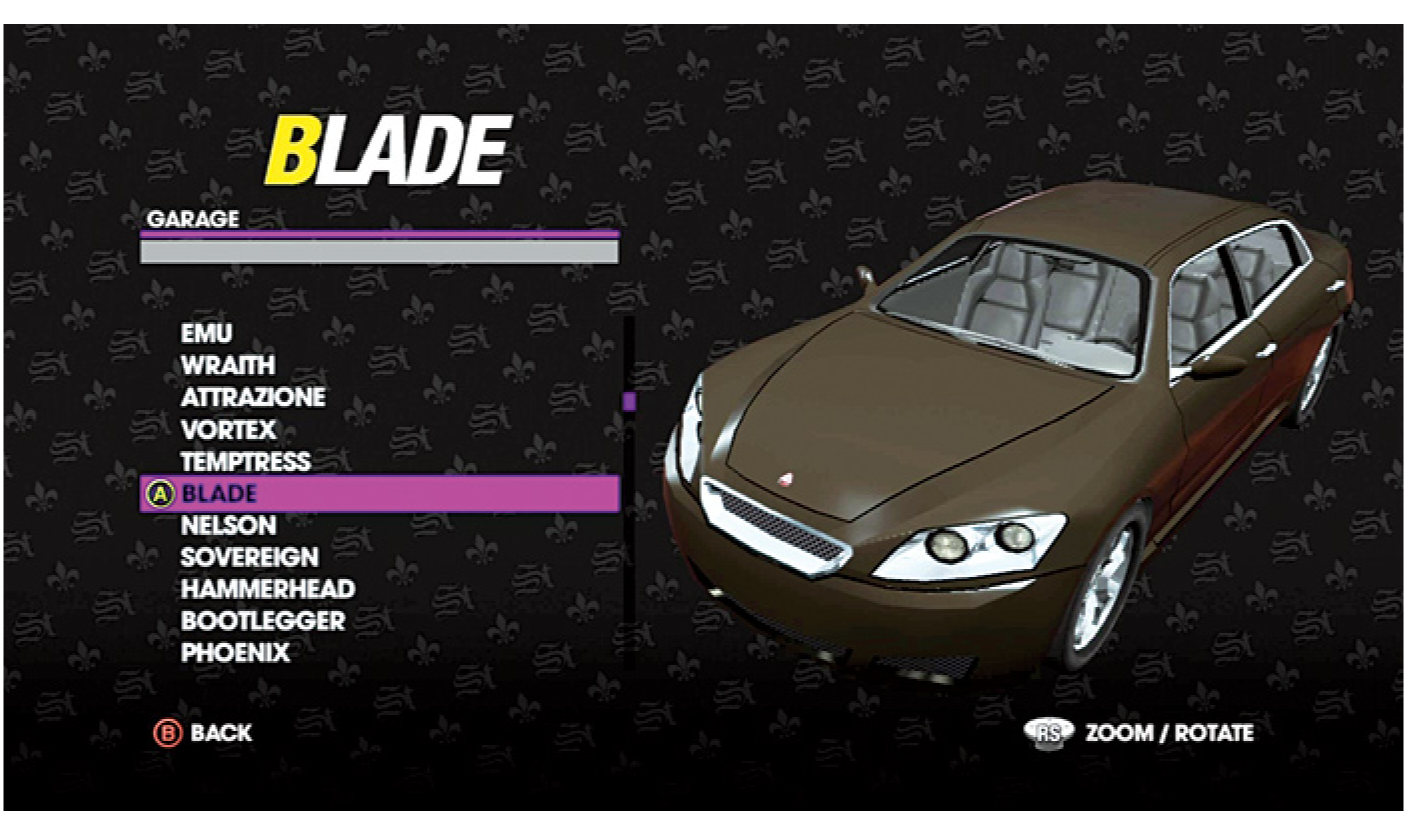
Sports Cars

Attrazione


Attrazione
GARAGE
WIDOWMAKER
ESTRADA
HALBERD
EMU
WRAITH
Ⓐ ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
Ⓑ BACK
RS ZOOM / ROTATE

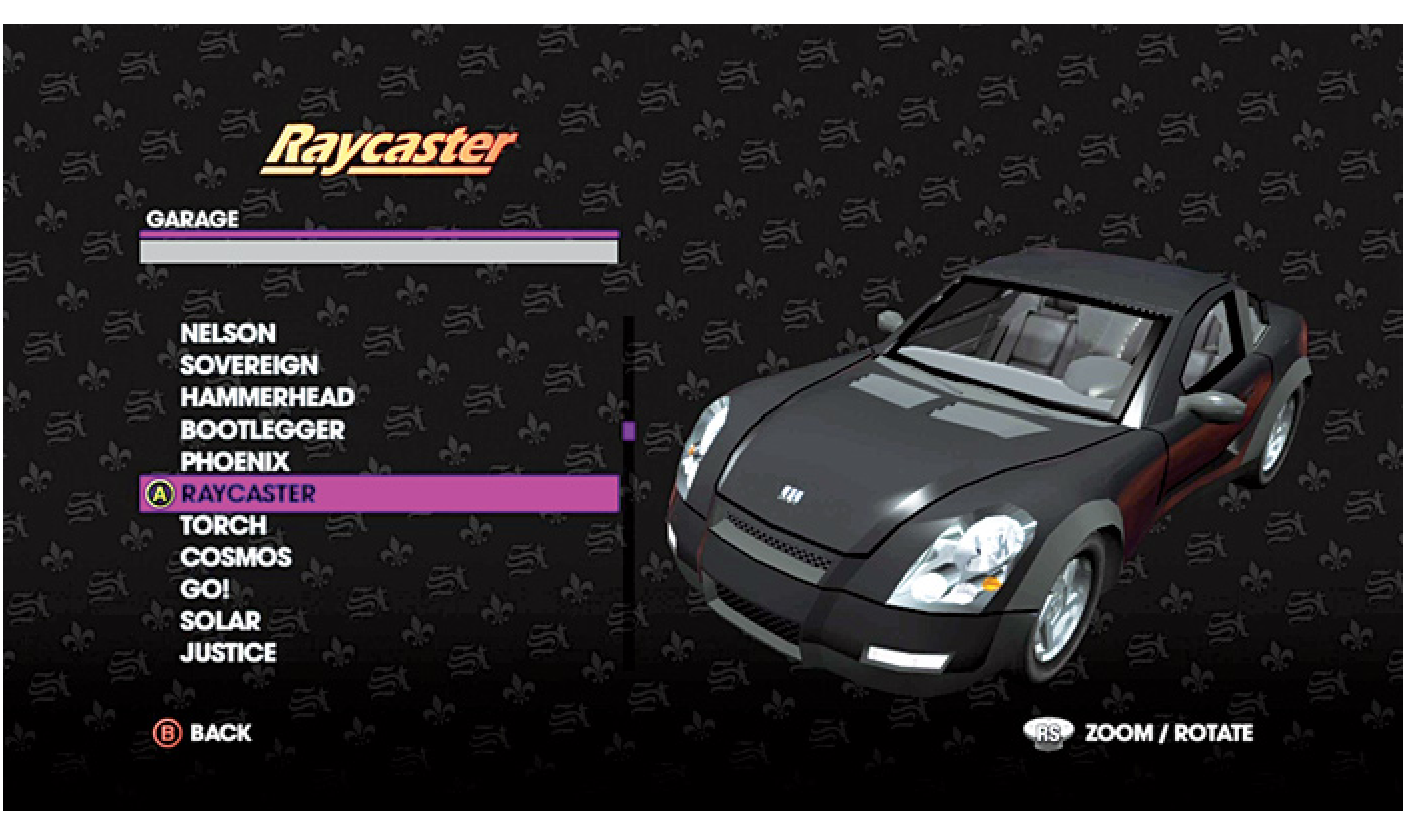
Acceleration - 9.5
Top Speed - 10
Turning - 6.5
Mass - 1,000
Hit Points - 5,000
Occupancy - 2

Blade


BLADE
GARAGE
EMU
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
Ⓐ BLADE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
Ⓑ BACK
RS ZOOM / ROTATE

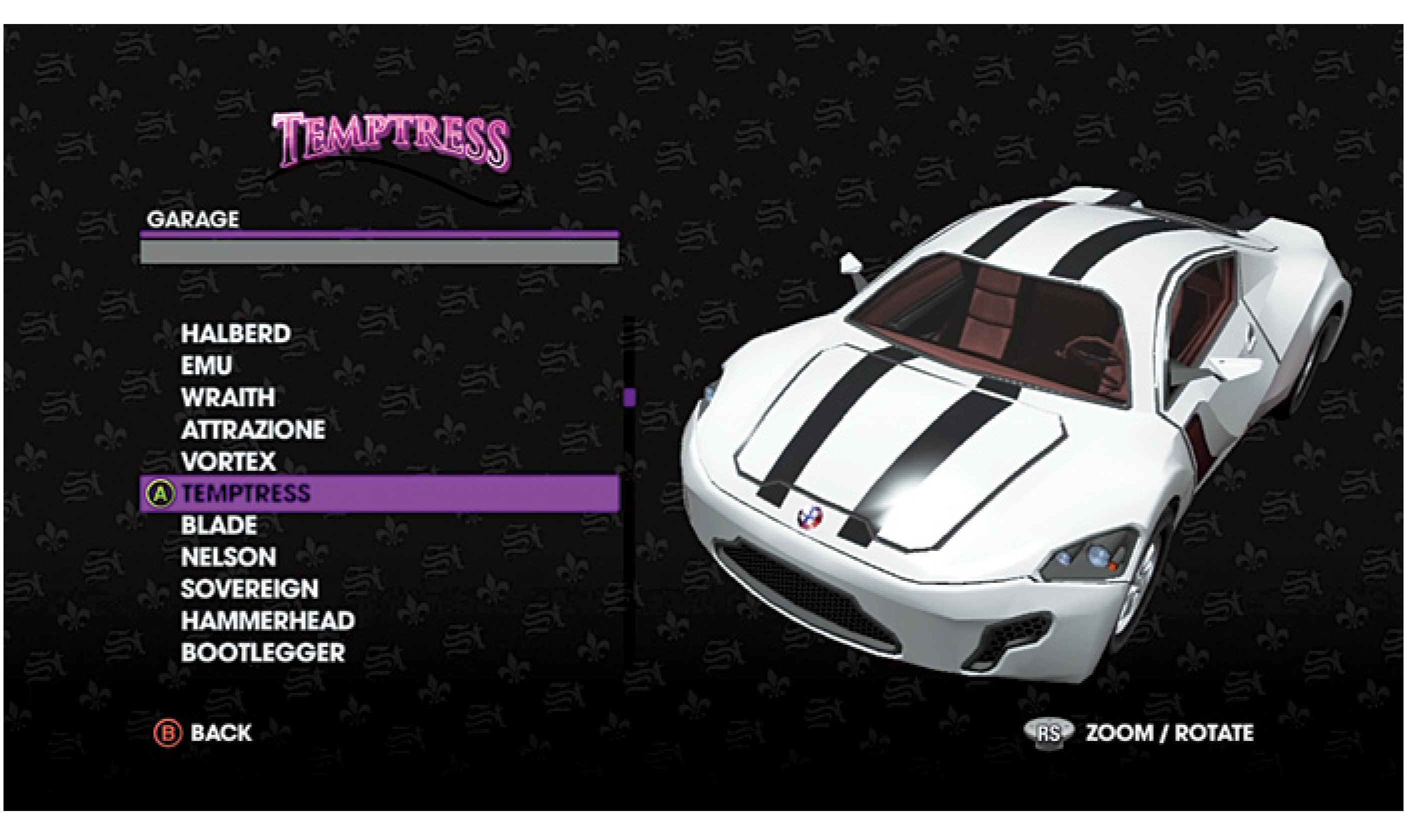
Acceleration - 4.1
Top Speed - 8.5
Turning - 4.5
Mass - 1,500
Hit Points - 7,000
Occupancy - 4

Raycaster


Raycaster
GARAGE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
Ⓐ RAYCASTER
TORCH
COSMOS
GO!
SOLAR
JUSTICE
Ⓑ BACK
RS ZOOM / ROTATE

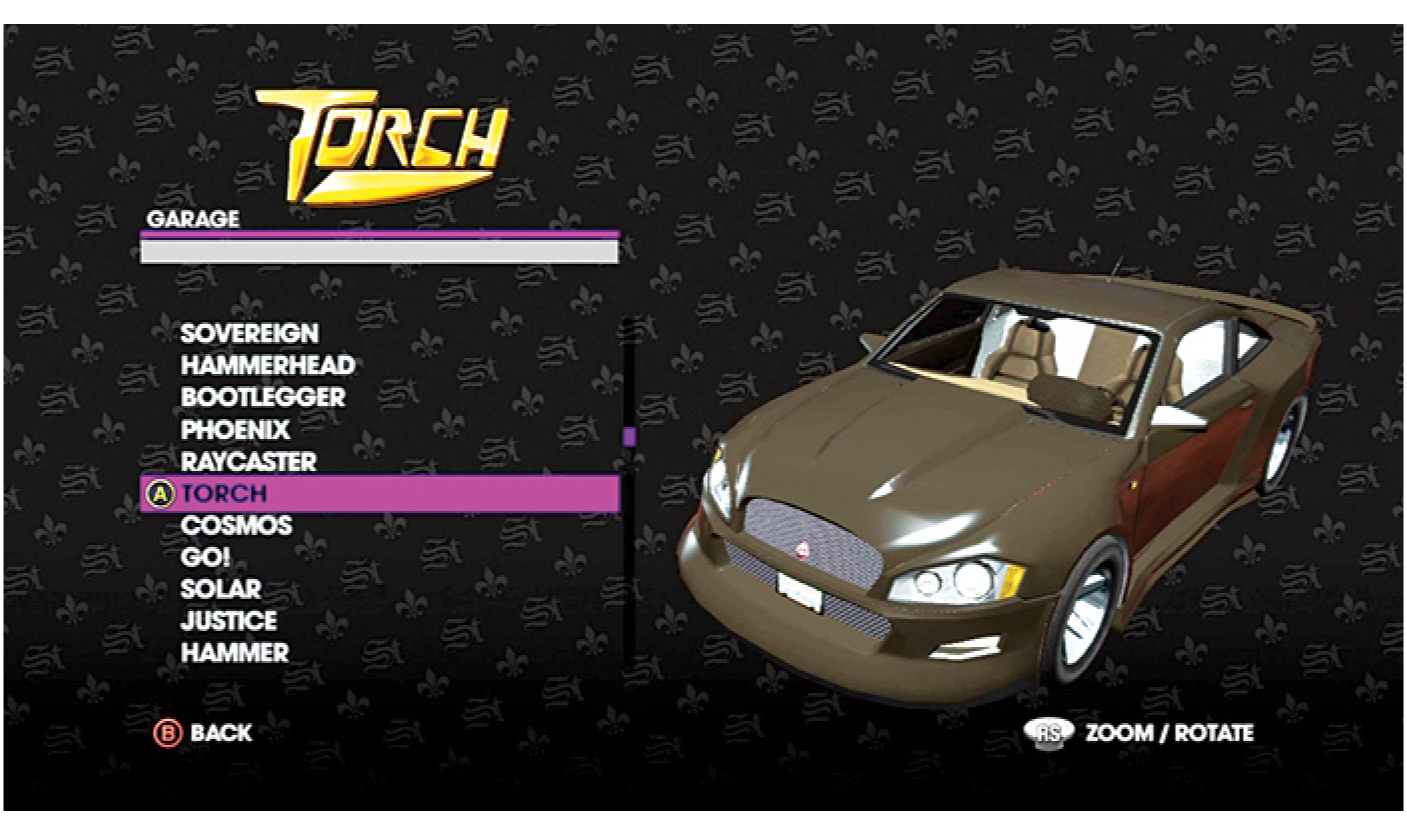
Acceleration - 4.5
Top Speed - 8
Turning - 4
Mass - 1,500
Hit Points - 5,000
Occupancy - 2

Temptress


TEMPTRESS
GARAGE
HALBERD
EMU
WRAITH
ATTRAZIONE
VORTEX
Ⓐ TEMPTRESS
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
Ⓑ BACK
RS ZOOM / ROTATE

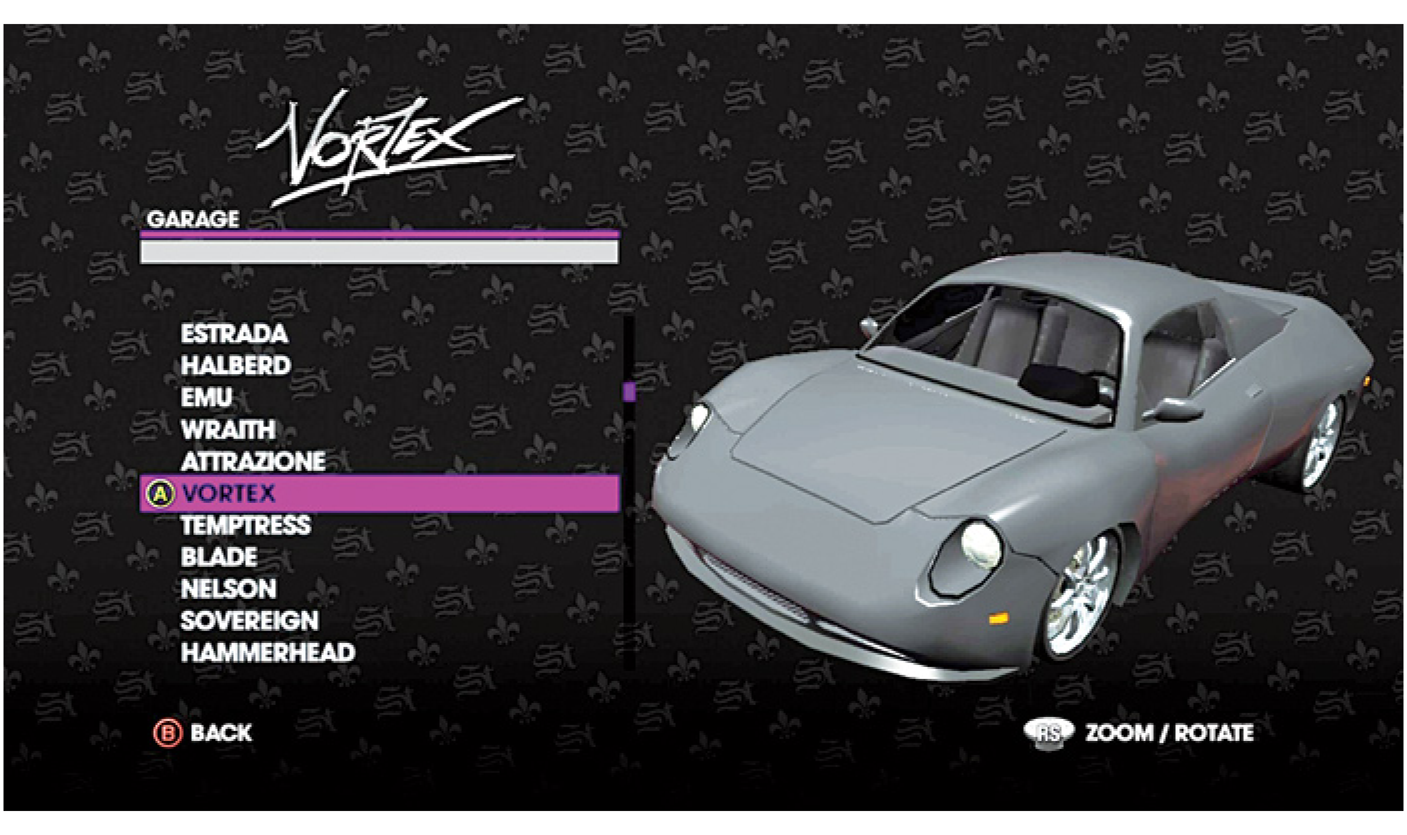
Acceleration - 5.1
Top Speed - 9
Turning - 6.2
Mass - 1,500
Hit Points - 5,000
Occupancy - 2

Torch


TORCH
GARAGE
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
Ⓐ TORCH
COSMOS
GO!
SOLAR
JUSTICE
HAMMER
Ⓑ BACK
RS ZOOM / ROTATE

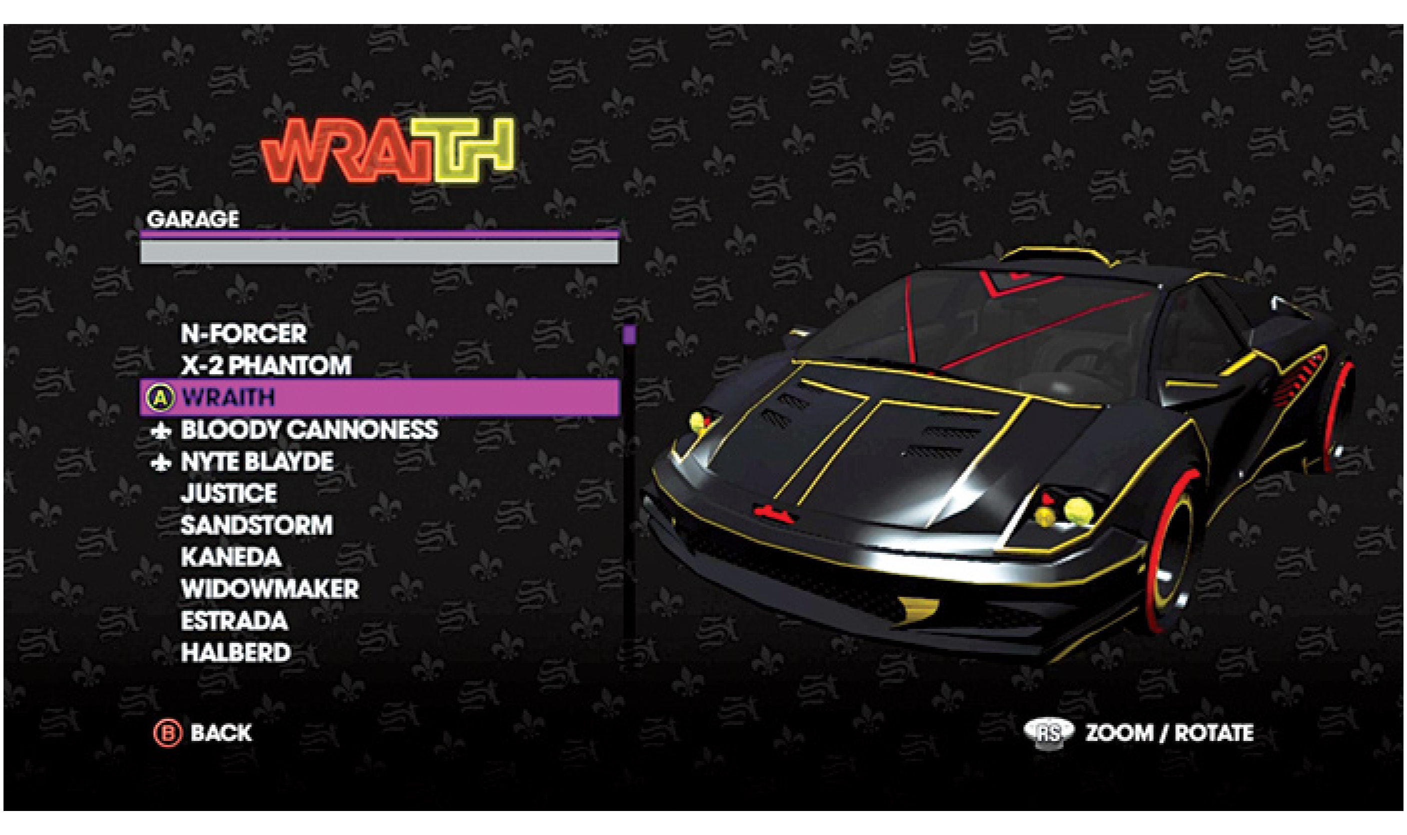
Acceleration - 5
Top Speed - 8.5
Turning - 4.2
Mass - 1,500
Hit Points - 5,000
Occupancy - 2

Vortex


Vortex
GARAGE
ESTRADA
HALBERD
EMU
WRAITH
ATTRAZIONE
Ⓐ VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
Ⓑ BACK
RS ZOOM / ROTATE

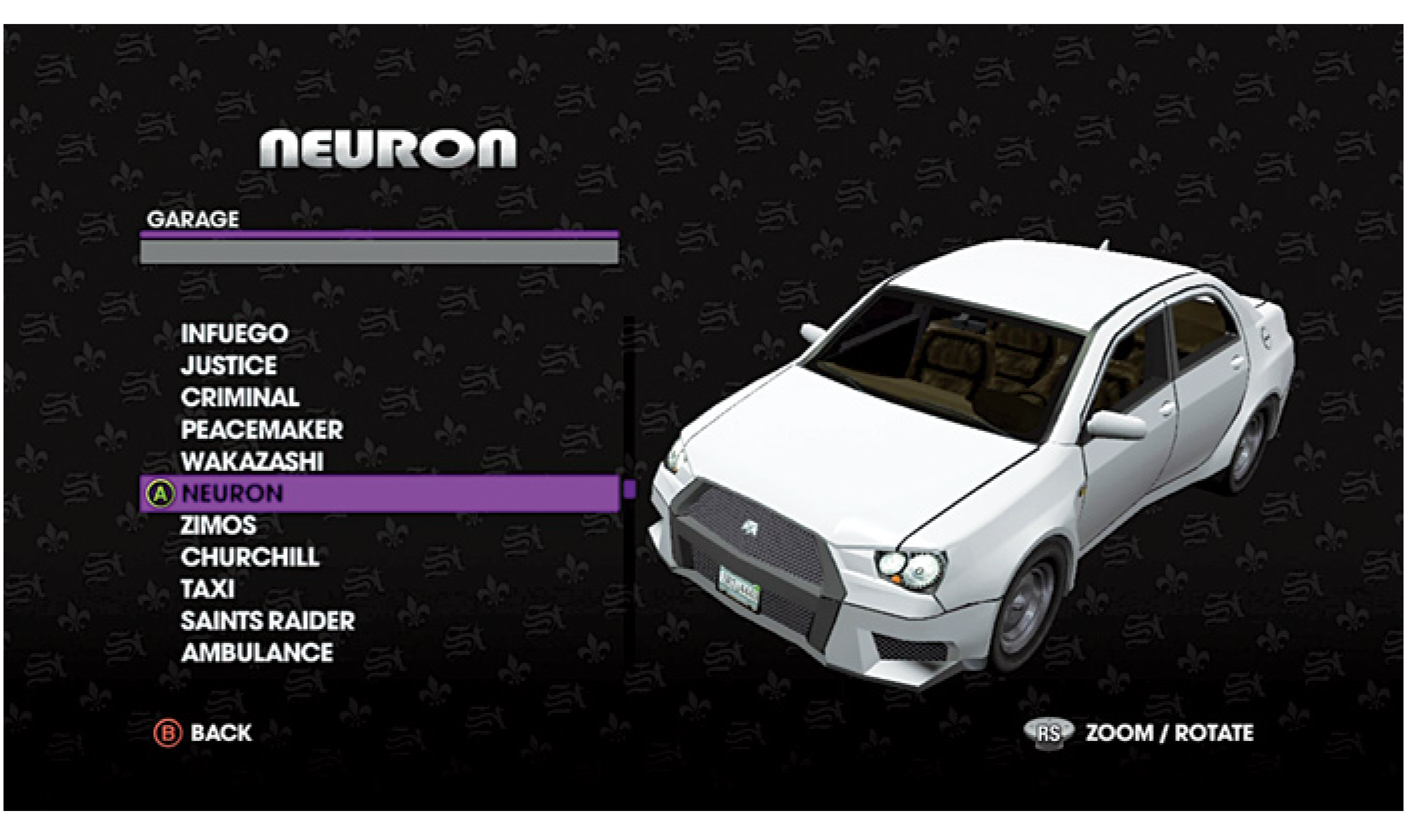
Acceleration - 6
Top Speed - 9
Turning - 6
Mass - 1,500
Hit Points - 4,000
Occupancy - 2

Wraith


WRAITH
GARAGE
N-FORCER
X-2 PHANTOM
Ⓐ WRAITH
+ BLOODY CANNONESS
+ NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
Ⓑ BACK
RS ZOOM / ROTATE

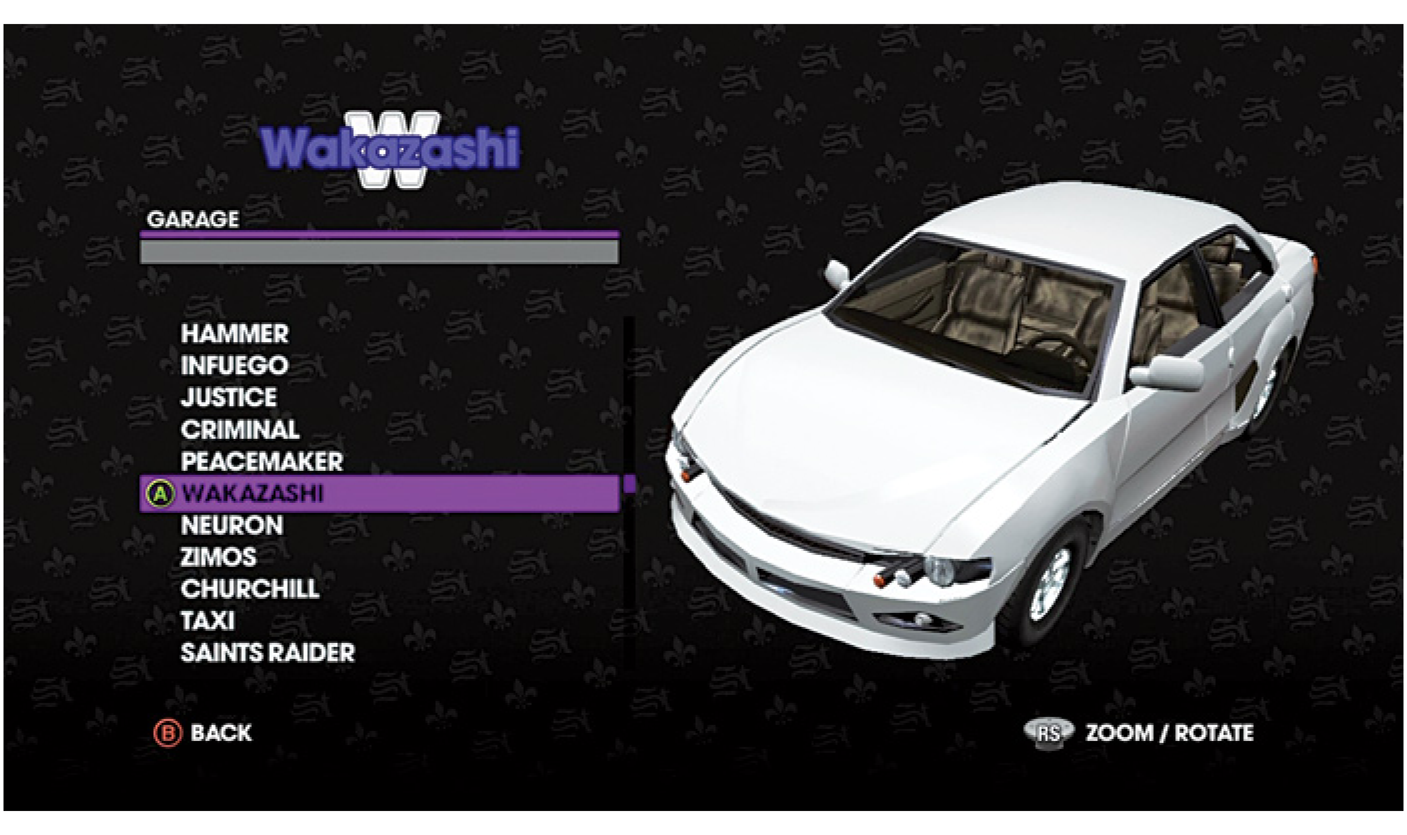
Acceleration - 9
Top Speed - 10
Turning - 6.5
Mass - 1,000
Hit Points - 5,000
Occupancy - 2

Neuron


NEURON
GARAGE
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
Ⓐ NEURON
ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 4.5
Top Speed - 8
Turning - 3.8
Mass - 1,500
Hit Points - 5,000
Occupancy - 4

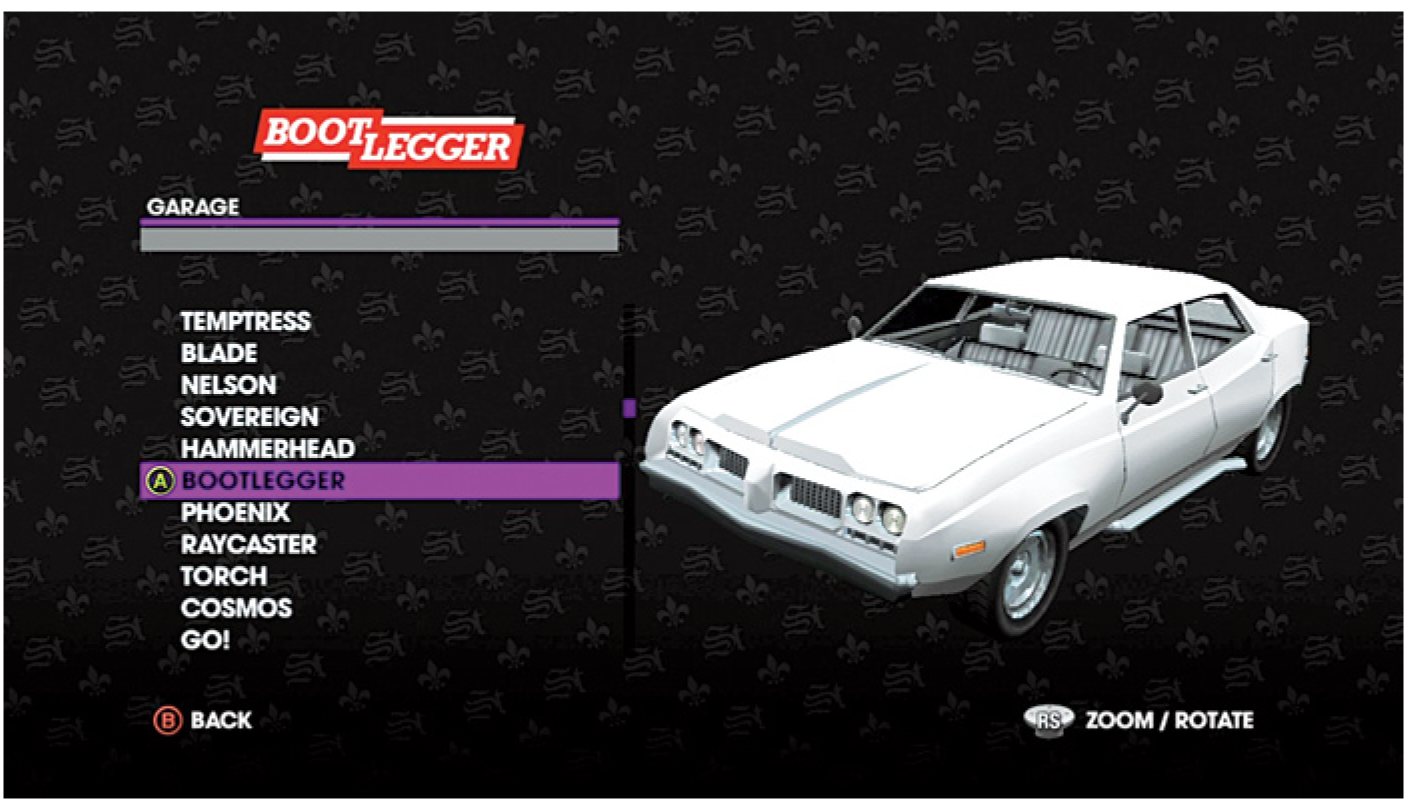
Wakazashi


Wakazashi
GARAGE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
Ⓐ WAKAZASHI
NEURON
ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 4.2
Top Speed -8
Turning - 3.8
Mass - 1,700
Hit Points - 5,000
Occupancy - 4

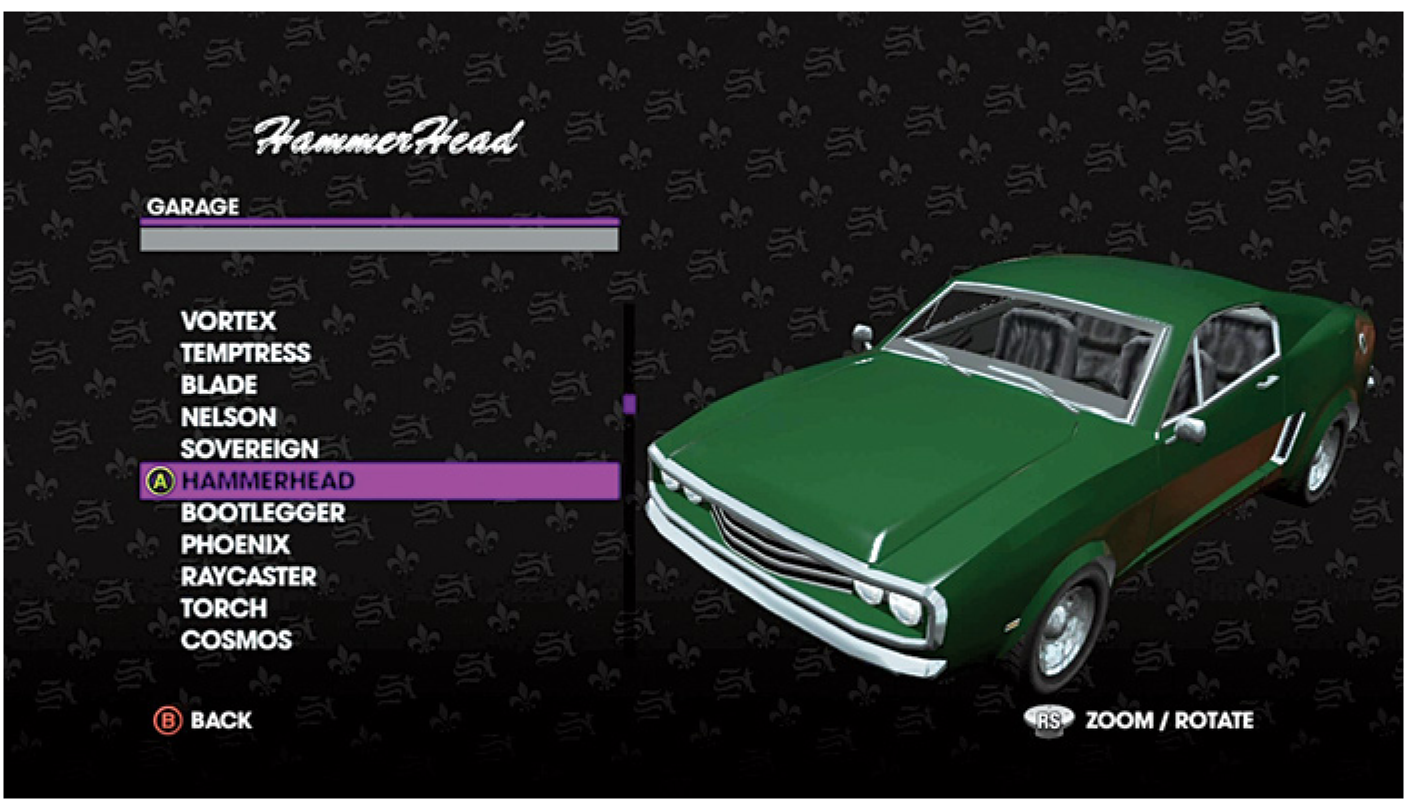
Muscle Cars

Bootlegger


BOOTLEGGER
GARAGE
TEMPTRESS
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
Ⓐ BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
COSMOS
GO!
Ⓑ BACK
RS ZOOM / ROTATE

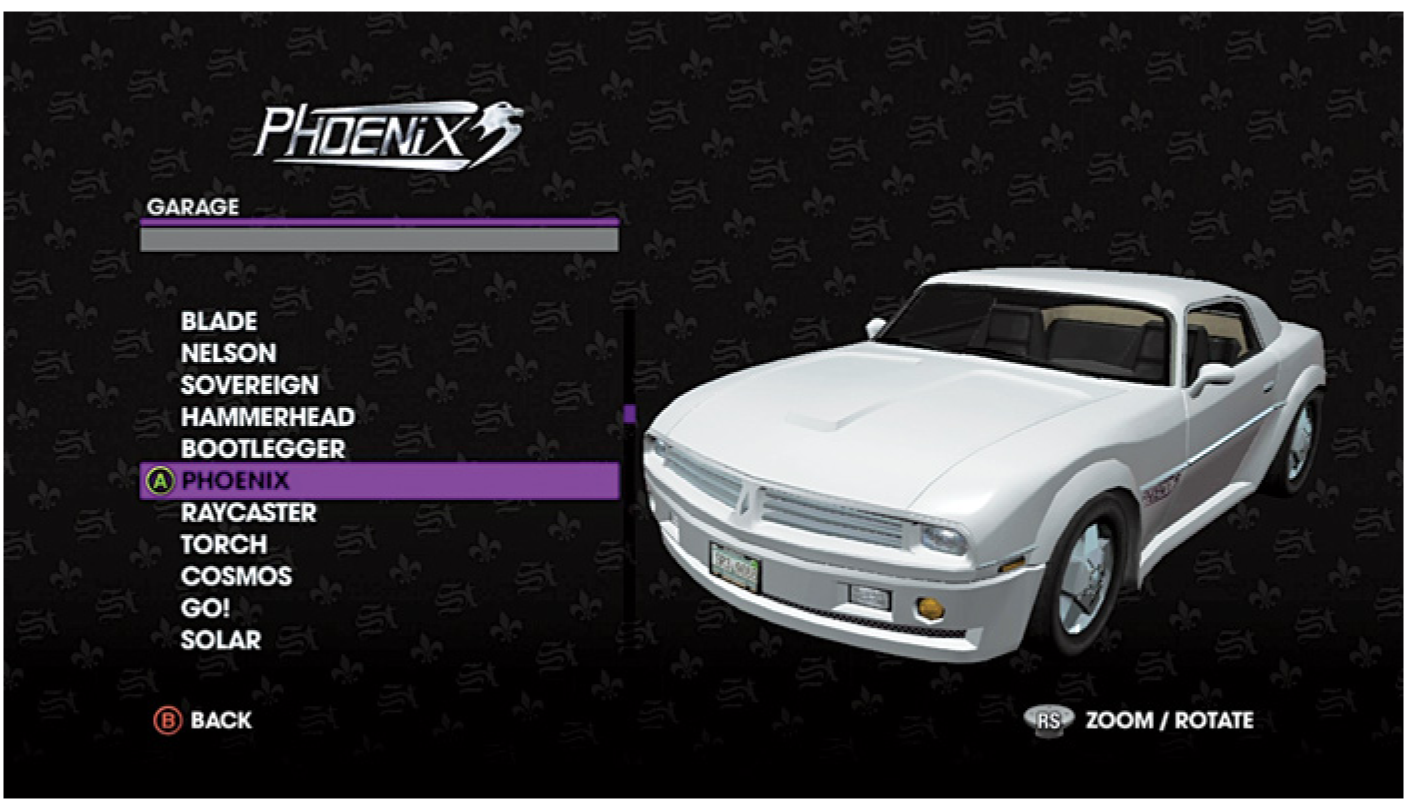
Acceleration - 4.8
Top Speed - 8
Turning - 3.2
Mass - 1,900
Hit Points - 5,500
Occupancy - 4

Hammerhead


HammerHead
GARAGE
VORTEX
TEMPTRESS
BLADE
NELSON
SOVEREIGN
Ⓐ HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
COSMOS
Ⓑ BACK
RS ZOOM / ROTATE

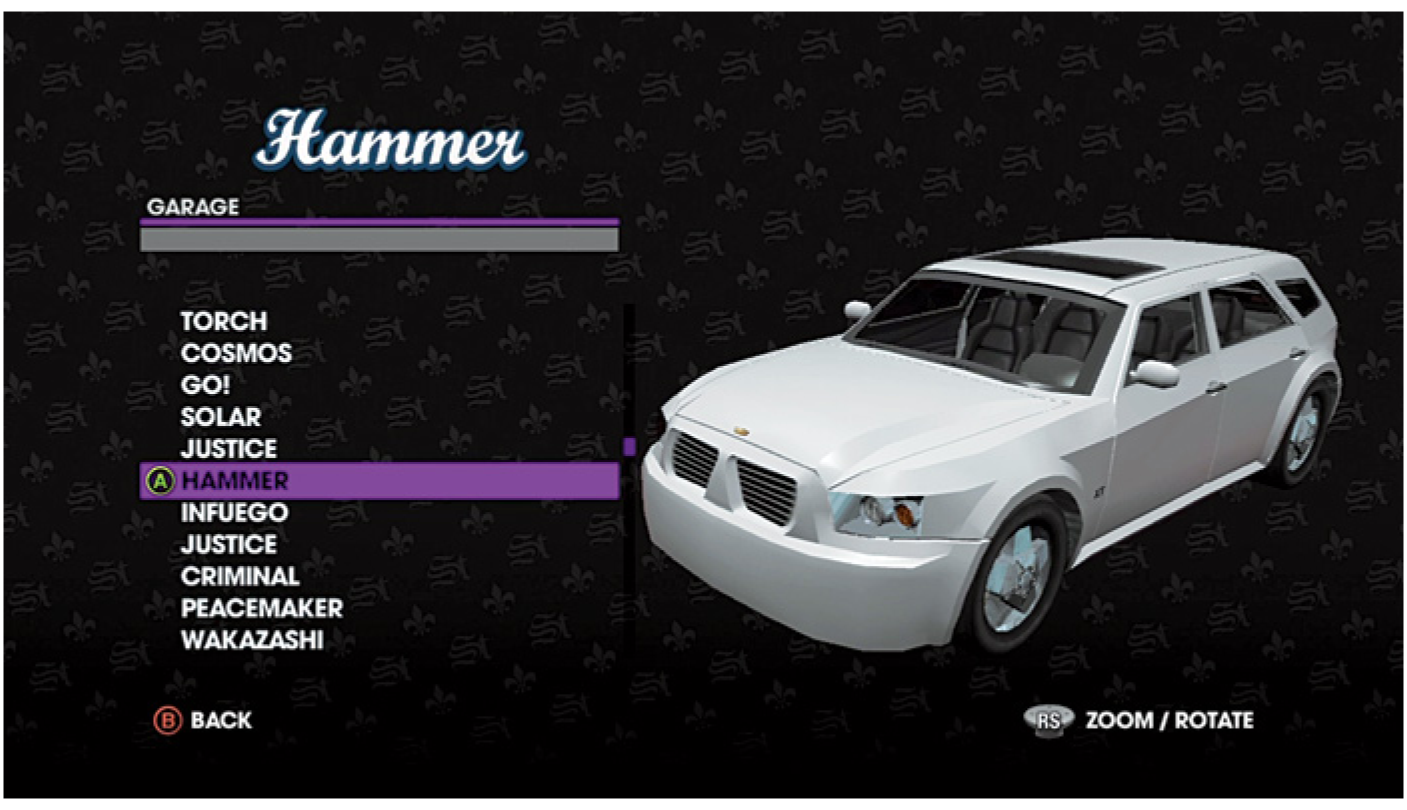
Acceleration - 3.1
Top Speed - 8.5
Turning - 3.5
Mass - 1,800
Hit Points - 5,500
Occupancy - 2

Phoenix


PHOENIX
GARAGE
BLADE
NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
Ⓐ PHOENIX
RAYCASTER
TORCH
COSMOS
GO!
SOLAR
Ⓑ BACK
RS ZOOM / ROTATE

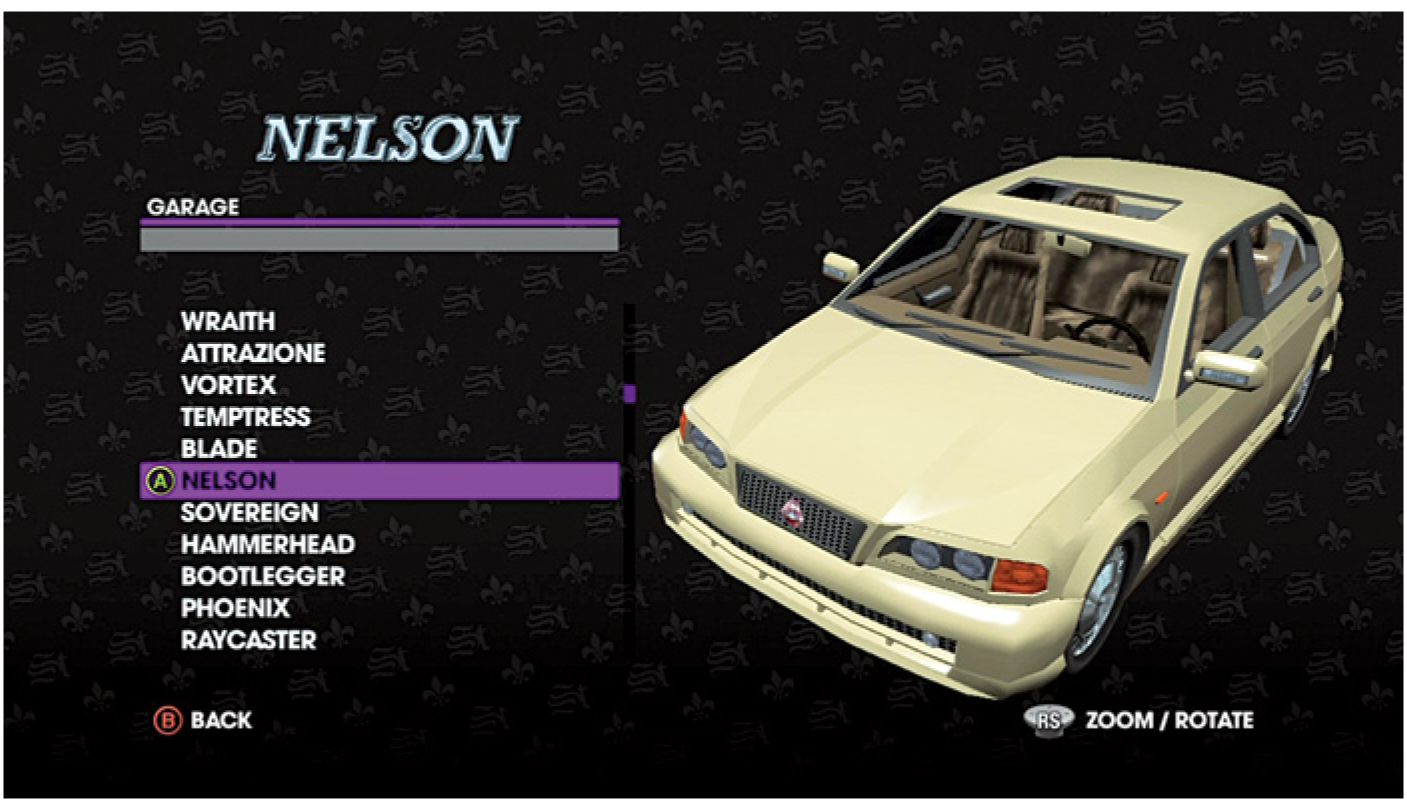
Acceleration - 3.9
Top Speed - 8.5
Turning - 3.5
Mass - 1,900
Hit Points - 4,000
Occupancy - 2

Hammer


Hammer
GARAGE
TORCH
COSMOS
GO!
SOLAR
JUSTICE
Ⓐ HAMMER
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
Ⓑ BACK
RS ZOOM / ROTATE

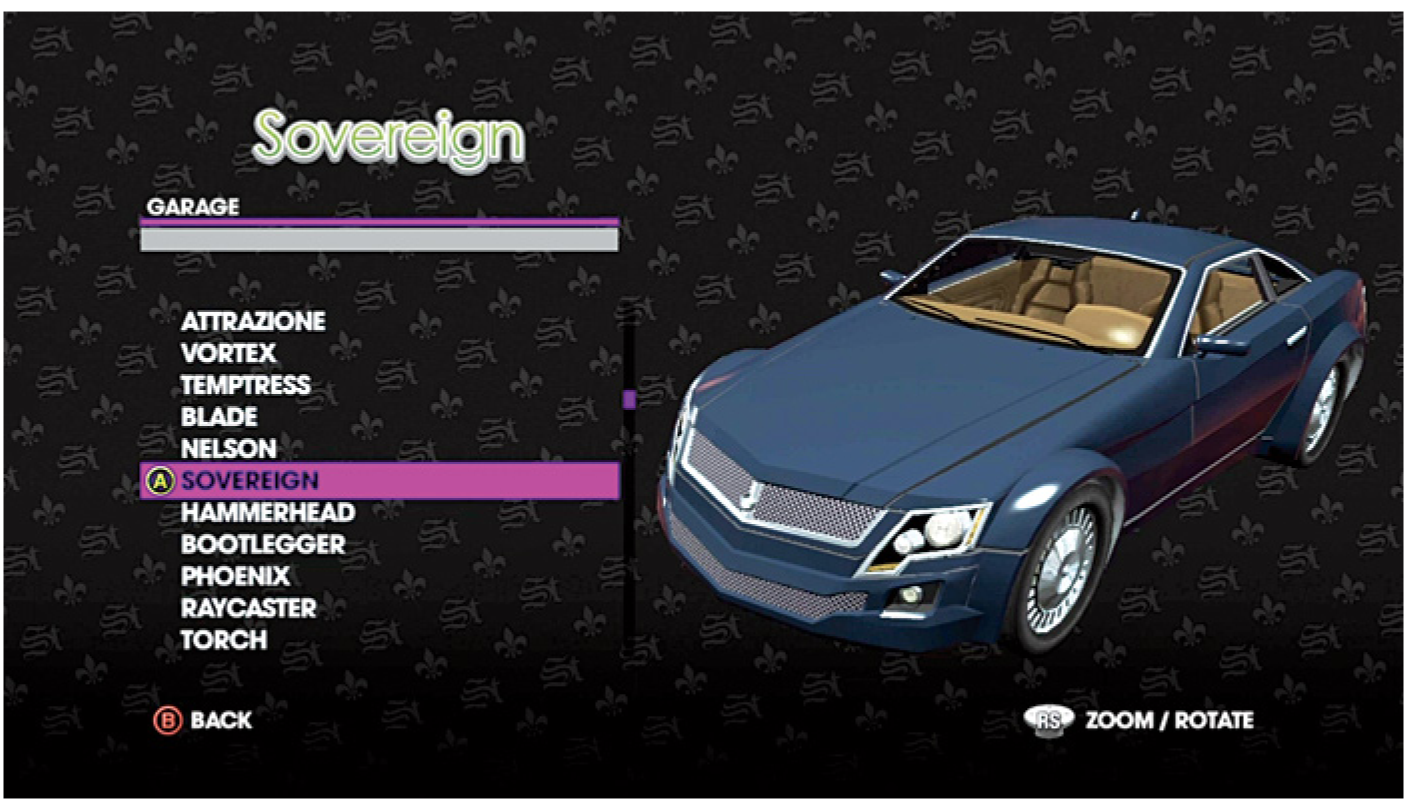
Acceleration - 3.5
Top Speed - 8.6
Turning - 2
Mass - 1,500
Hit Points - 7,000
Occupancy - 4

Nelson


NELSON
GARAGE
WRAITH
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
A NELSON
SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
B BACK
RS ZOOM / ROTATE

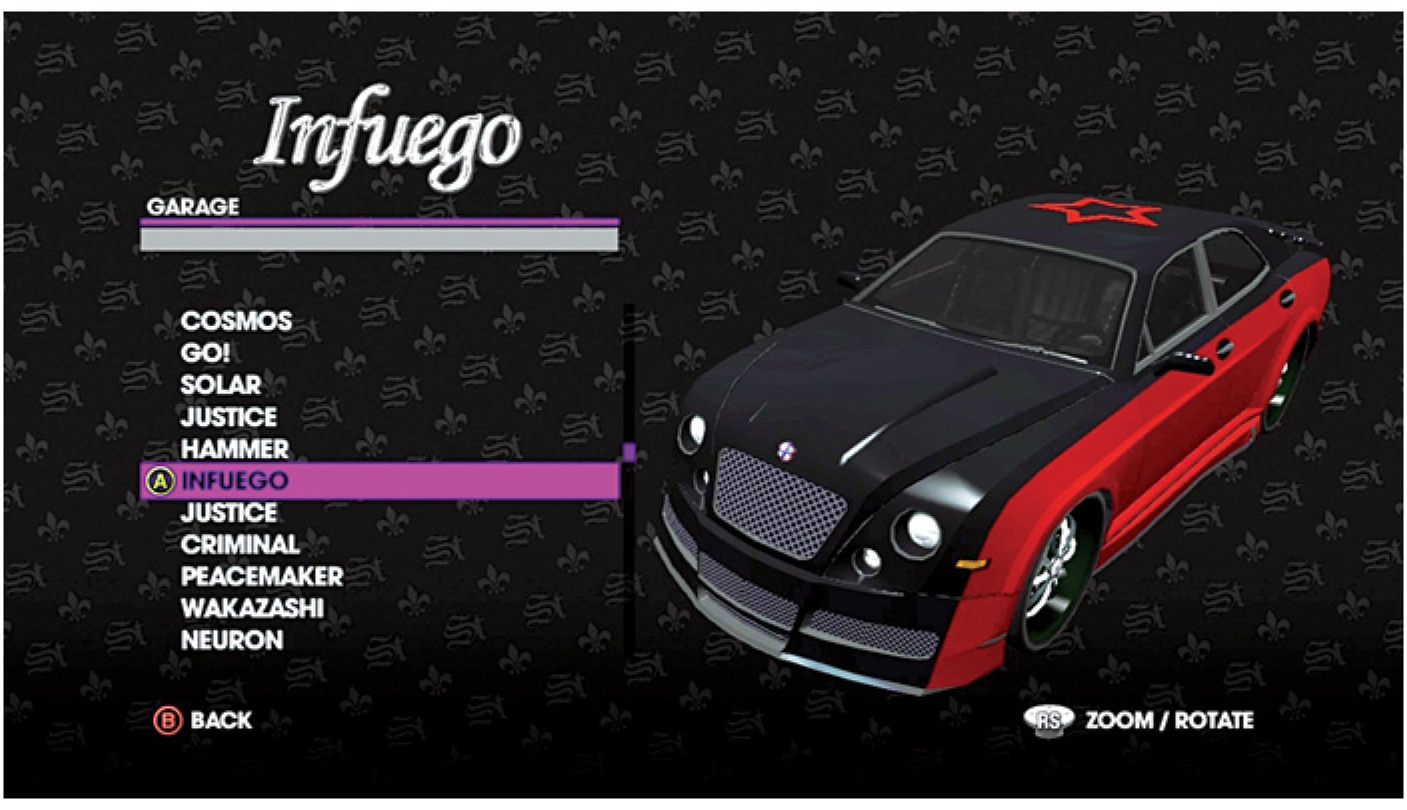
Acceleration - 4.2
Top Speed - 7.5
Turning - 3.5
Mass - 1,597
Hit Points - 6,000
Occupancy - 4

Sovereign


Sovereign
GARAGE
ATTRAZIONE
VORTEX
TEMPTRESS
BLADE
NELSON
A SOVEREIGN
HAMMERHEAD
BOOTLEGGER
PHOENIX
RAYCASTER
TORCH
B BACK
RS ZOOM / ROTATE

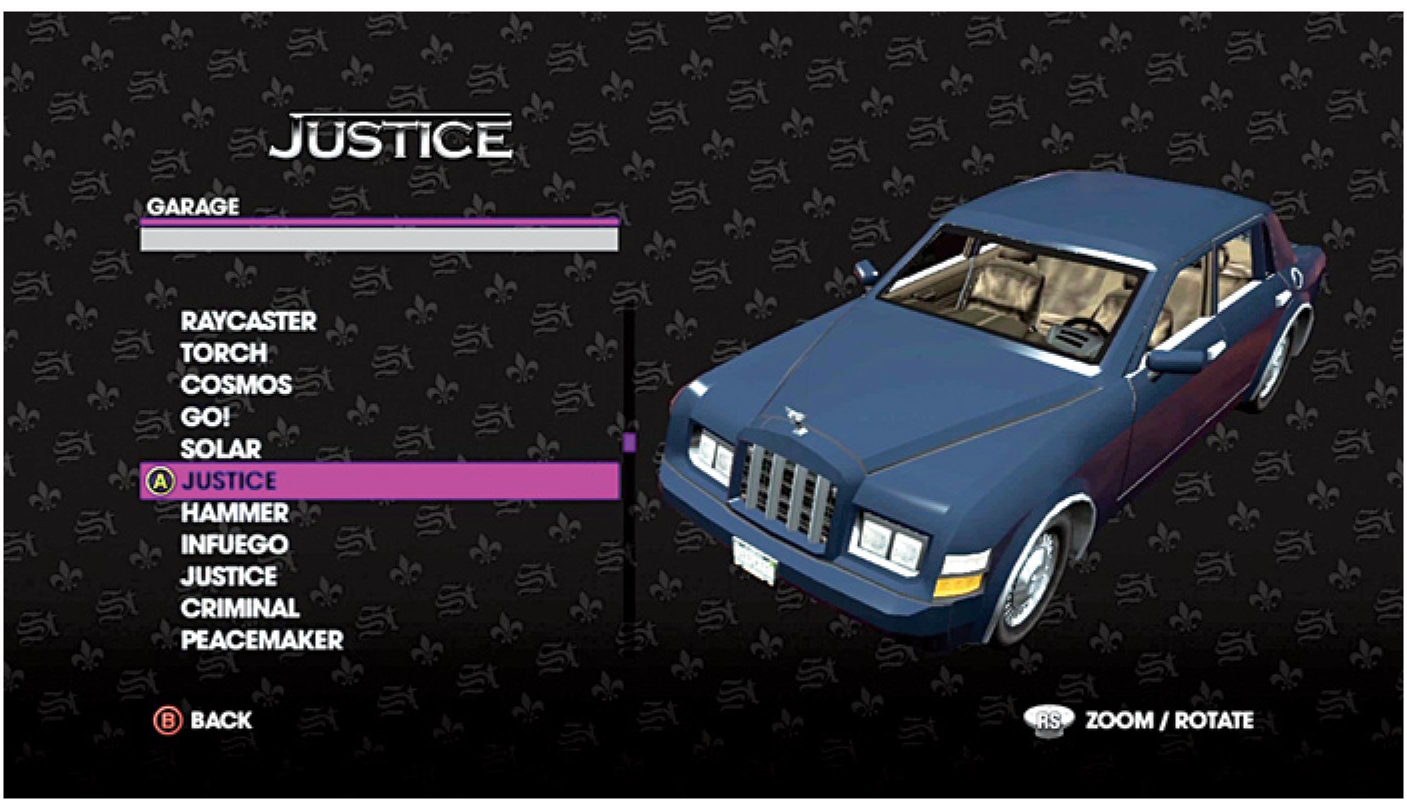
Acceleration - 3.8
Top Speed - 8.6
Turning - 3
Mass - 1,597
Hit Points - 6,000
Occupancy - 2

Infuego


Infuego
GARAGE
COSMOS
GO!
SOLAR
JUSTICE
HAMMER
A INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
WAKAZASHI
NEURON
B BACK
RS ZOOM / ROTATE

Acceleration - 4.1
Top Speed - 8.6
Turning - 3.5
Mass - 1,500
Hit Points - 7,000
Occupancy - 4

Justice


JUSTICE
GARAGE
RAYCASTER
TORCH
COSMOS
GO!
SOLAR
A JUSTICE
HAMMER
INFUEGO
JUSTICE
CRIMINAL
PEACEMAKER
B BACK
RS ZOOM / ROTATE

Acceleration - 3.9
Top Speed - 8
Turning - 3.2
Mass - 1,800
Hit Points - 6,000
Occupancy - 4

Vehicles

Helicopters

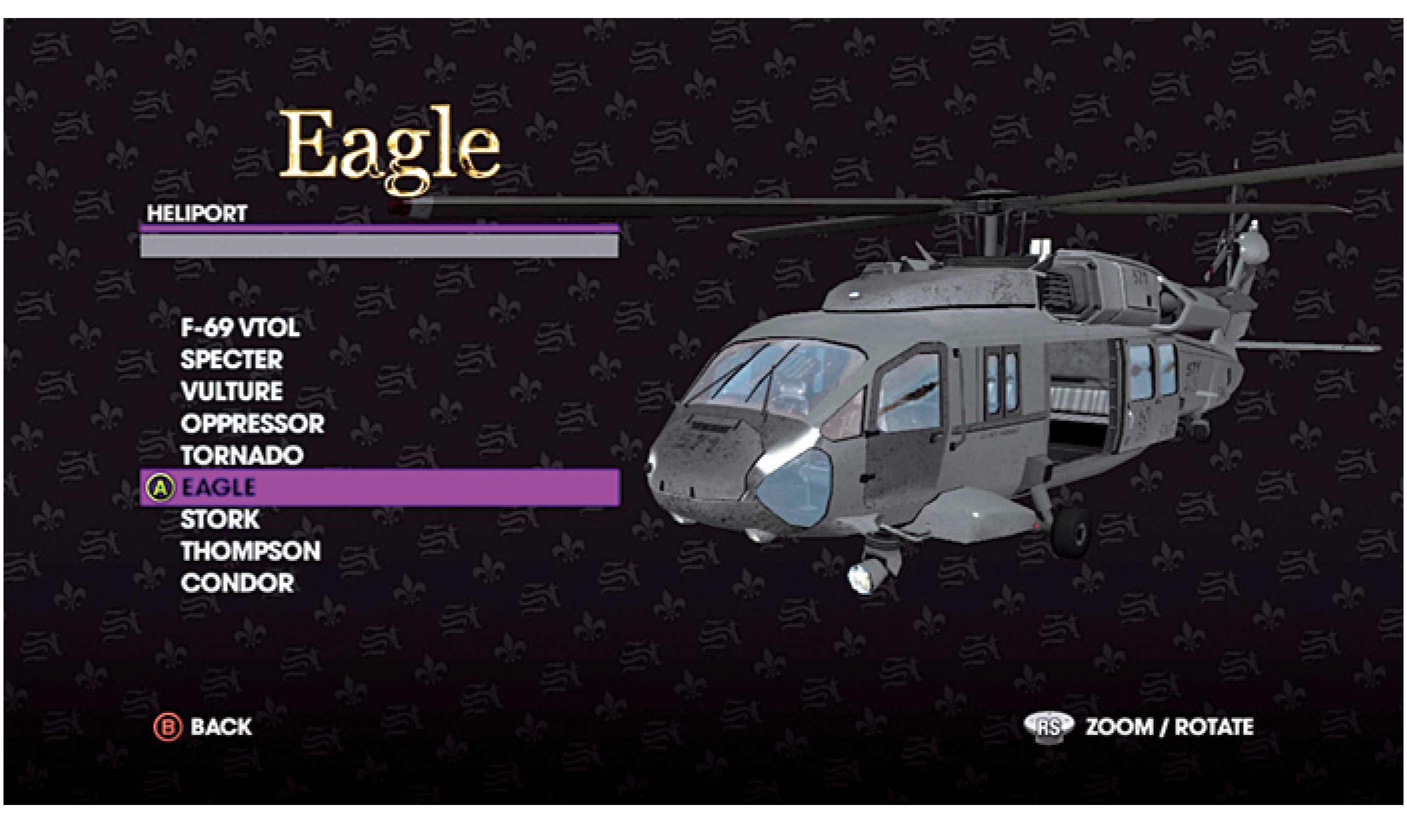
Caution

Helicopter and plane acceleration/turning are on a different scale from other vehicles (and each other).

For VTOLs (Specter, F-69 VTOL, Condor) there are two sets of stats—for hover and flight modes.

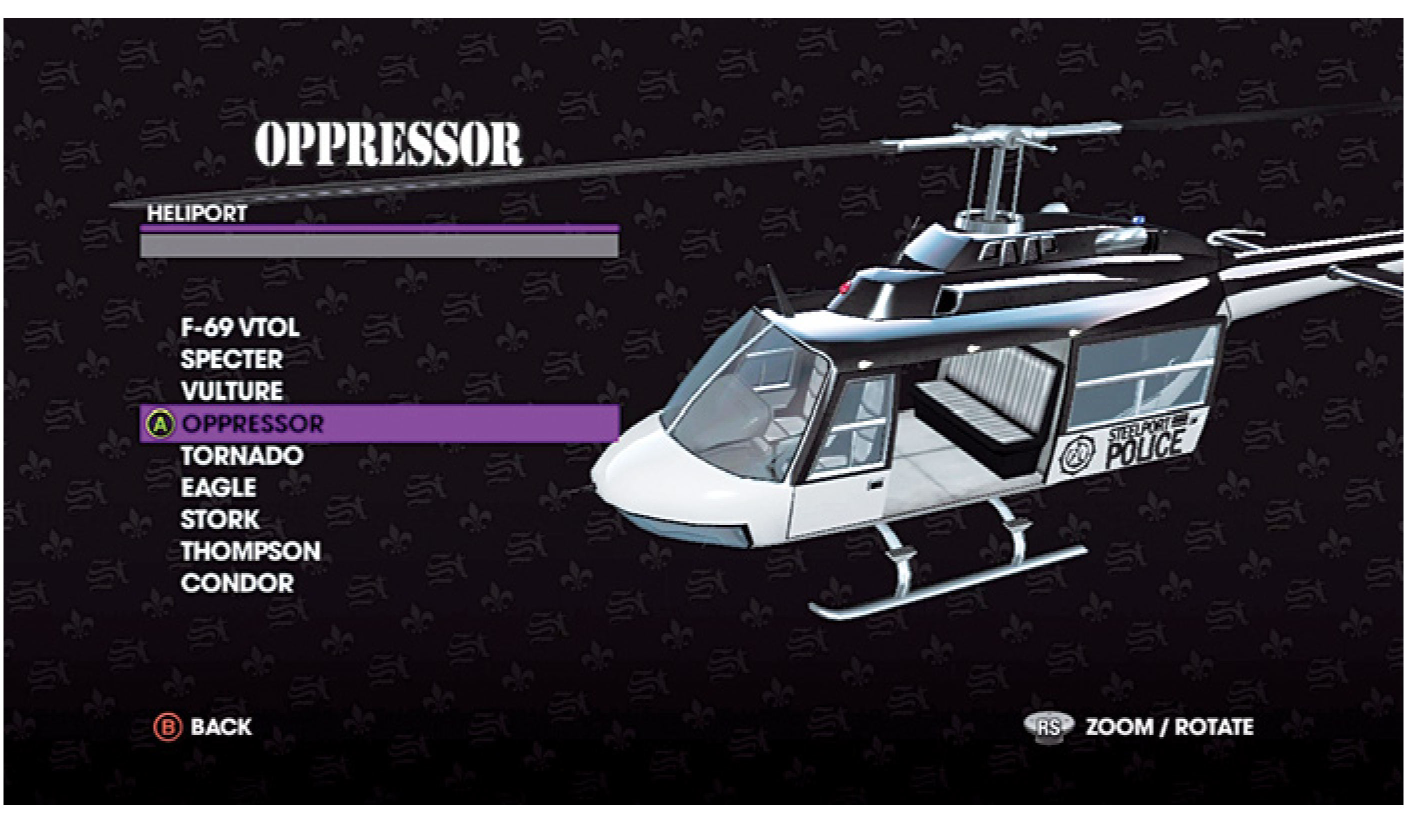
VTOLs (Specter, F-69 VTOL, Condor) acceleration values given are for hover only, as they accelerate to top speed almost instantly in flight mode.

Eagle


Eagle
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
BACK
ZOOM / ROTATE

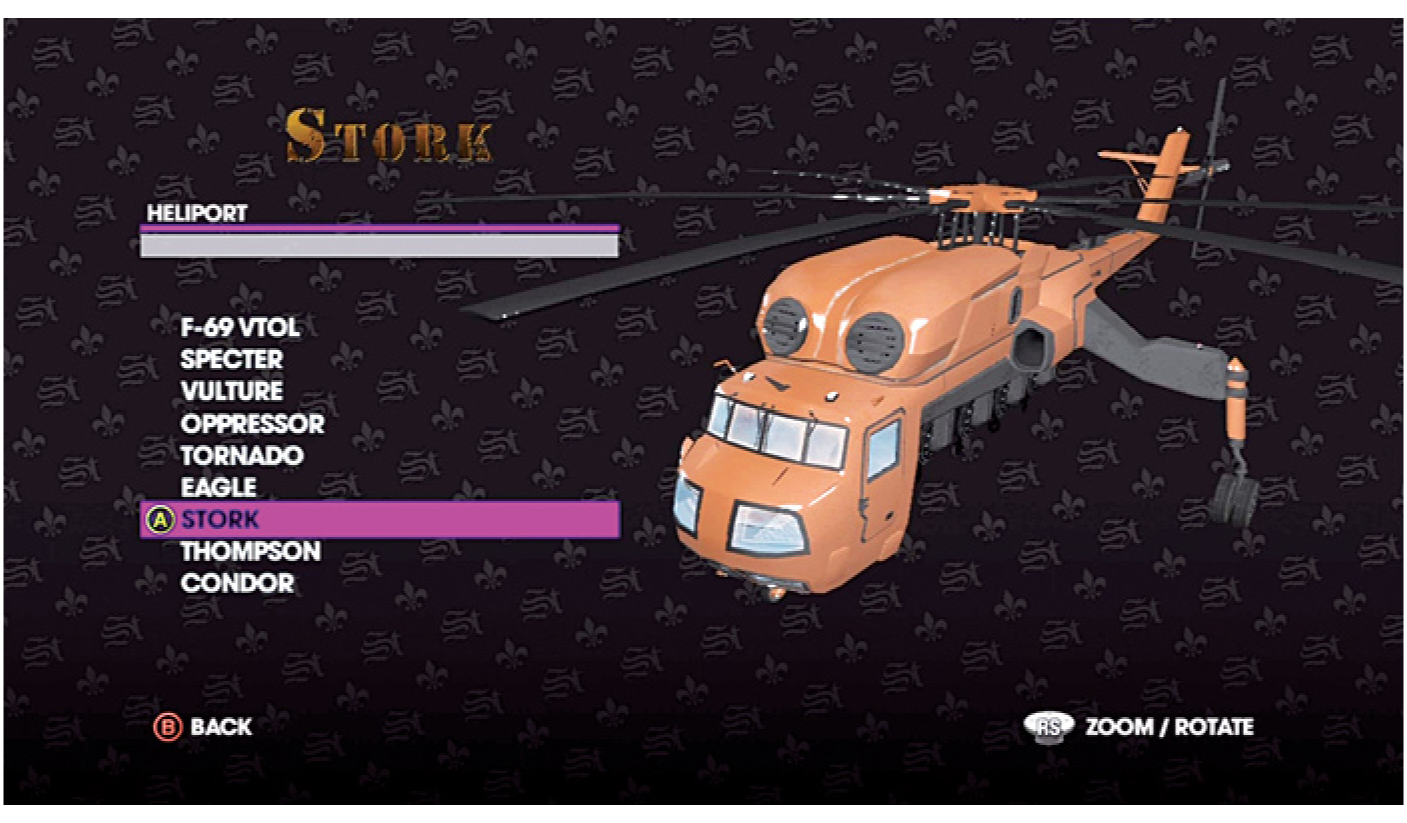
Acceleration - 3.1
Top Speed - 7.5
Turning - 4.5
Mass - 5,000
Hit Points - 8,000
Occupancy - 4

Oppressor


OPPRESSOR
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
BACK
ZOOM / ROTATE

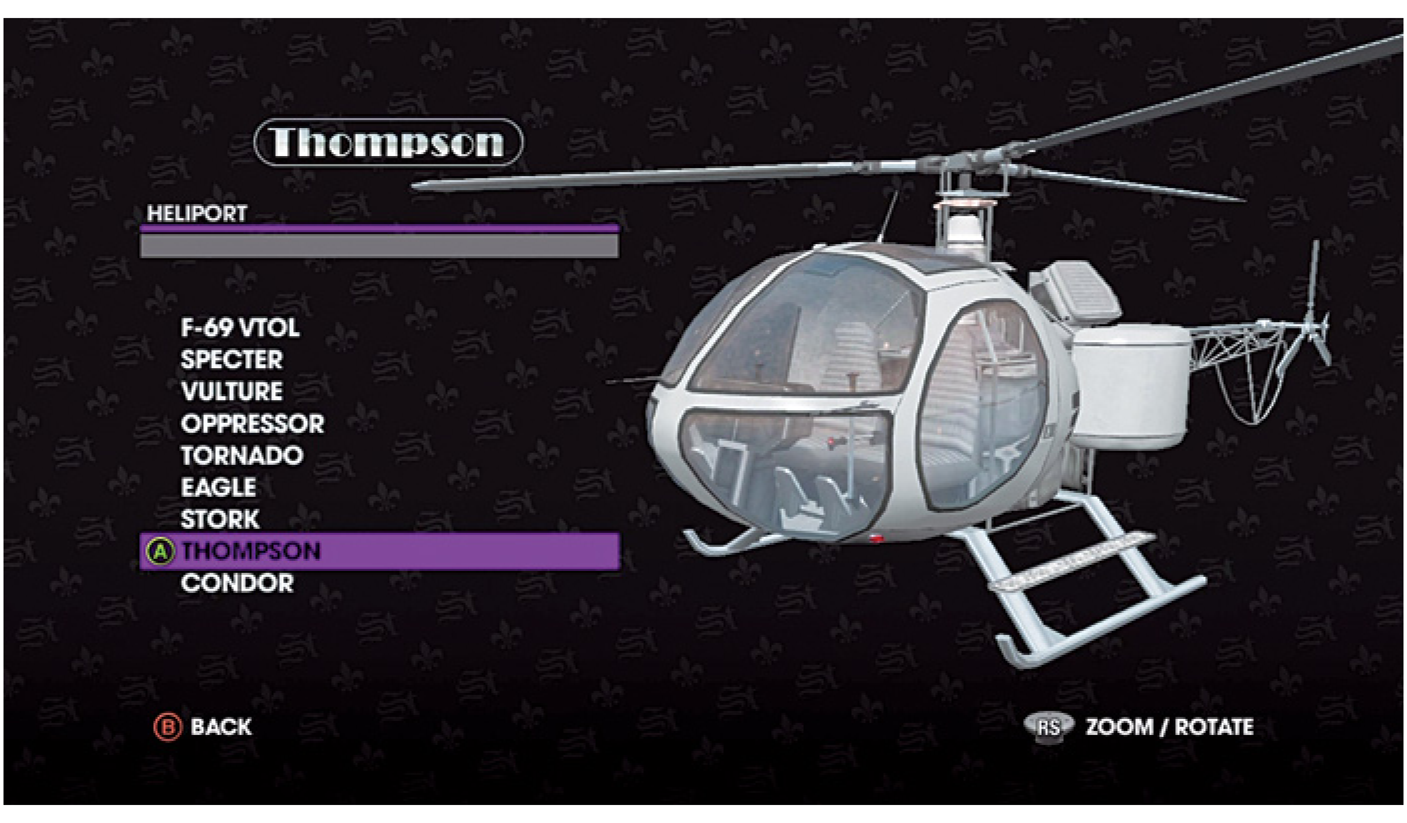
Acceleration - 3.2
Top Speed - 7.5
Turning - 4.5
Mass - 4,700
Hit Points - 7,000
Occupancy - 4

Stork


STORK
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
BACK
ZOOM / ROTATE

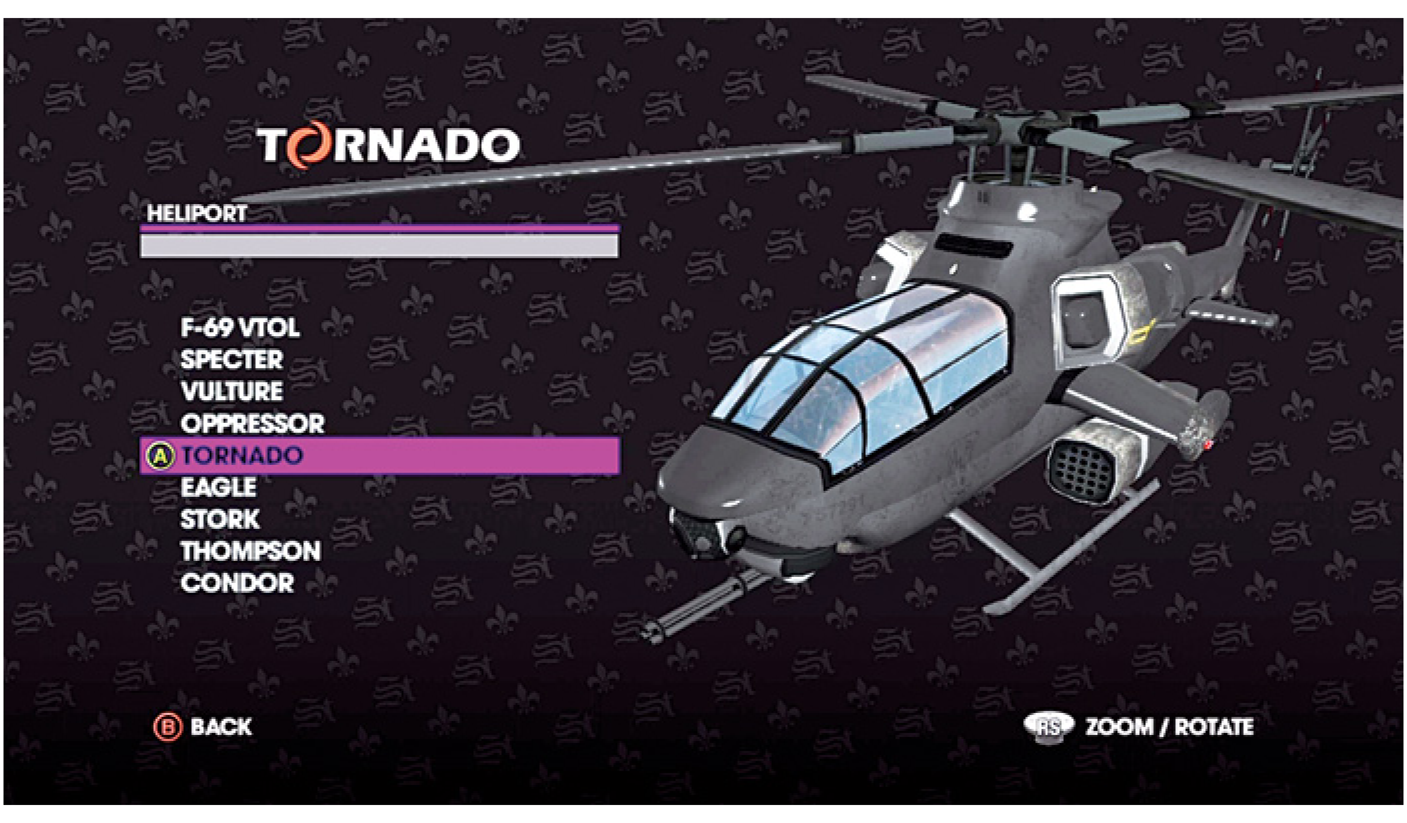
Acceleration - 2.1
Top Speed - 6
Turning - 3.9
Mass - 6,200
Hit Points - 20,000
Occupancy - 2

Thompson


Thompson
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
BACK
ZOOM / ROTATE

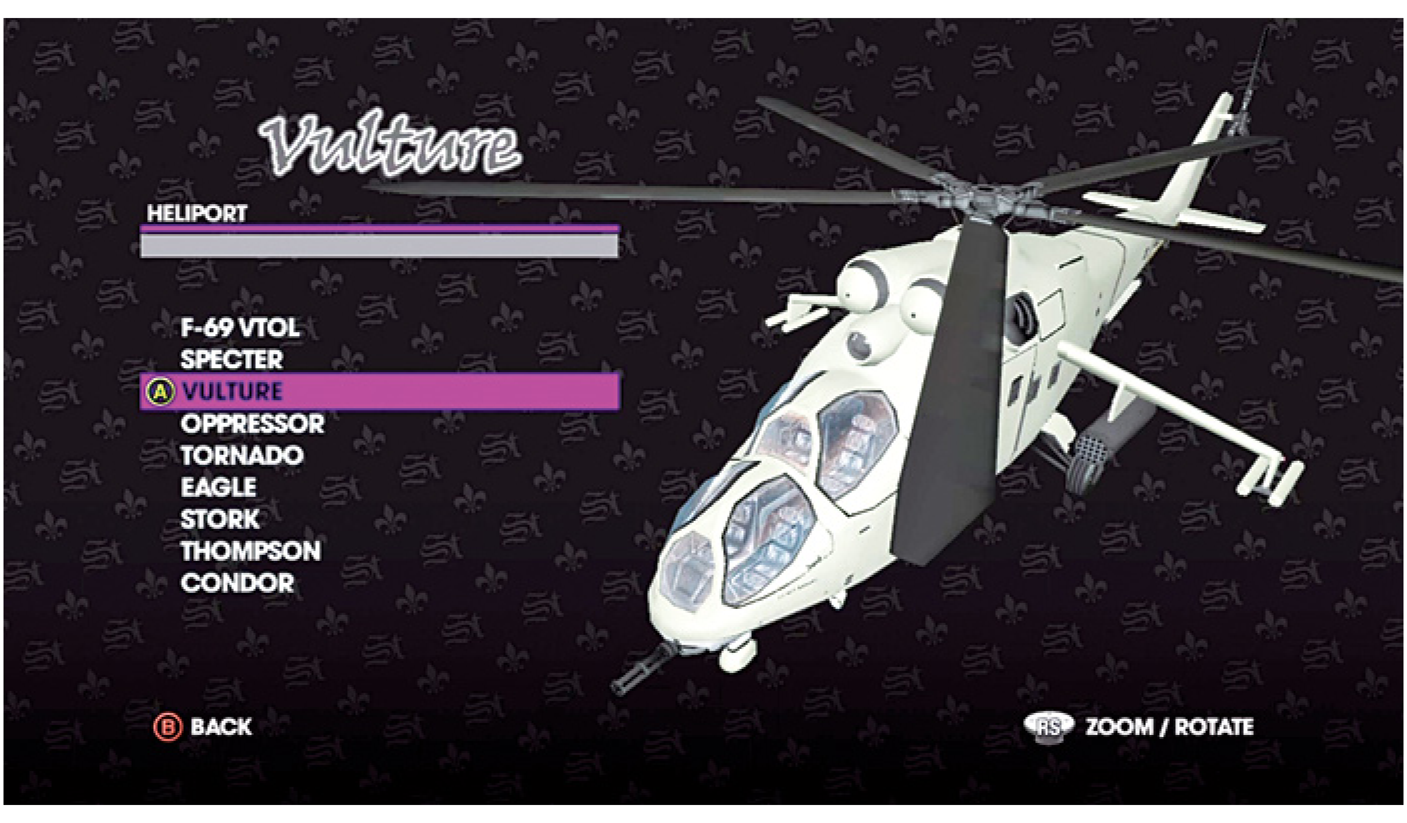
Acceleration - 3.5
Top Speed - 7
Turning - 9
Mass - 1,360
Hit Points - 5,500
Occupancy - 4

Tornado


TORNADO
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
BACK
ZOOM / ROTATE

Acceleration - 4
Top Speed - 8
Turning - 4.8
Mass - 6,200
Hit Points - 10,000
Occupancy - 2
Weapons - Gatling gun, Laser-guided rockets

Vulture


Vulture
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
BACK
ZOOM / ROTATE

Acceleration - 3.8
Top Speed - 7
Turning - 4.5
Mass - 6,900
Hit Points - 8,000
Occupancy - 4
Weapons - Heavy machine gun, Rocket launchers

Planes

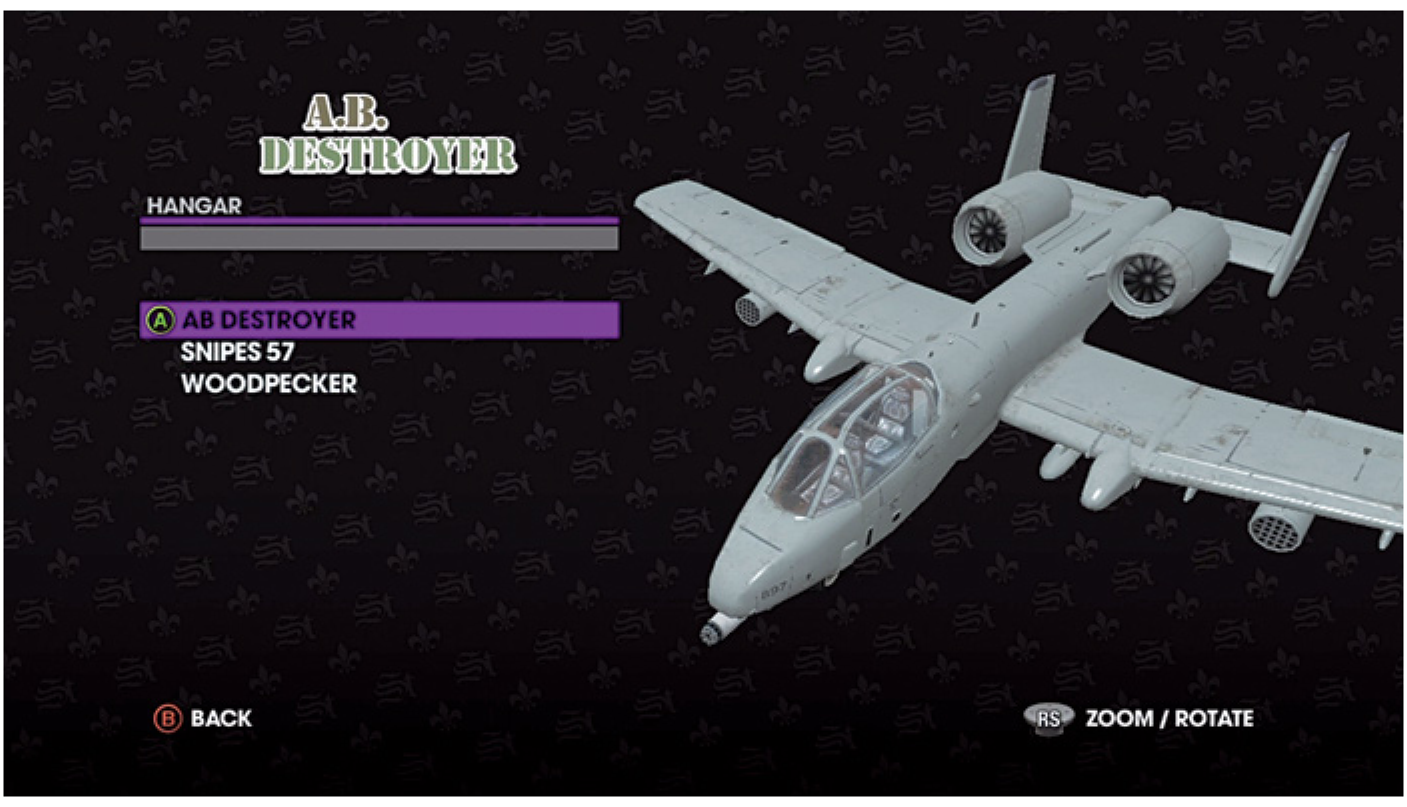
Caution

Helicopter and plane acceleration/turning are on a different scale from other vehicles (and each other).

For VTOLs (Specter, F-69 VTOL, Condor) there are two sets of stats—for hover and flight modes.

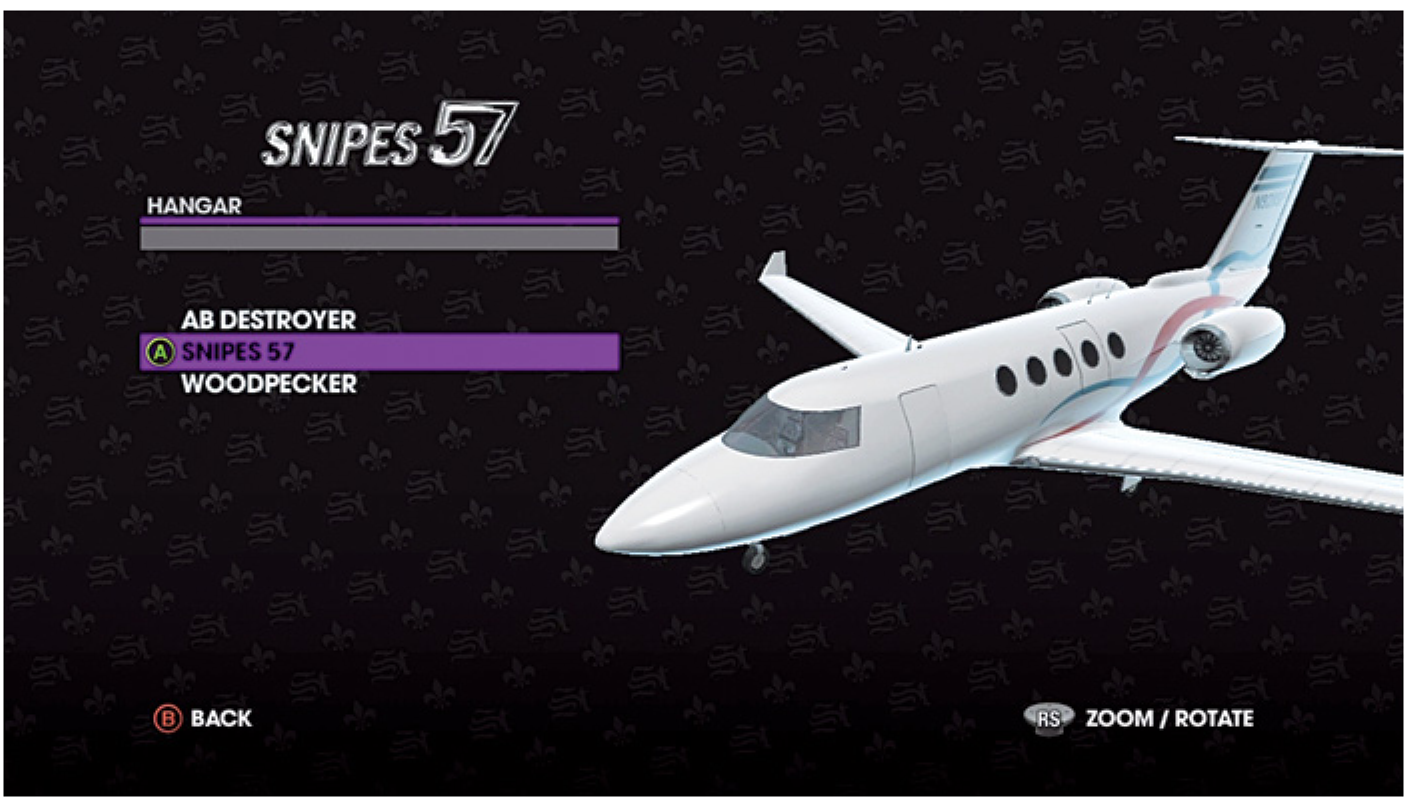
VTOLs (Specter, F-69 VTOL, Condor) acceleration values given are for hover only, as they accelerate to top speed almost instantly in flight mode.

AB Destroyer


A.B. DESTROYER
HANGAR
Ⓐ AB DESTROYER
SNIPES 57
WOODPECKER
Ⓑ BACK
RS ZOOM / ROTATE

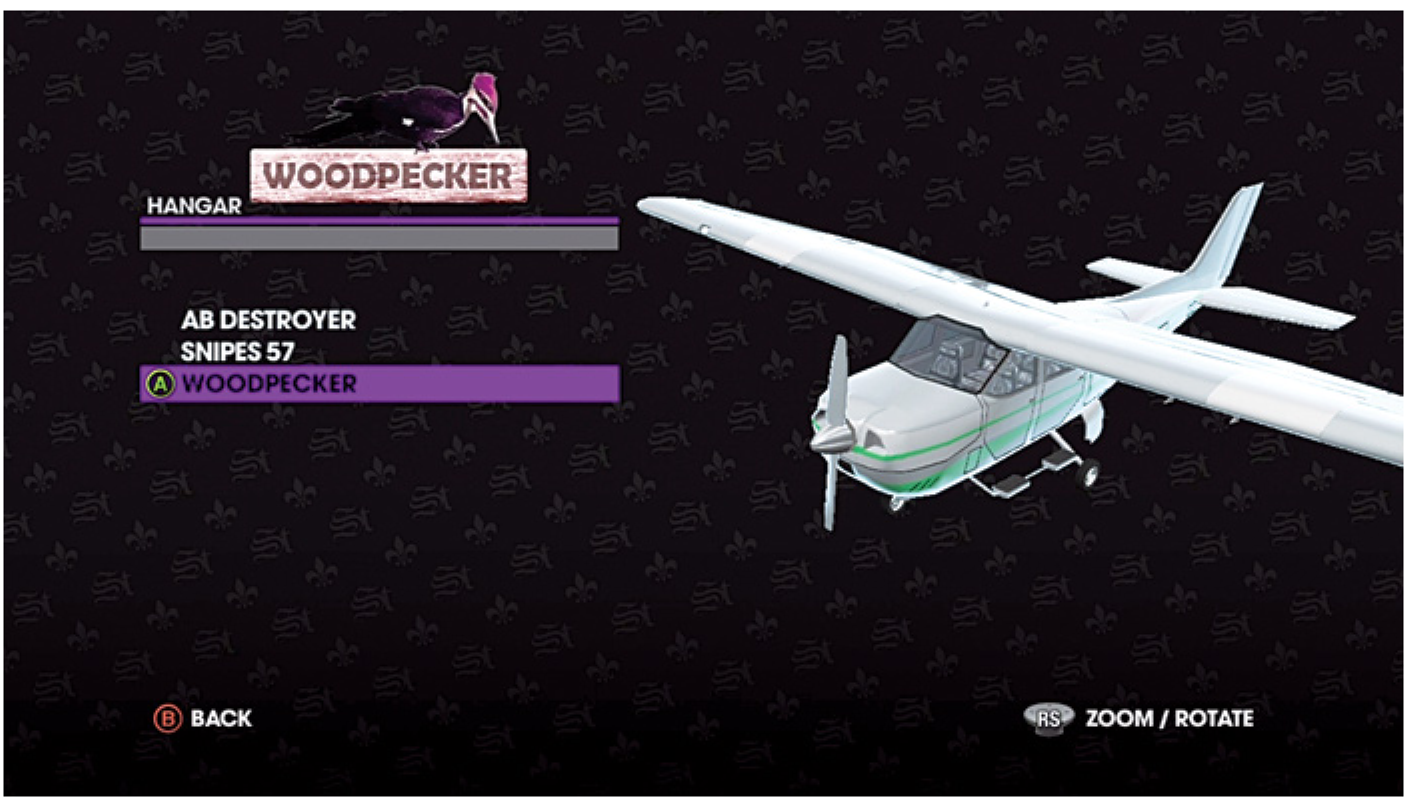
Acceleration - 2.8
Top Speed - 10
Turning - 2.5
Mass - 5,670
Hit Points - 9,000
Occupancy - 2
Gatling gun, Rocket launchers

Snipes 57


SNIPES 57
HANGAR
AB DESTROYER
Ⓐ SNIPES 57
WOODPECKER
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.8
Top Speed - 10
Turning - 2.5
Mass - 5,670
Hit Points - 8,000
Occupancy - 4

Woodpecker


WOODPECKER
HANGAR
AB DESTROYER
SNIPES 57
Ⓐ WOODPECKER
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.1
Top Speed - 8.5
Turning - 3.1
Mass - 1,500
Hit Points - 4,000
Occupancy - 4

VTOLs

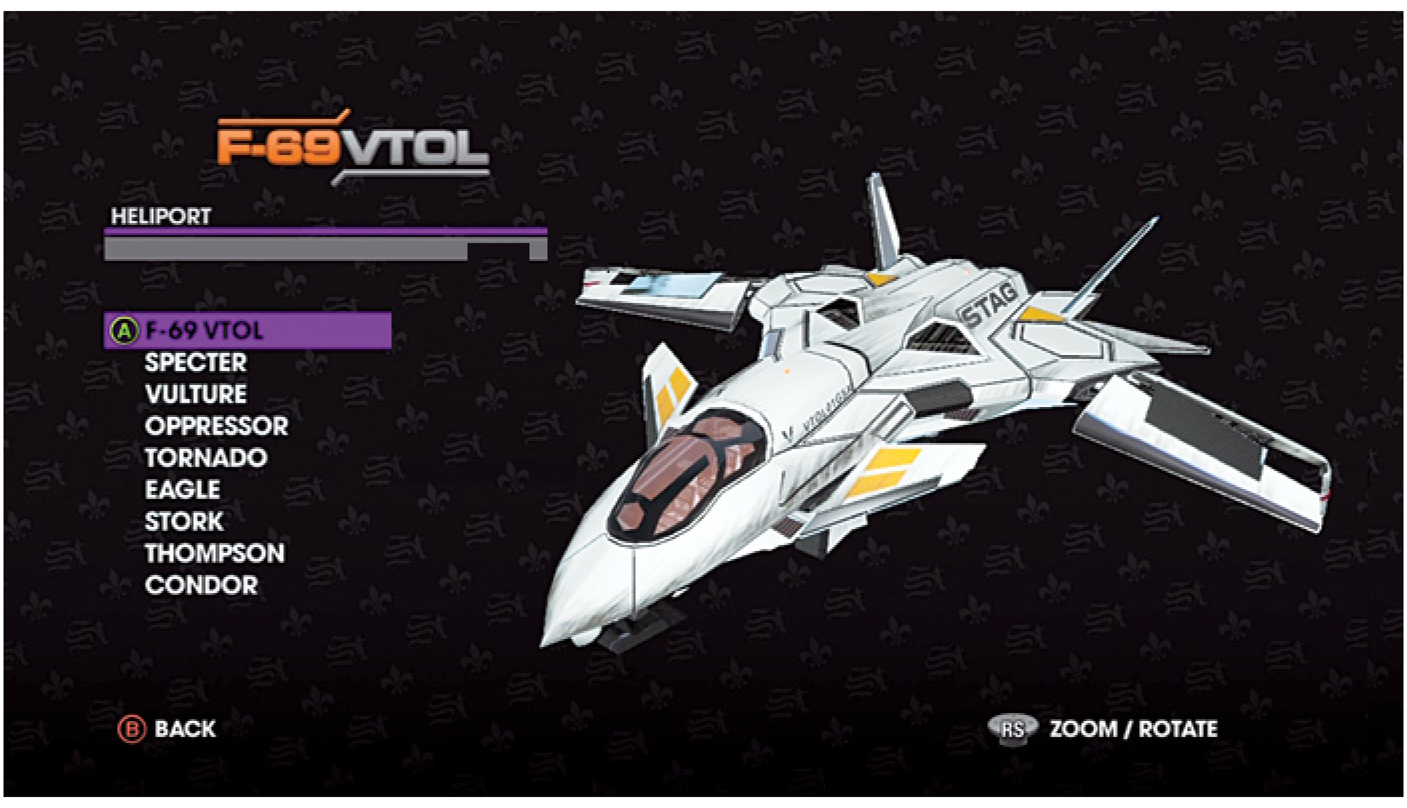
Caution

Helicopter and plane acceleration/turning are on a different scale from other vehicles (and each other).

For VTOLs (Specter, F-69 VTOL, Condor) there are two sets of stats—for hover and flight modes.

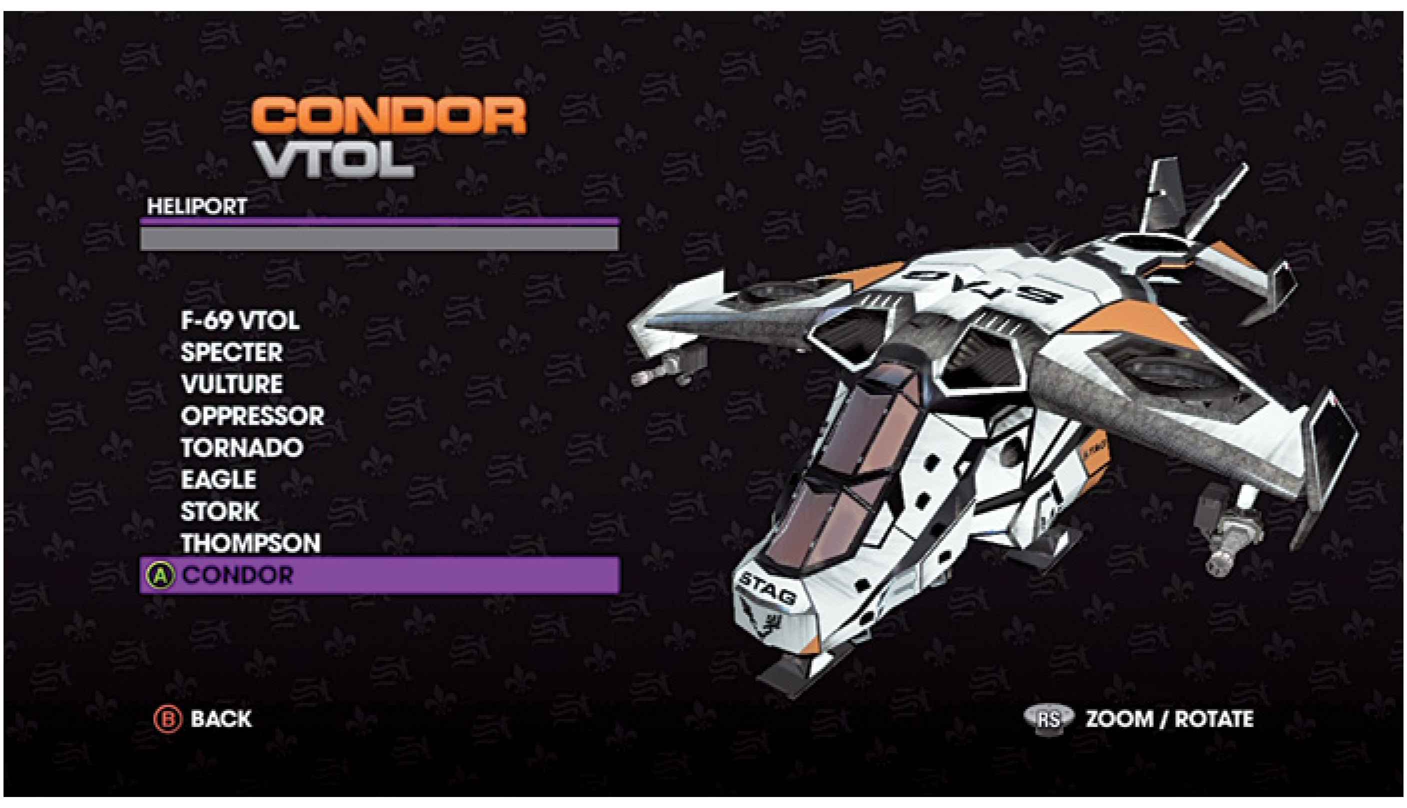
VTOLs (Specter, F-69 VTOL, Condor) acceleration values given are for hover only, as they accelerate to top speed almost instantly in flight mode.

F-69 VTOL


F-69VTOL
HELIPORT
A F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
STAG
B BACK
RS ZOOM / ROTATE

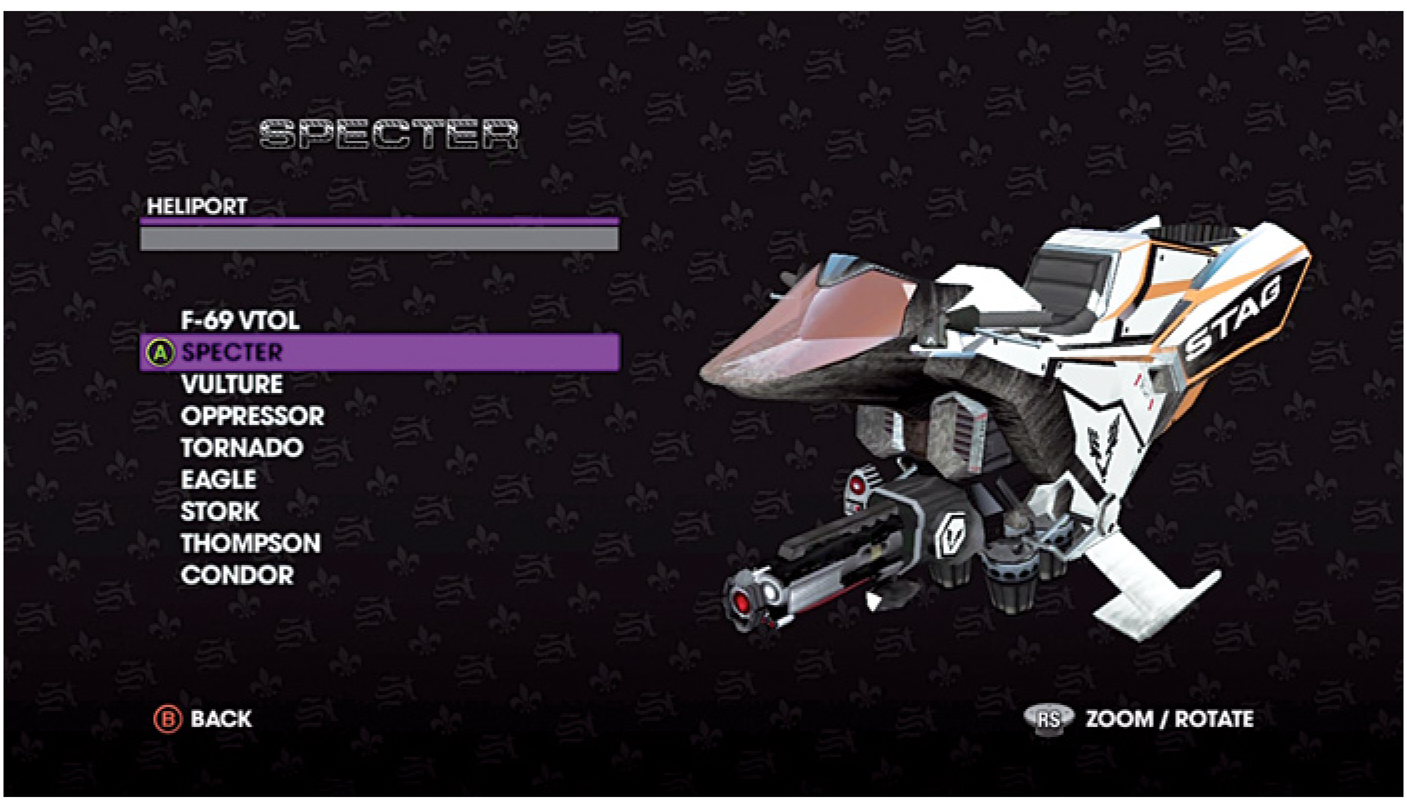
Acceleration (Hover) - 3.8
Top Speed (Flight) - 10
Top Speed (Hover) - 7
Turning (Flight) - 3.2
Turning (Hover) - 4.8
Mass - 1,500
Hit Points - 6,500
Occupancy - 2
Weapons - Laser, Lock-on missiles

Condor


CONDOR VTOL
HELIPORT
F-69 VTOL
SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
A CONDOR
STAG
B BACK
RS ZOOM / ROTATE

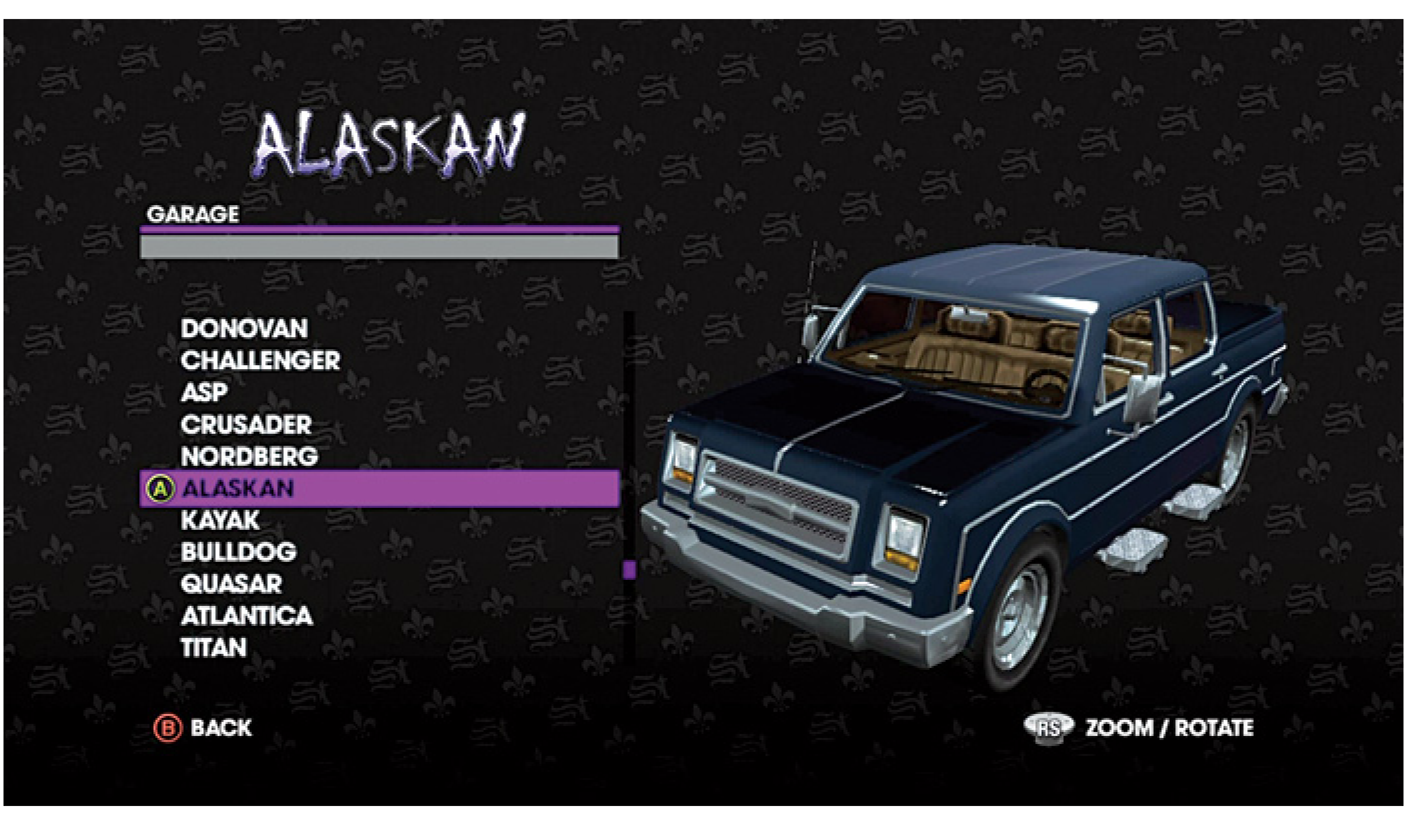
Acceleration (Hover) - 4
Top Speed (Flight) - 8
Top Speed (Hover) - 7
Turning (Flight) - 2.8
Turning (Hover) - 4.8
Mass - 4,500
Hit Points - 7,000
Occupancy - 4
Weapons - Gatling guns

Specter


SPECTER
HELIPORT
F-69 VTOL
A SPECTER
VULTURE
OPPRESSOR
TORNADO
EAGLE
STORK
THOMPSON
CONDOR
STAG
B BACK
RS ZOOM / ROTATE

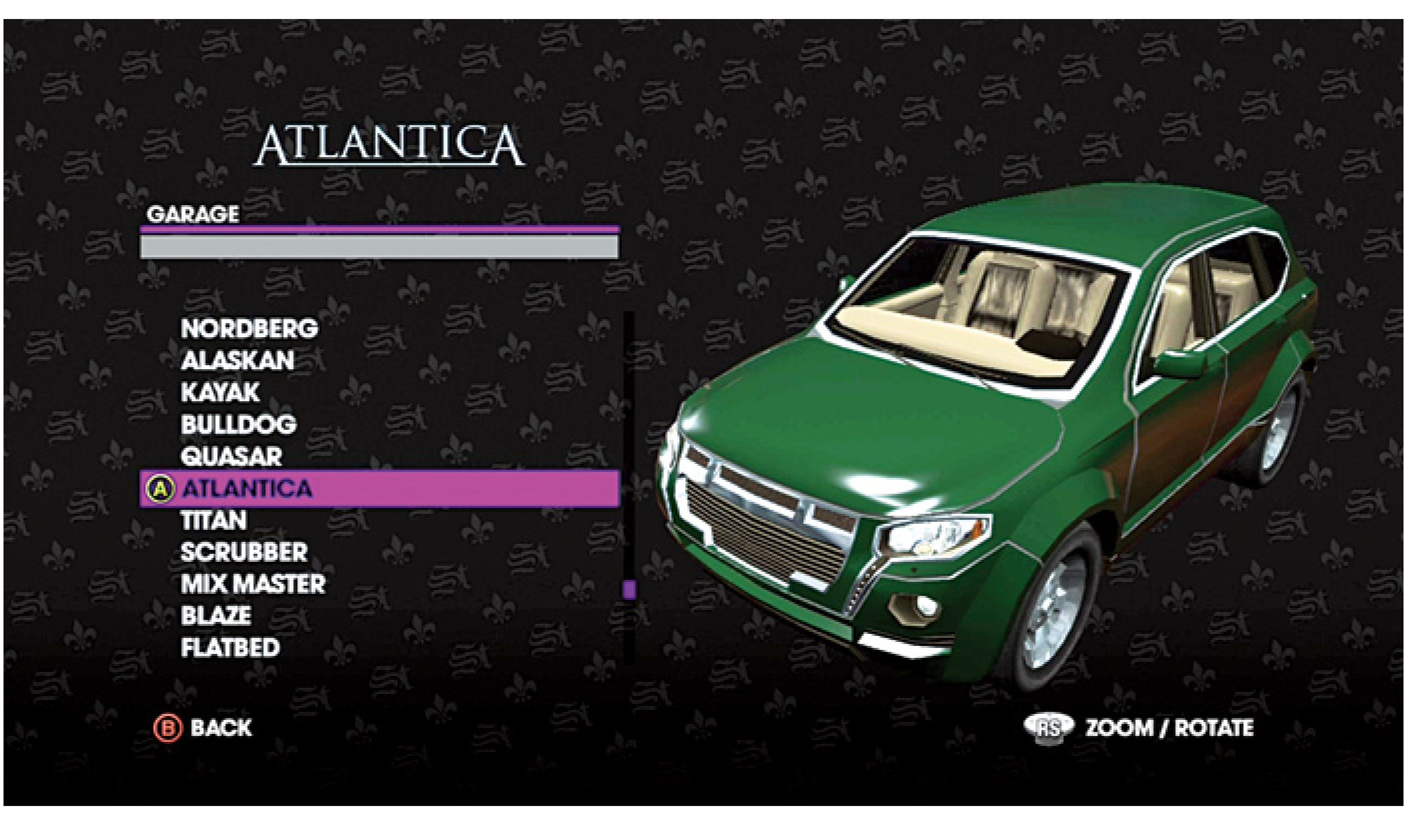
Acceleration (Hover) - 4.1
Top Speed (Flight) - 7.5
Top Speed (Hover) - 6
Turning (Flight) - 4.5
Turning (Hover) - 9
Mass - 1,360
Hit Points - 5,000
Occupancy - 1
Weapons - Machine gun

Alaskan


ALASKAN
GARAGE
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
Ⓐ ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
Ⓑ BACK
ZOOM / ROTATE

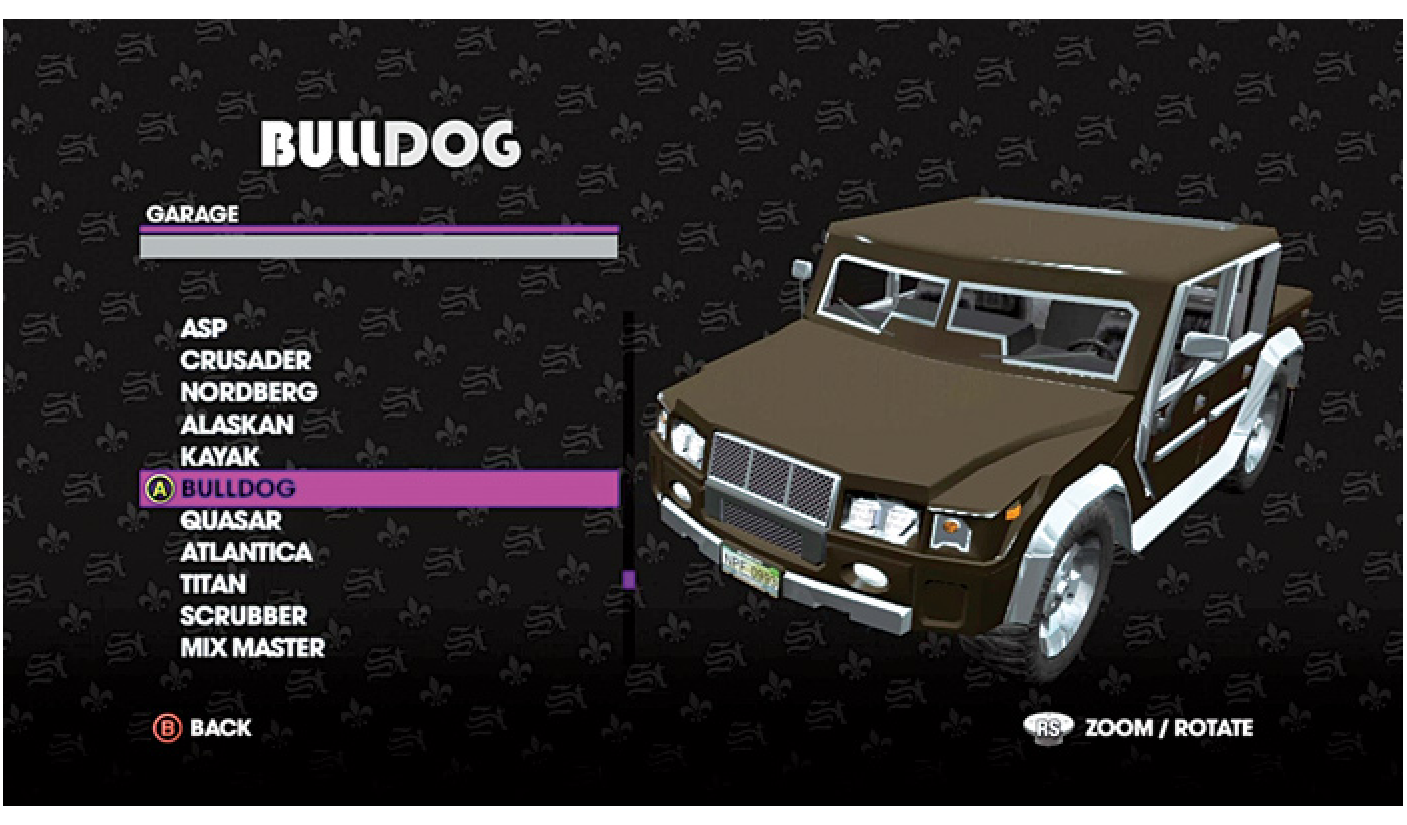
Acceleration - 3
Top Speed - 7.5
Turning - 2.5
Mass - 2,500
Hit Points - 7,000
Occupancy - 4

Atlantica


ATLANTICA
GARAGE
NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
Ⓐ ATLANTICA
TITAN
SCRUBBER
MIX MASTER
BLAZE
FLATBED
Ⓑ BACK
ZOOM / ROTATE

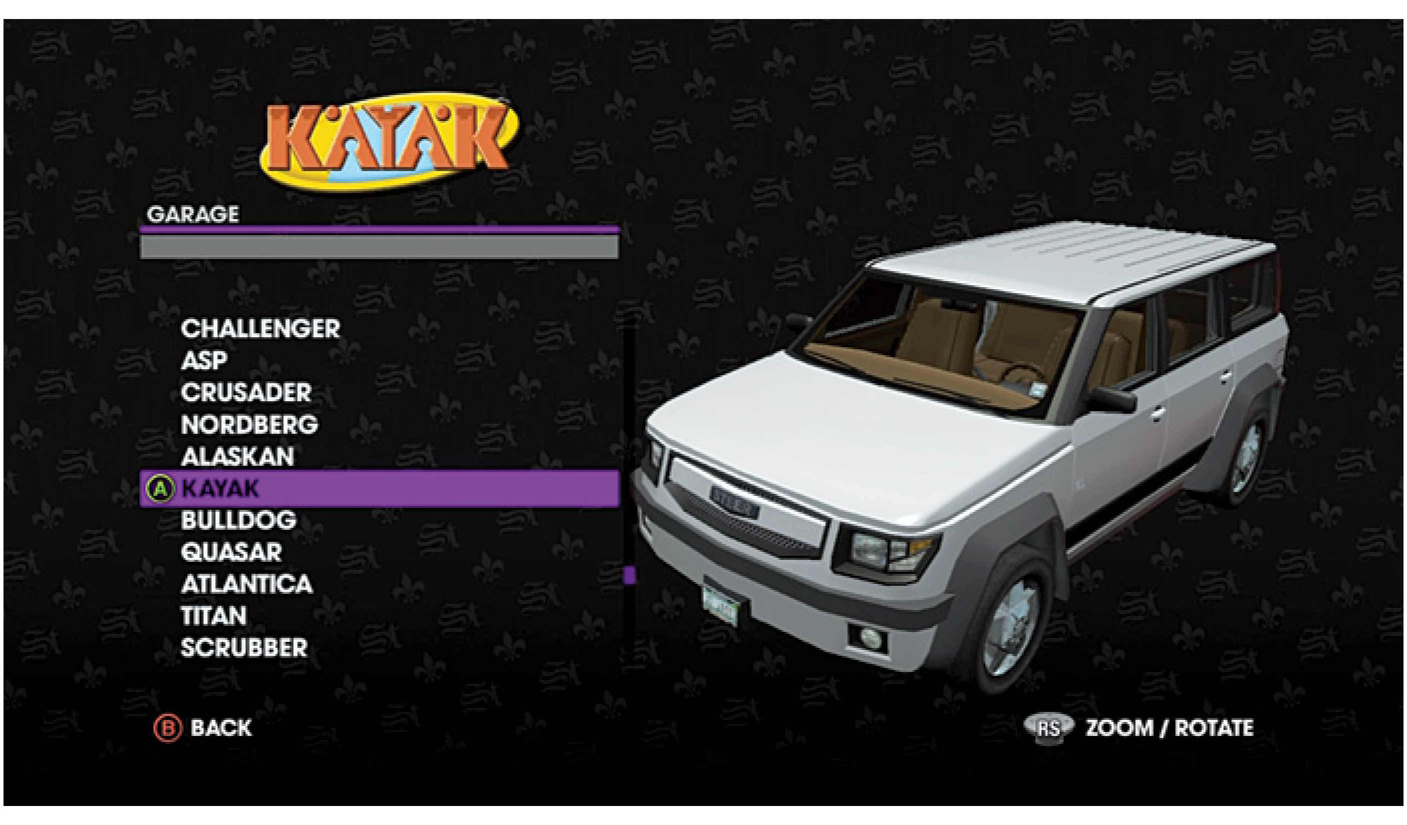
Acceleration - 2.9
Top Speed - 7.5
Turning - 2.5
Mass - 2,500
Hit Points - 7,000
Occupancy - 4

Bulldog


BULLDOG
GARAGE
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
Ⓐ BULLDOG
QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
Ⓑ BACK
ZOOM / ROTATE

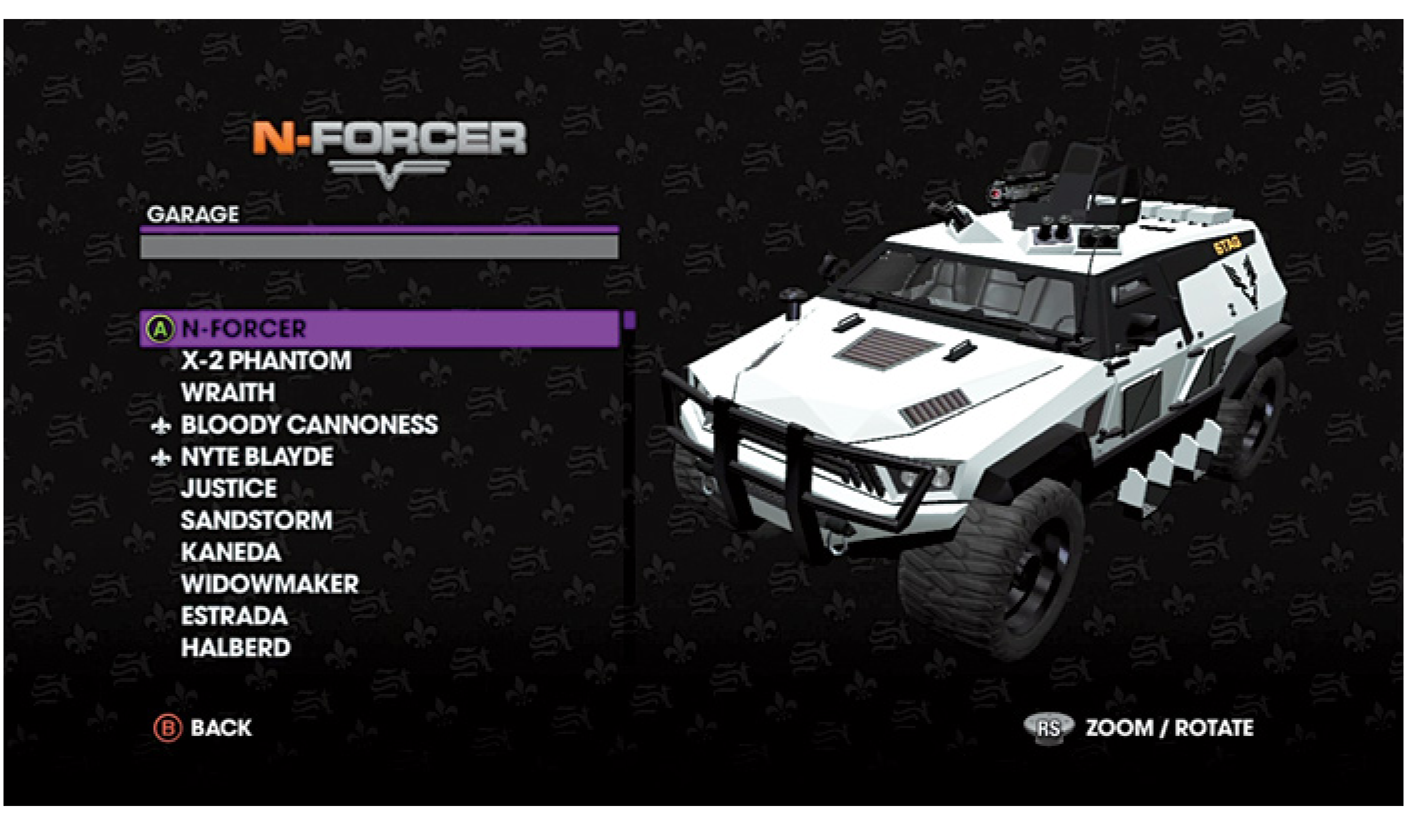
Acceleration - 3.9
Top Speed - 7.5
Turning - 2.6
Mass - 3,000
Hit Points - 8,000
Occupancy - 4
Weapons - Machine gun (only on some varients)

Kayak


KAYAK
GARAGE
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
Ⓐ KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
SCRUBBER
Ⓑ BACK
ZOOM / ROTATE

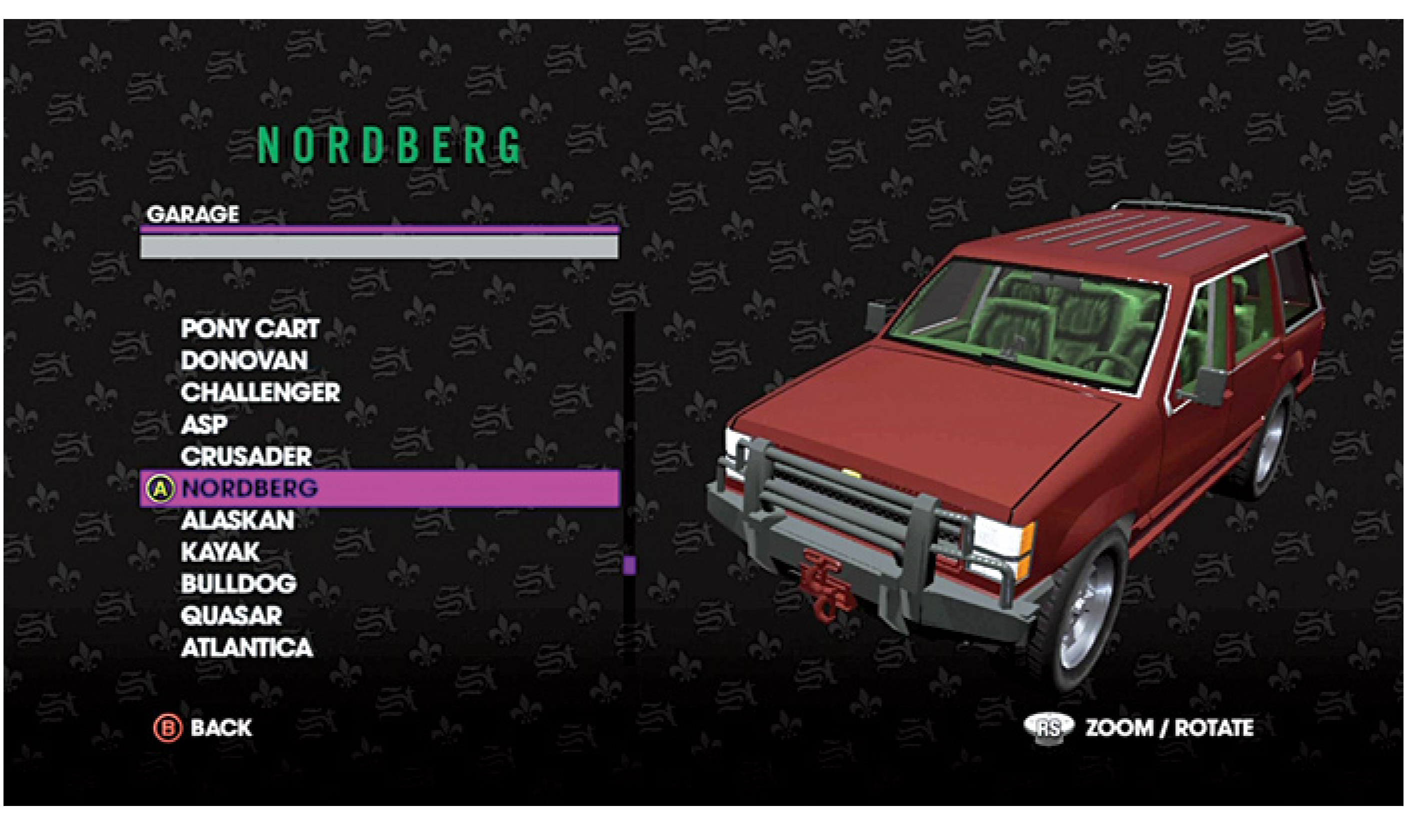
Acceleration - 4
Top Speed - 7
Turning - 3.5
Mass - 2,000
Hit Points - 7,000
Occupancy - 4

N-Forcer


N-FORCER
GARAGE
Ⓐ N-FORCER
X-2 PHANTOM
WRAITH
✣ BLOODY CANNONESS
✣ NYTE BLAYDE
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
HALBERD
Ⓑ BACK
ZOOM / ROTATE

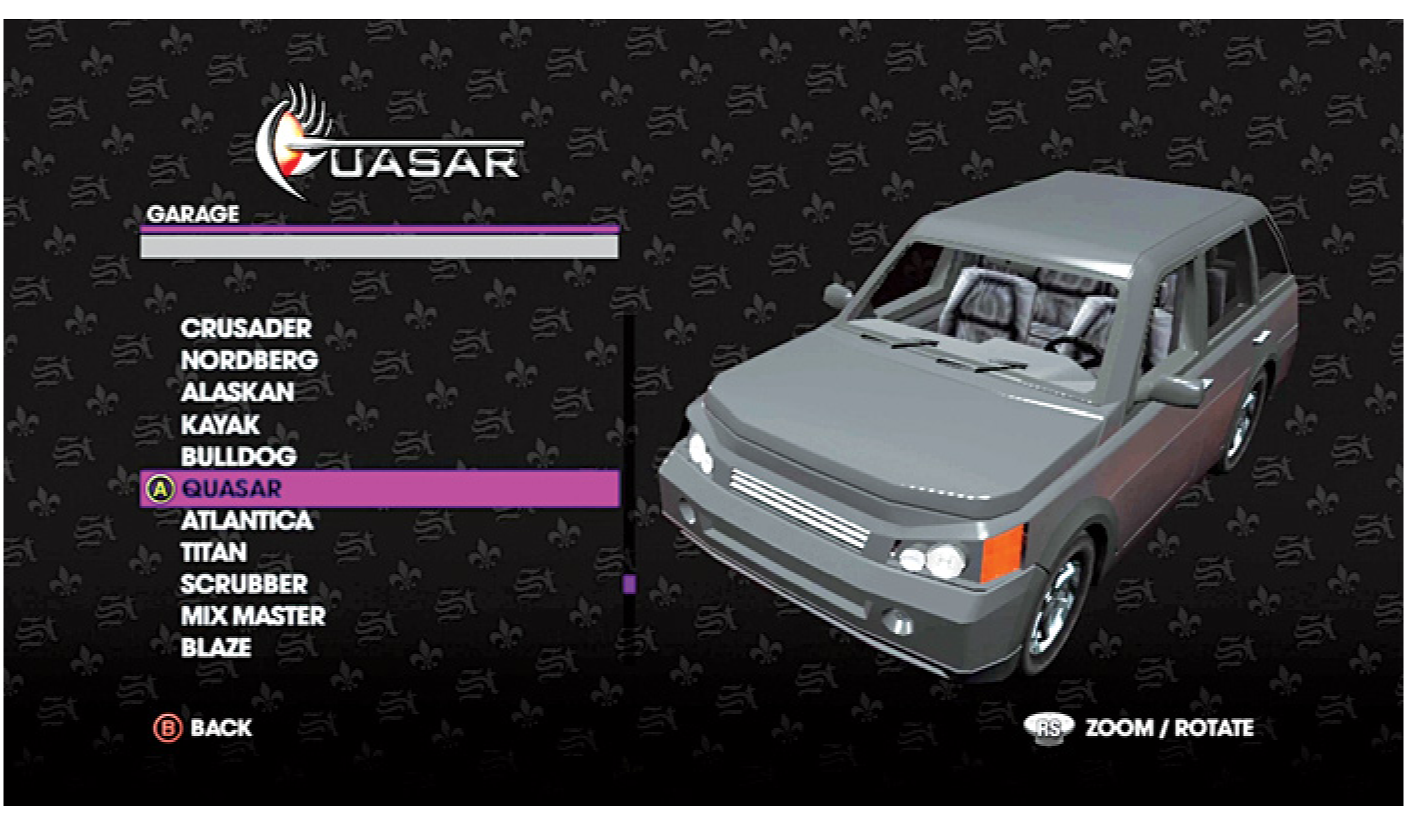
Acceleration - 3.5
Top Speed - 4.5
Turning - 4
Mass - 3,000
Hit Points - 12,000
Occupancy - 4
Weapons - Machine Gun

Nordberg


NORDBERG
GARAGE
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
Ⓐ NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
Ⓑ BACK
ZOOM / ROTATE

Acceleration - 2.8
Top Speed - 7
Turning - 2.2
Mass - 1,900
Hit Points - 7,000
Occupancy - 4

Quasar

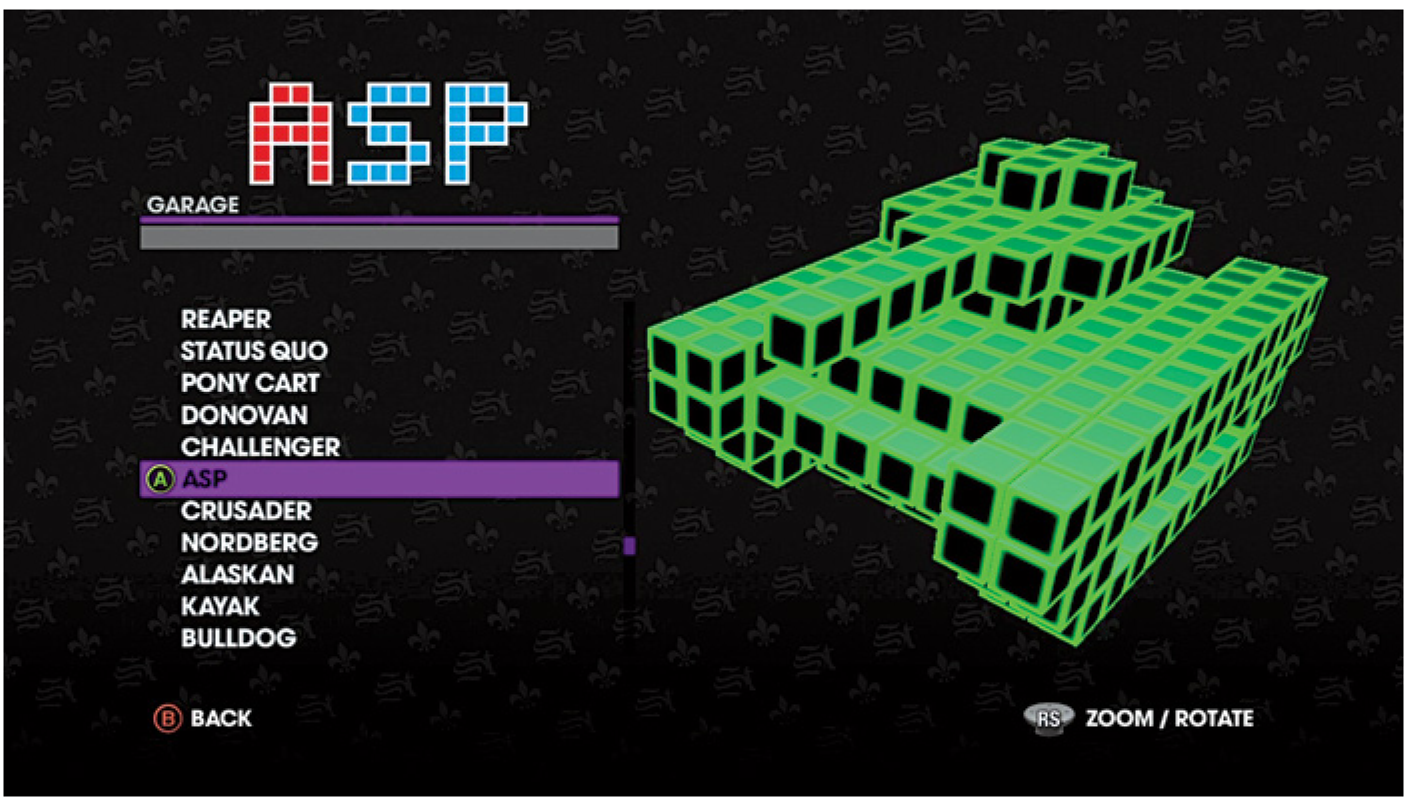

QUASAR
GARAGE
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
Ⓐ QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
BLAZE
Ⓑ BACK
ZOOM / ROTATE

Acceleration - 3.2
Top Speed - 7.5
Turning - 2.5
Mass - 1,900
Hit Points - 7,000
Occupancy - 4

Vehicles

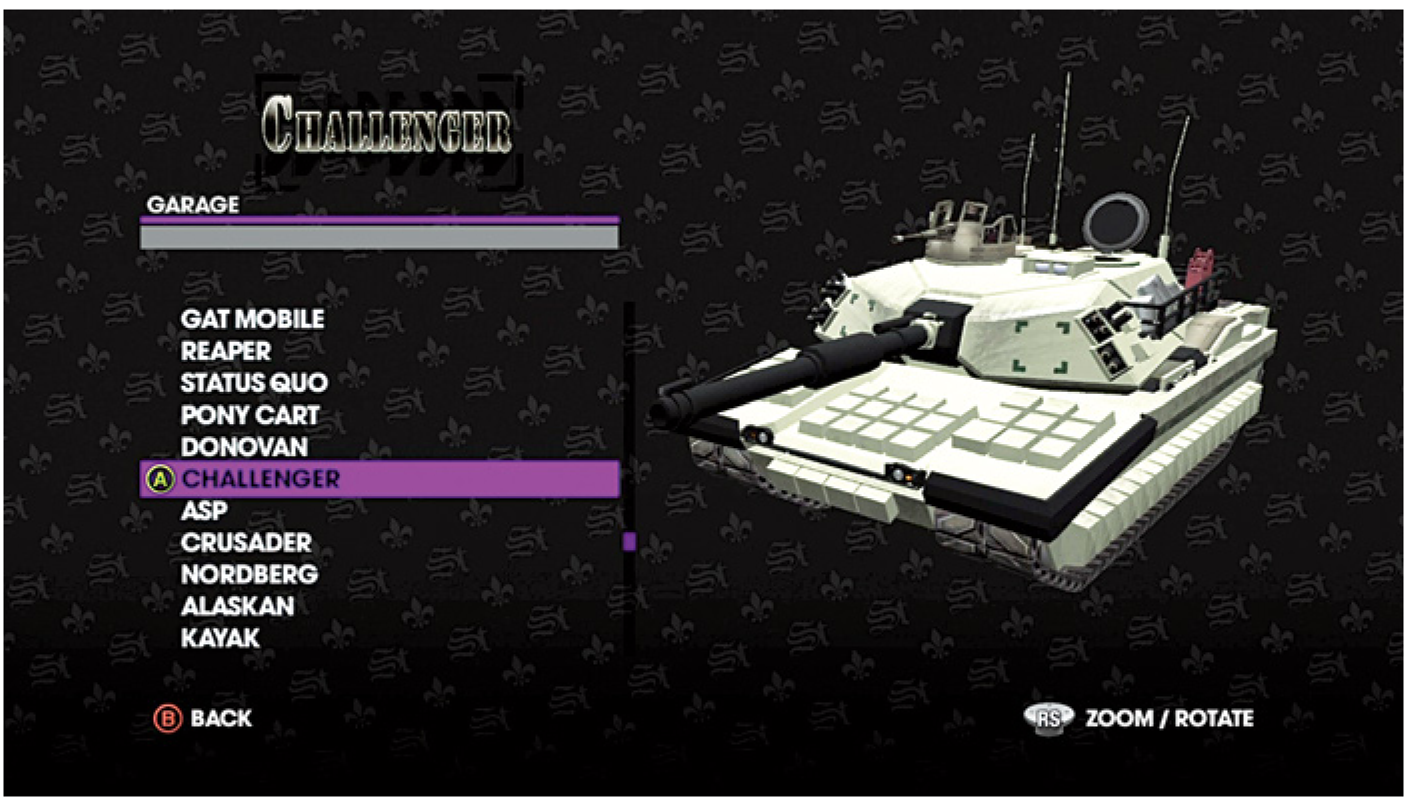
Tanks

ASP


ASP
GARAGE
REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
BACK
ZOOM / ROTATE

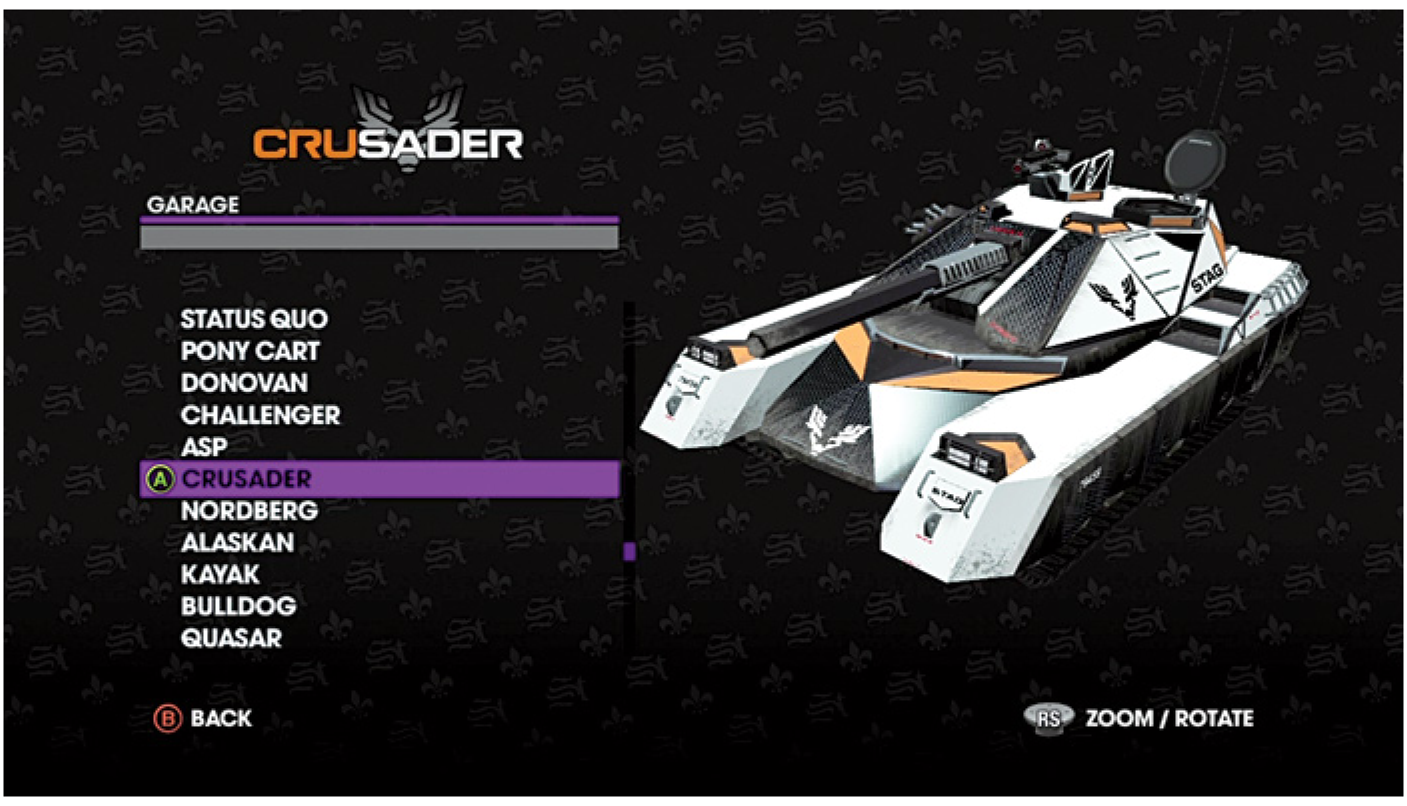
Acceleration - 5
Top Speed - 2.5
Turning - 2.5
Mass - 40,000
Hit Points - 30,000
Occupancy - 1
Weapons - Pixel tank gun

Challenger

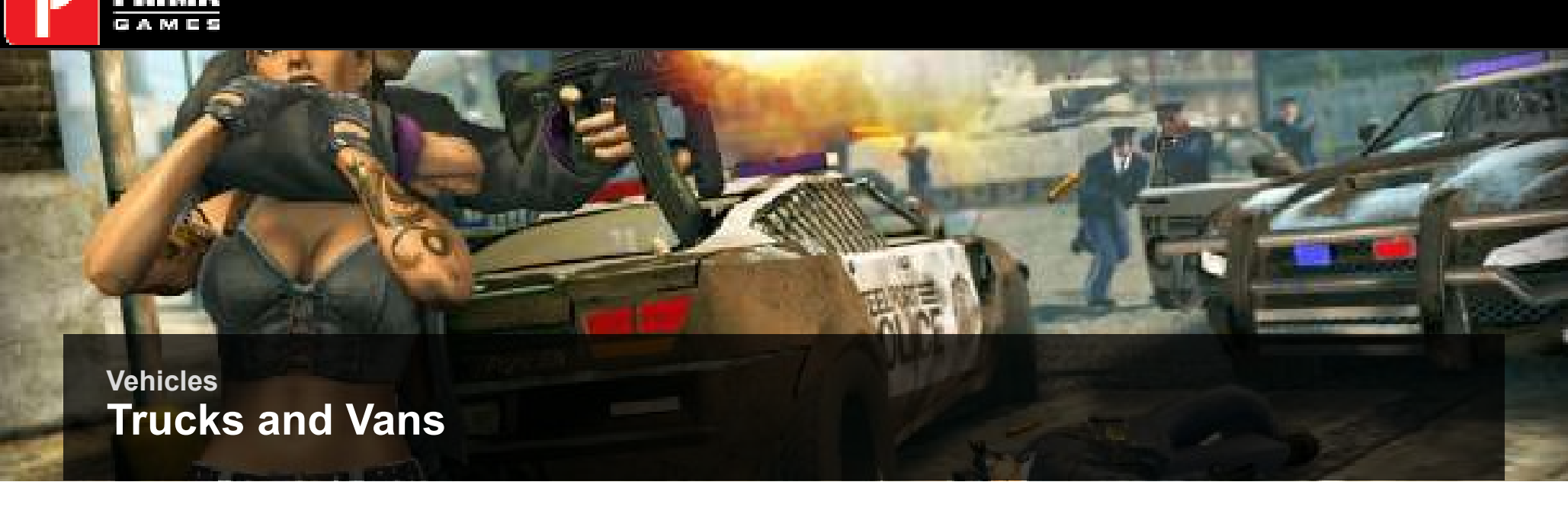

CHALLENGER
GARAGE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
BACK
ZOOM / ROTATE

Acceleration - 5
Top Speed - 2.5
Turning - 5.8
Mass - 19,000
Hit Points - 30,000
Occupancy - 2
Weapons - Tank gun, Machine gun x 2

Crusader

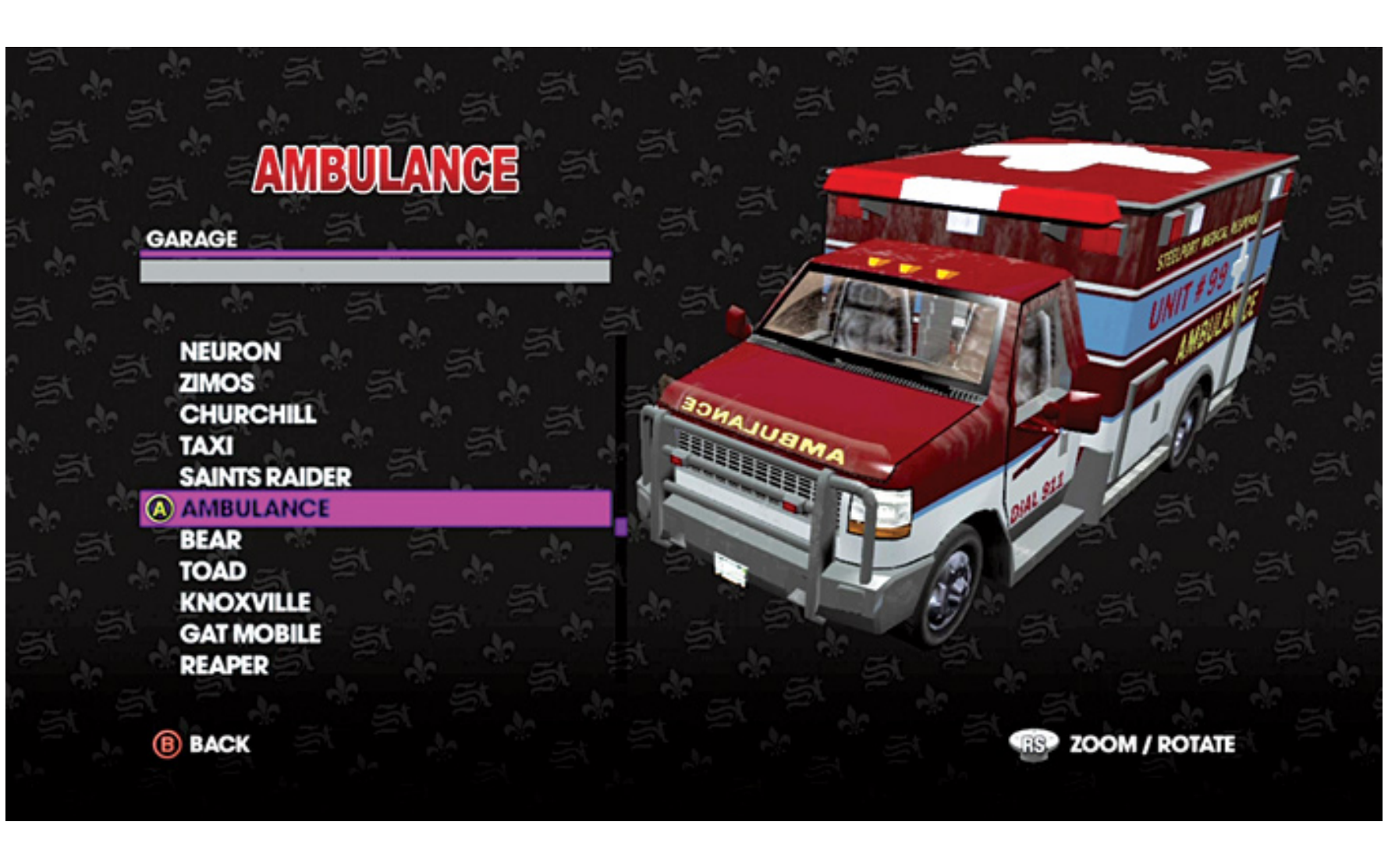

CRUSADER
GARAGE
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
KAYAK
BULLDOG
QUASAR
BACK
ZOOM / ROTATE

Acceleration - 5
Top Speed - 2.5
Turning - 7.9
Mass - 40,000
Hit Points - 30,000
Occupancy - 2
Weapons - Tank gun, Machine gun, Laser



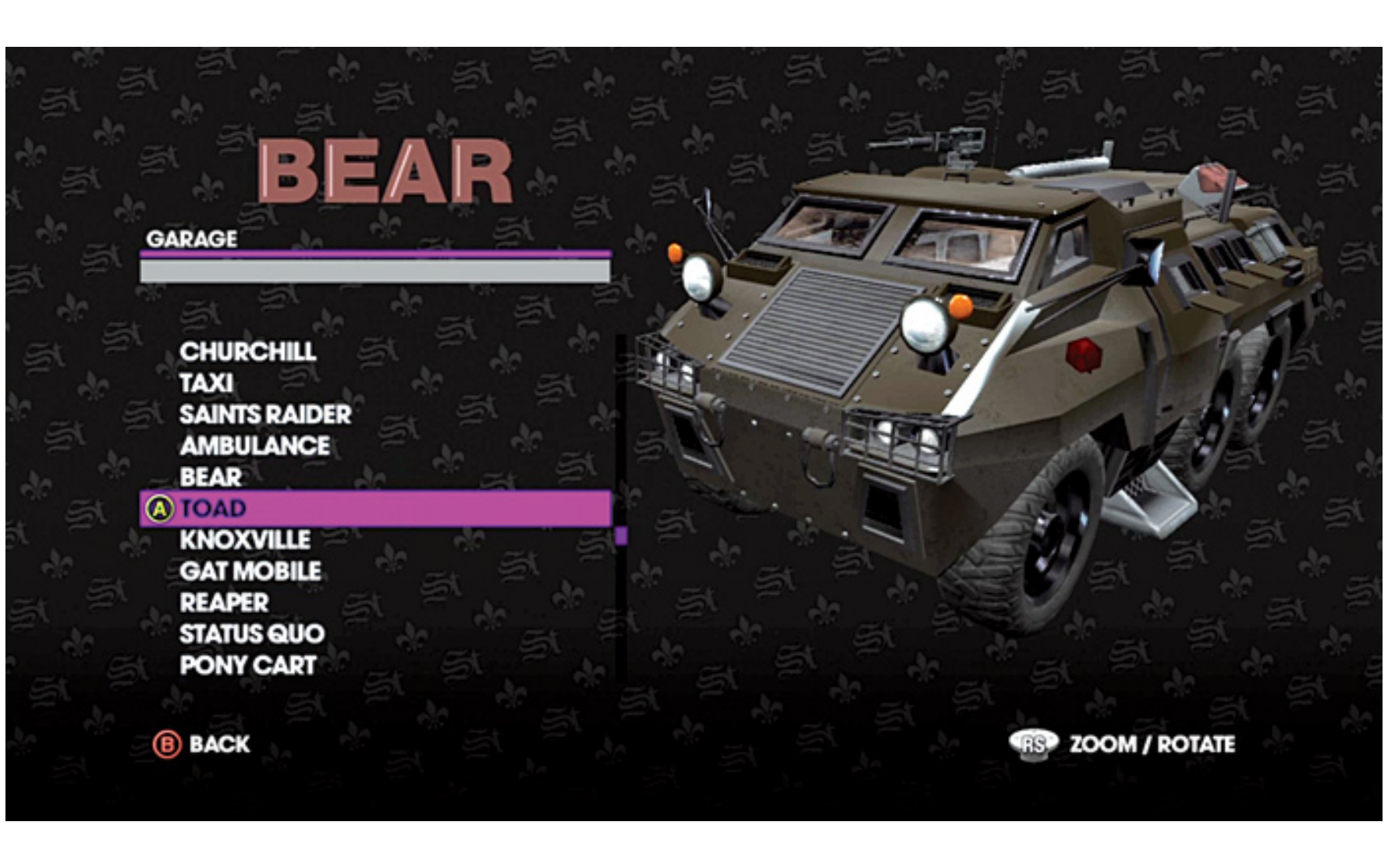
Trucks and Vans

Ambulance


AMBULANCE
GARAGE
NEURON
ZIMOS
CHURCHILL
TAXI
SAINTS RAIDER
Ⓐ AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
REAPER
Ⓑ BACK
RS ZOOM / ROTATE

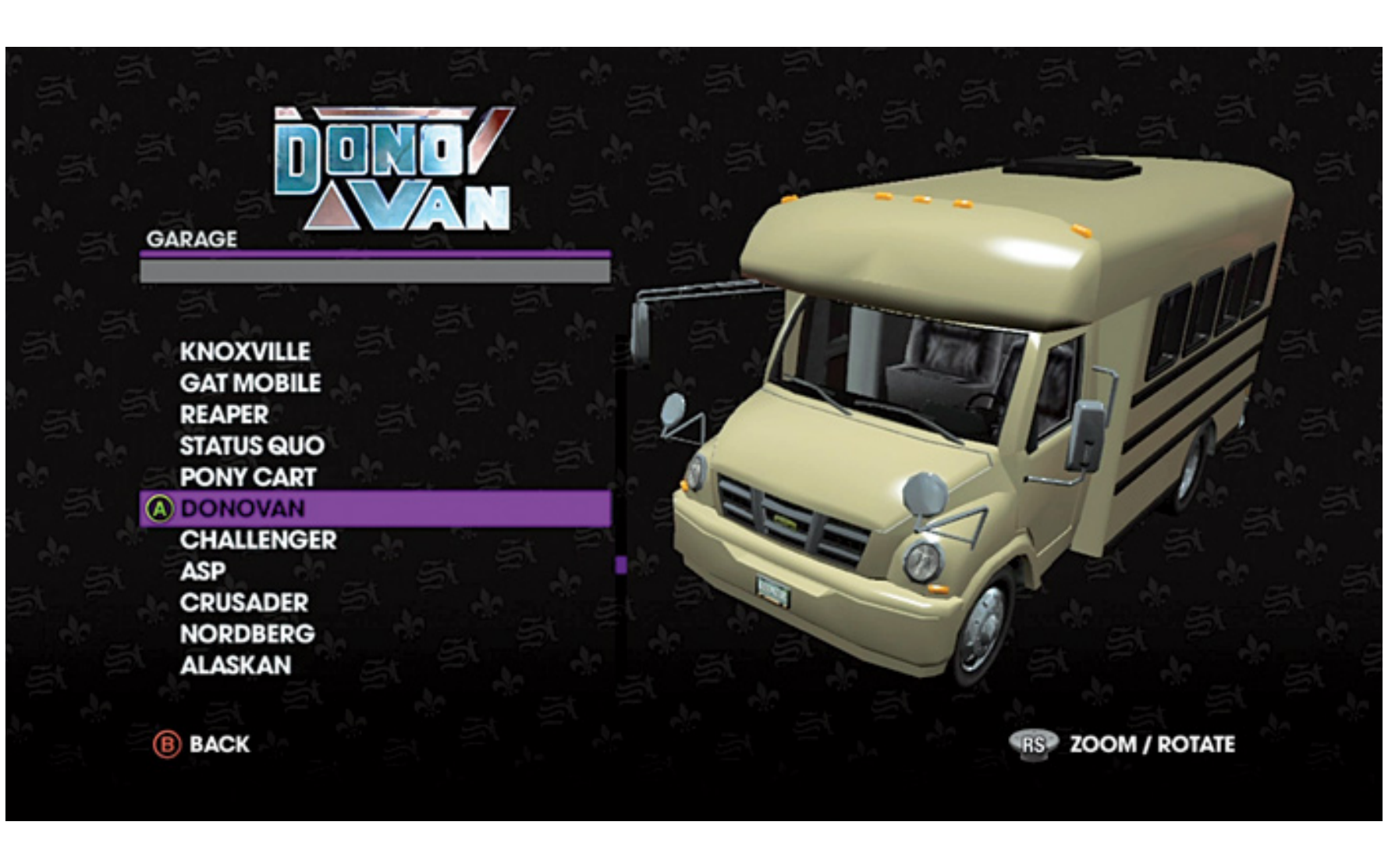
Acceleration - 2
Top Speed - 7
Turning - 2.1
Mass - 4,500
Hit Points - 12,000
Occupancy - 2

Bear


BEAR
GARAGE
CHURCHILL
TAXI
SAINTS RAIDER
AMBULANCE
BEAR
Ⓐ TOAD
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
Ⓑ BACK
RS ZOOM / ROTATE

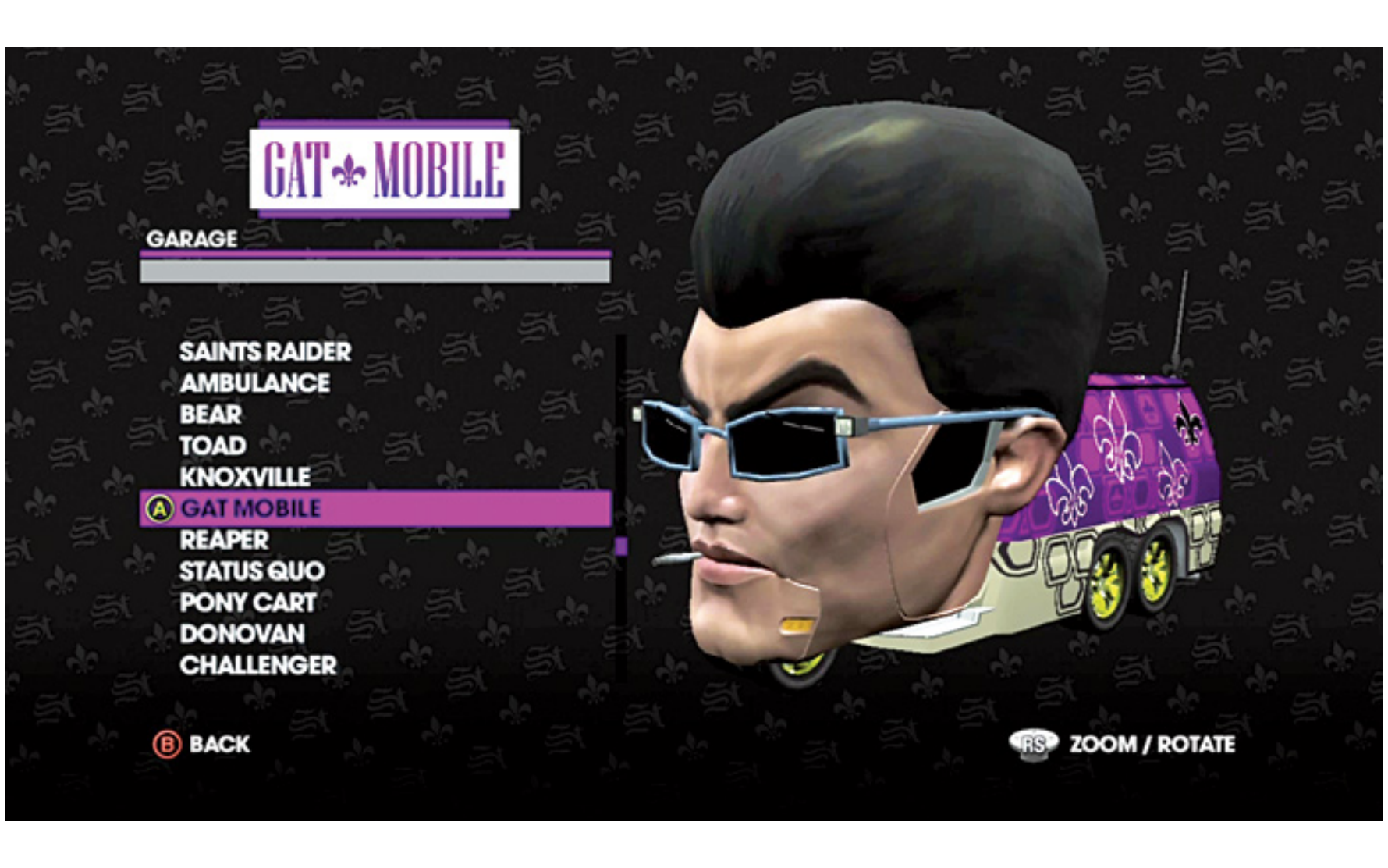
Acceleration - 2.2
Top Speed - 7
Turning - 2.1
Mass - 5,700
Hit Points - 30,000
Occupancy - 4
Weapons - Machine gun

Donovan


DONOVAN
GARAGE
KNOXVILLE
GAT MOBILE
REAPER
STATUS QUO
PONY CART
Ⓐ DONOVAN
CHALLENGER
ASP
CRUSADER
NORDBERG
ALASKAN
Ⓑ BACK
RS ZOOM / ROTATE

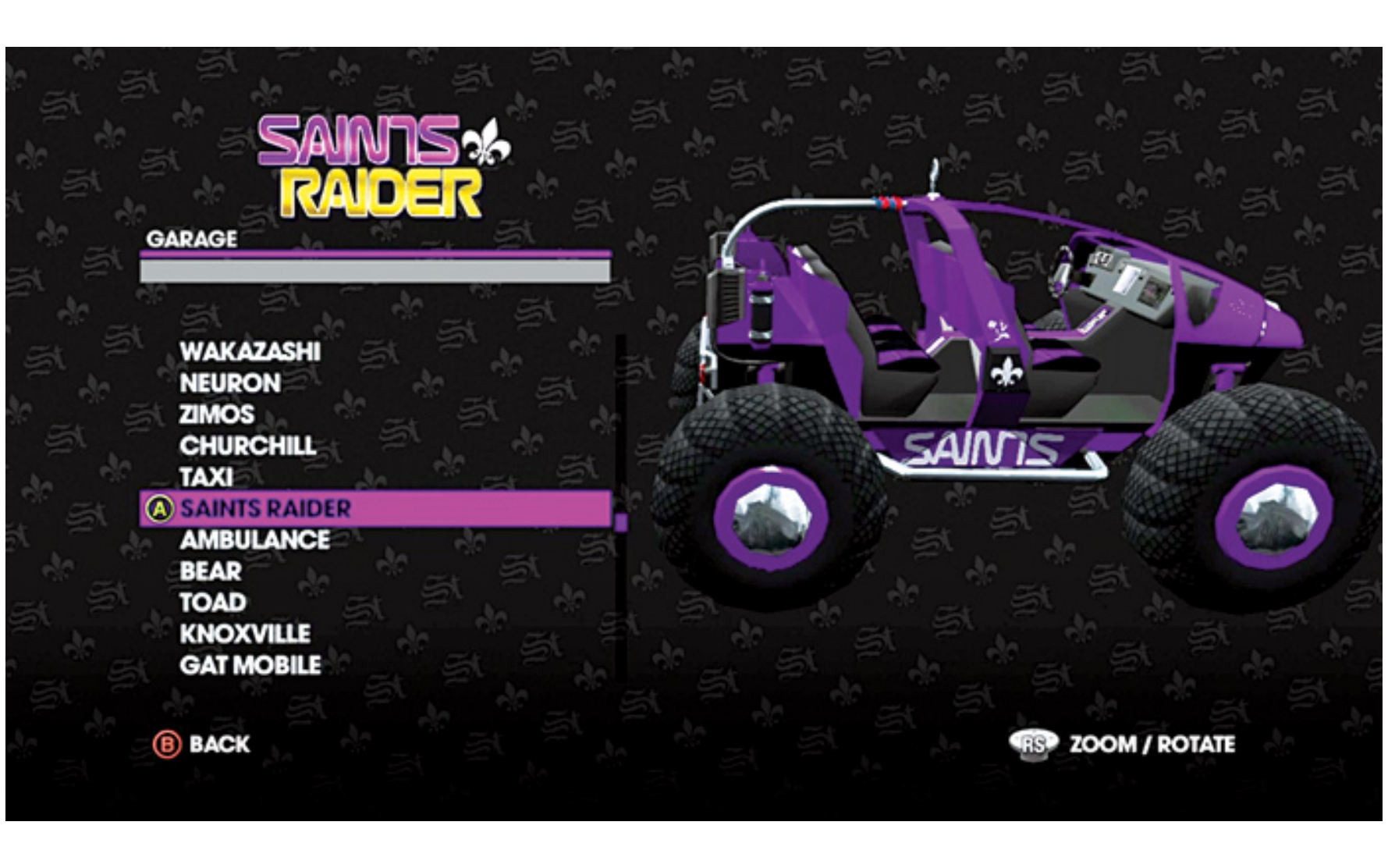
Acceleration - 2.2
Top Speed - 7
Turning - 2
Mass - 5,000
Hit Points - 15,000
Occupancy - 4

Gat Mobile


GAT MOBILE
GARAGE
SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
Ⓐ GAT MOBILE
REAPER
STATUS QUO
PONY CART
DONOVAN
CHALLENGER
Ⓑ BACK
RS ZOOM / ROTATE

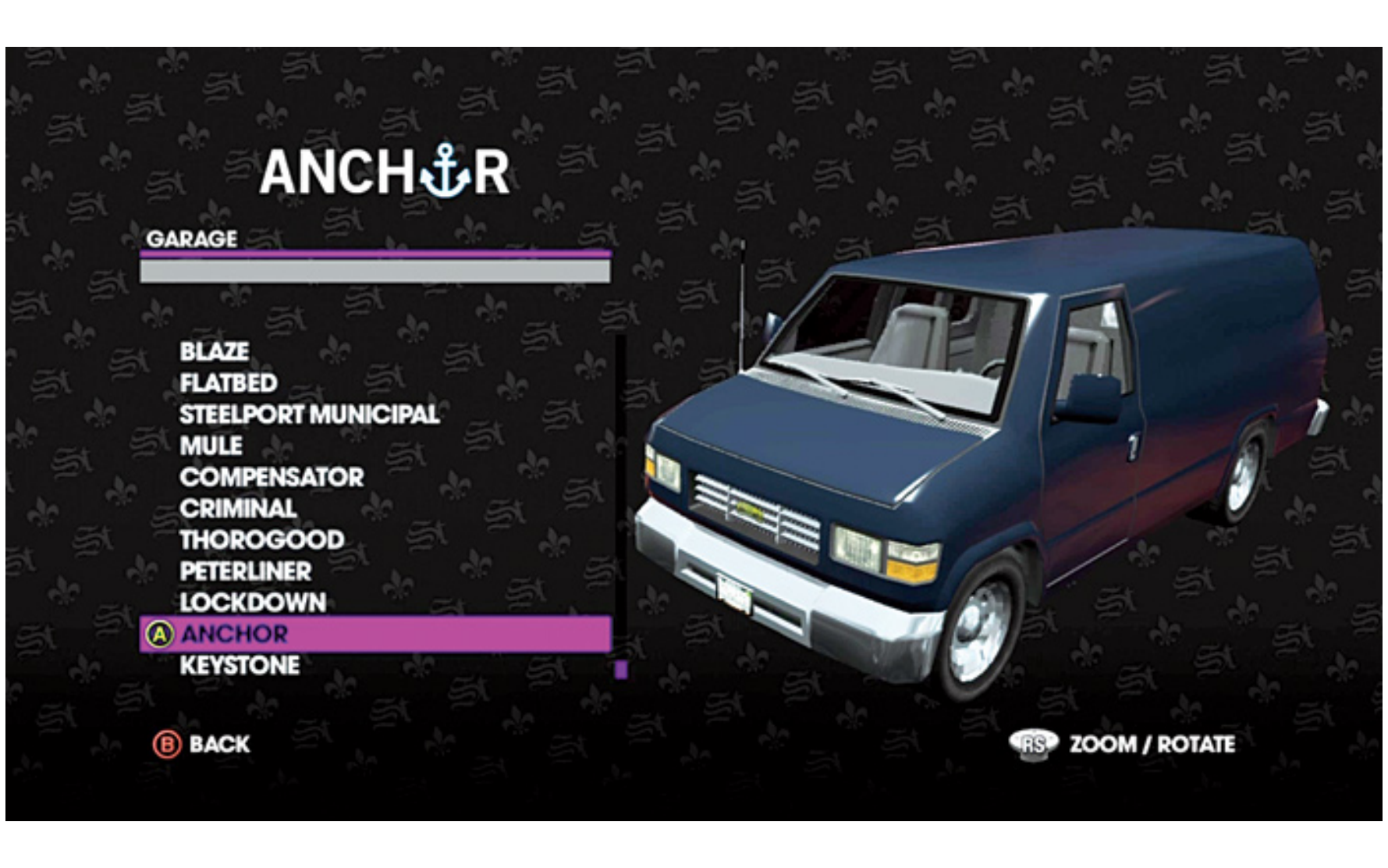
Acceleration - 2
Top Speed - 7.5
Turning - 2.1
Mass - 5,000
Hit Points - 25,000
Occupancy - 2
Weapons - Flamethrower

Saints Raider


SAINTS RAIDER
GARAGE
WAKAZASHI
NEURON
ZIMOS
CHURCHILL
TAXI
Ⓐ SAINTS RAIDER
AMBULANCE
BEAR
TOAD
KNOXVILLE
GAT MOBILE
Ⓑ BACK
RS ZOOM / ROTATE

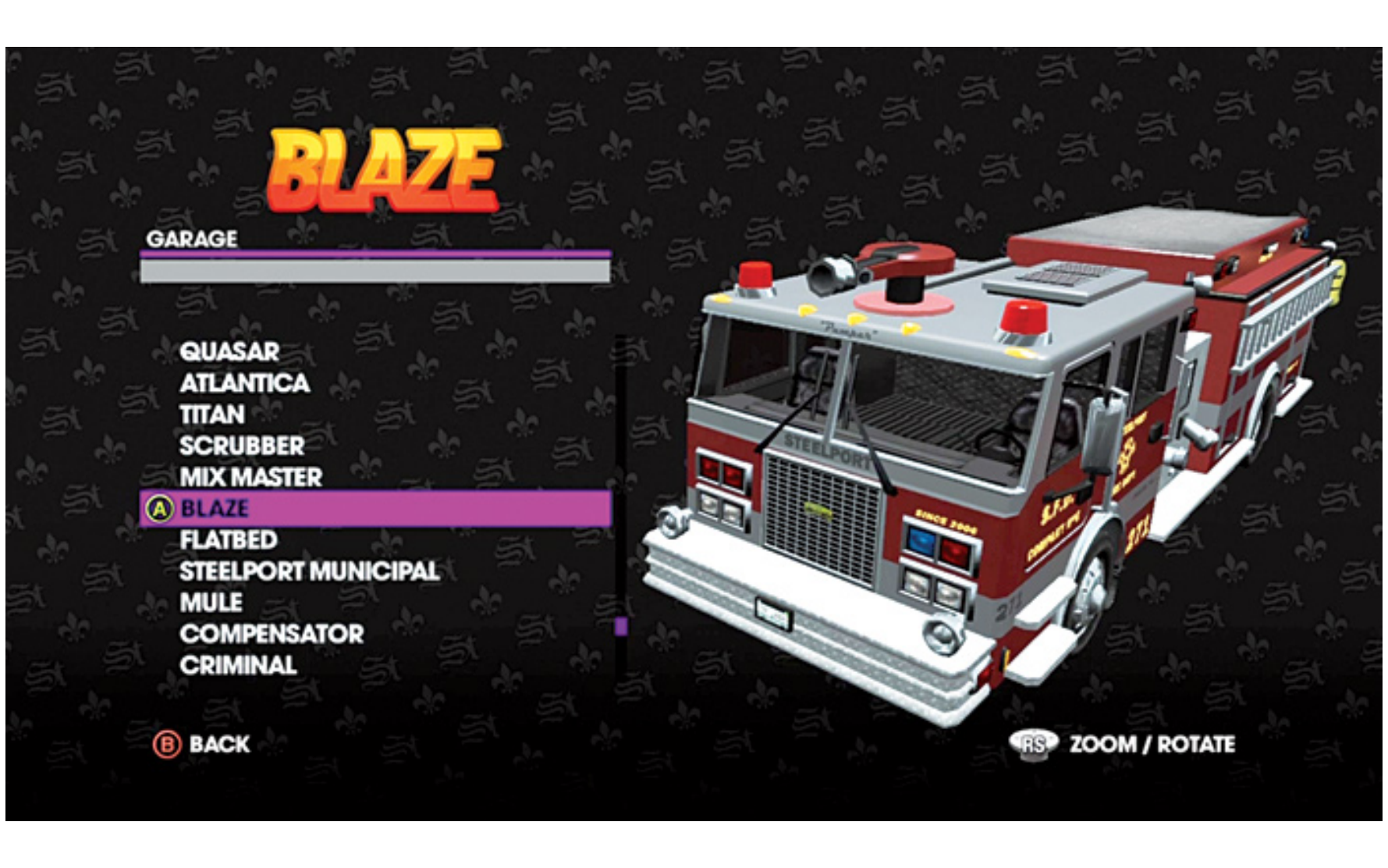
Acceleration - 3.2
Top Speed - 6
Turning - 4.5
Mass - 2,000
Hit Points - 6,000
Occupancy - 4

Anchor


ANCHOR
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
Ⓐ ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

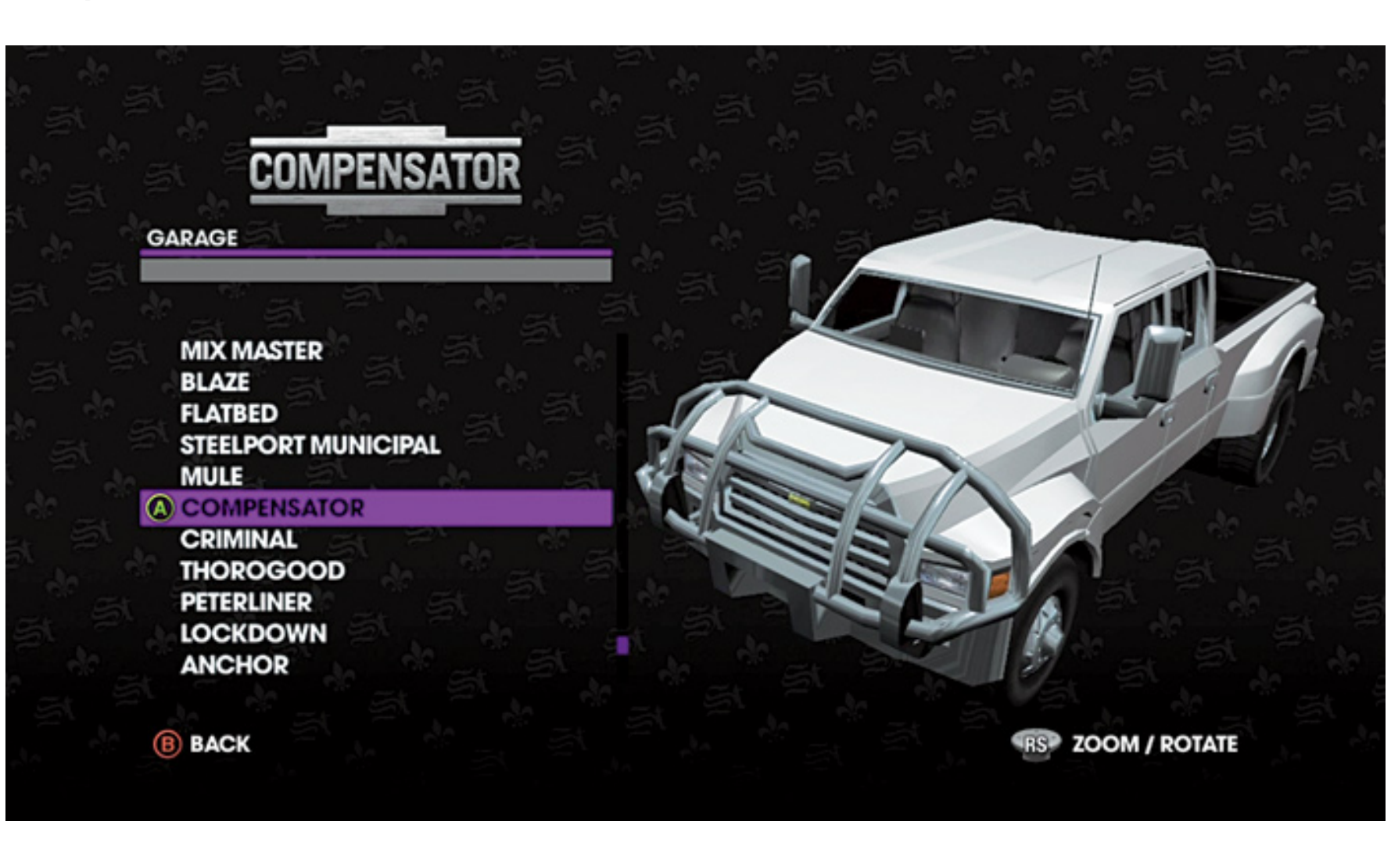
Acceleration - 3.9
Top Speed - 8
Turning - 2.5
Mass - 2,500
Hit Points - 6,000
Occupancy - 2

Blaze


BLAZE
GARAGE
QUASAR
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
Ⓐ BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
Ⓑ BACK
RS ZOOM / ROTATE

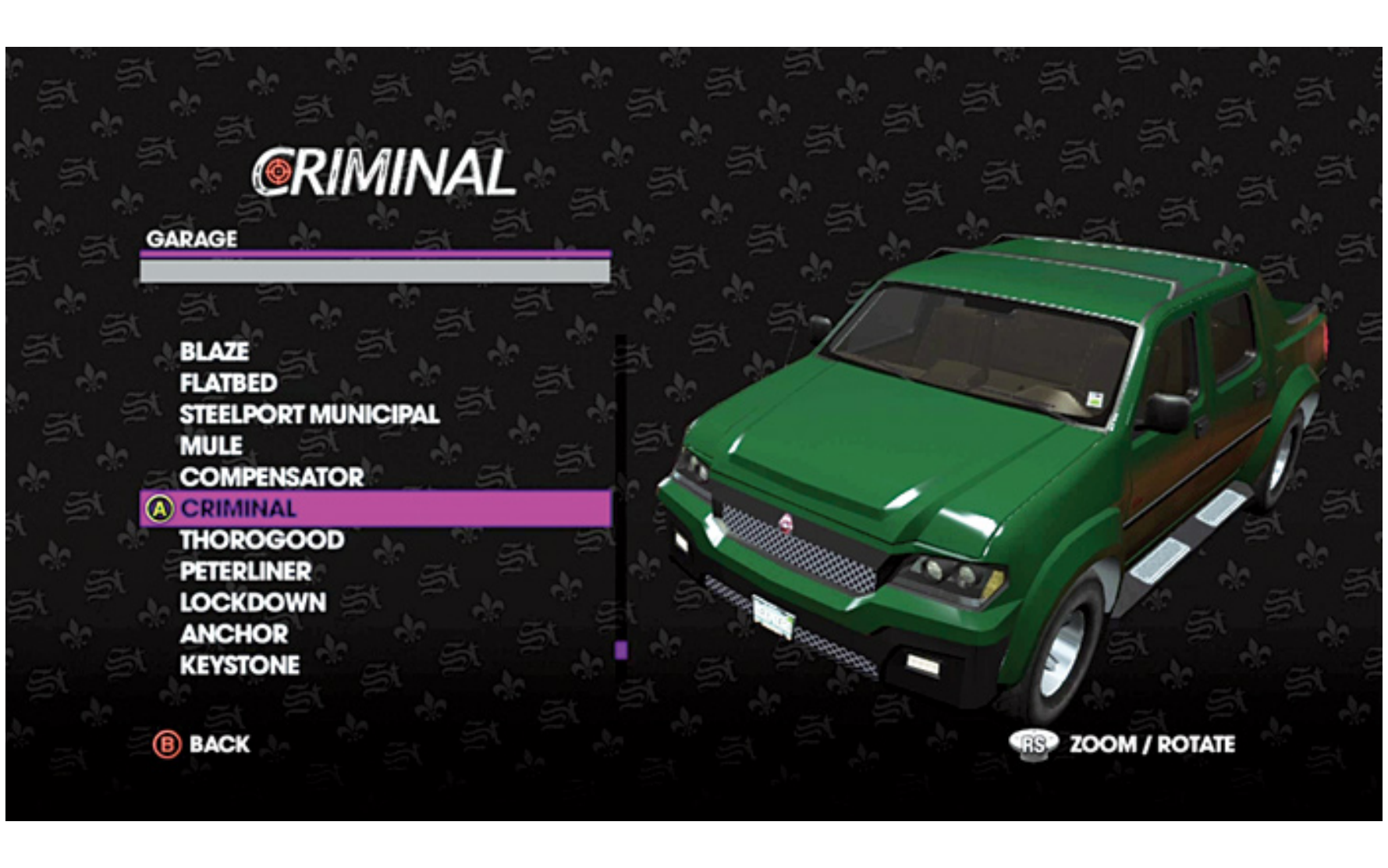
Acceleration - 2
Top Speed - 7
Turning - 2.2
Mass - 7,000
Hit Points - 15,000
Occupancy - 2

Compensator


COMPENSATOR
GARAGE
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
Ⓐ COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
Ⓑ BACK
RS ZOOM / ROTATE

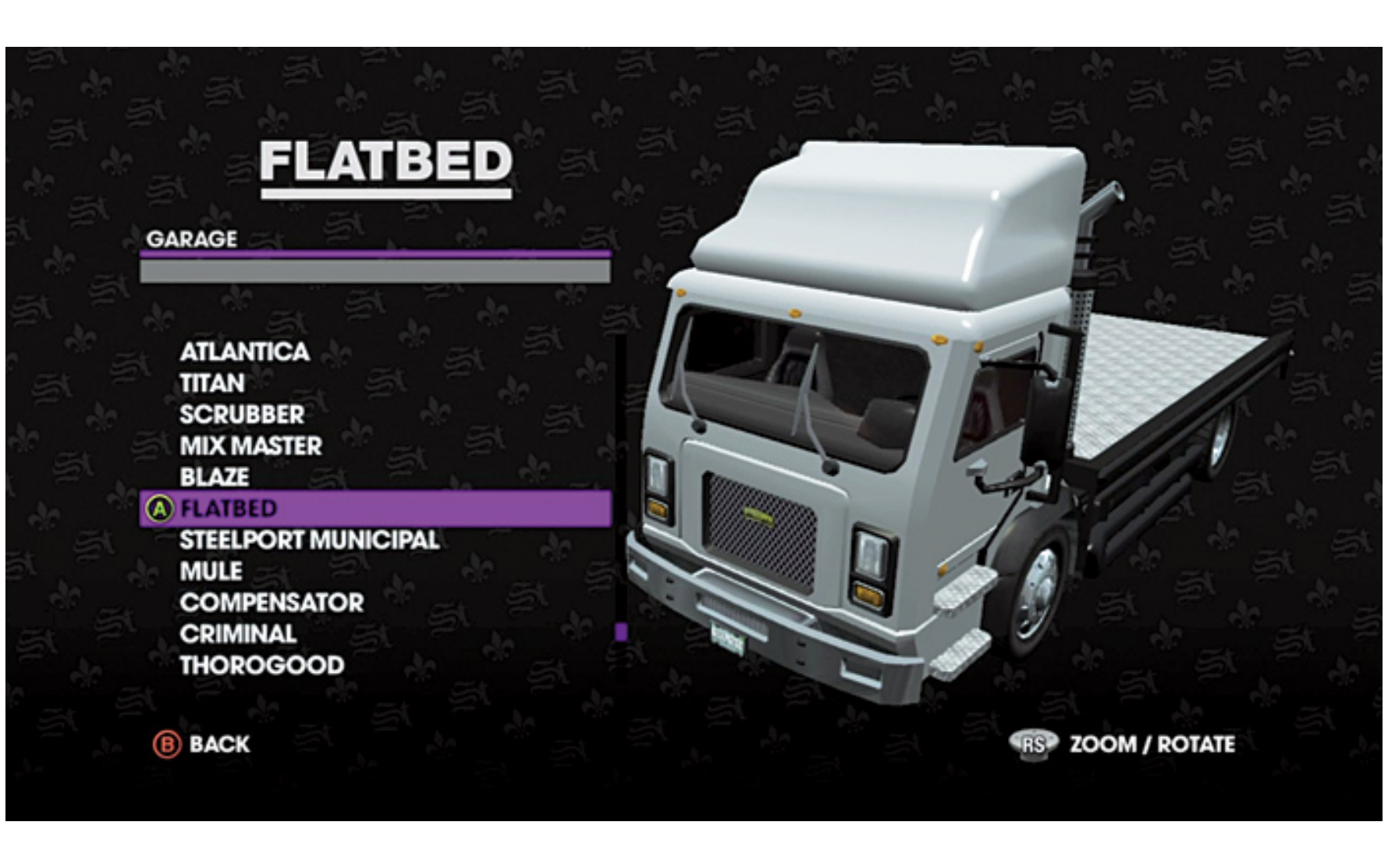
Acceleration - 2.9
Top Speed - 7.5
Turning - 2.5
Mass - 3,500
Hit Points - 10,000
Occupancy - 4

Criminal


CRIMINAL
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
Ⓐ CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

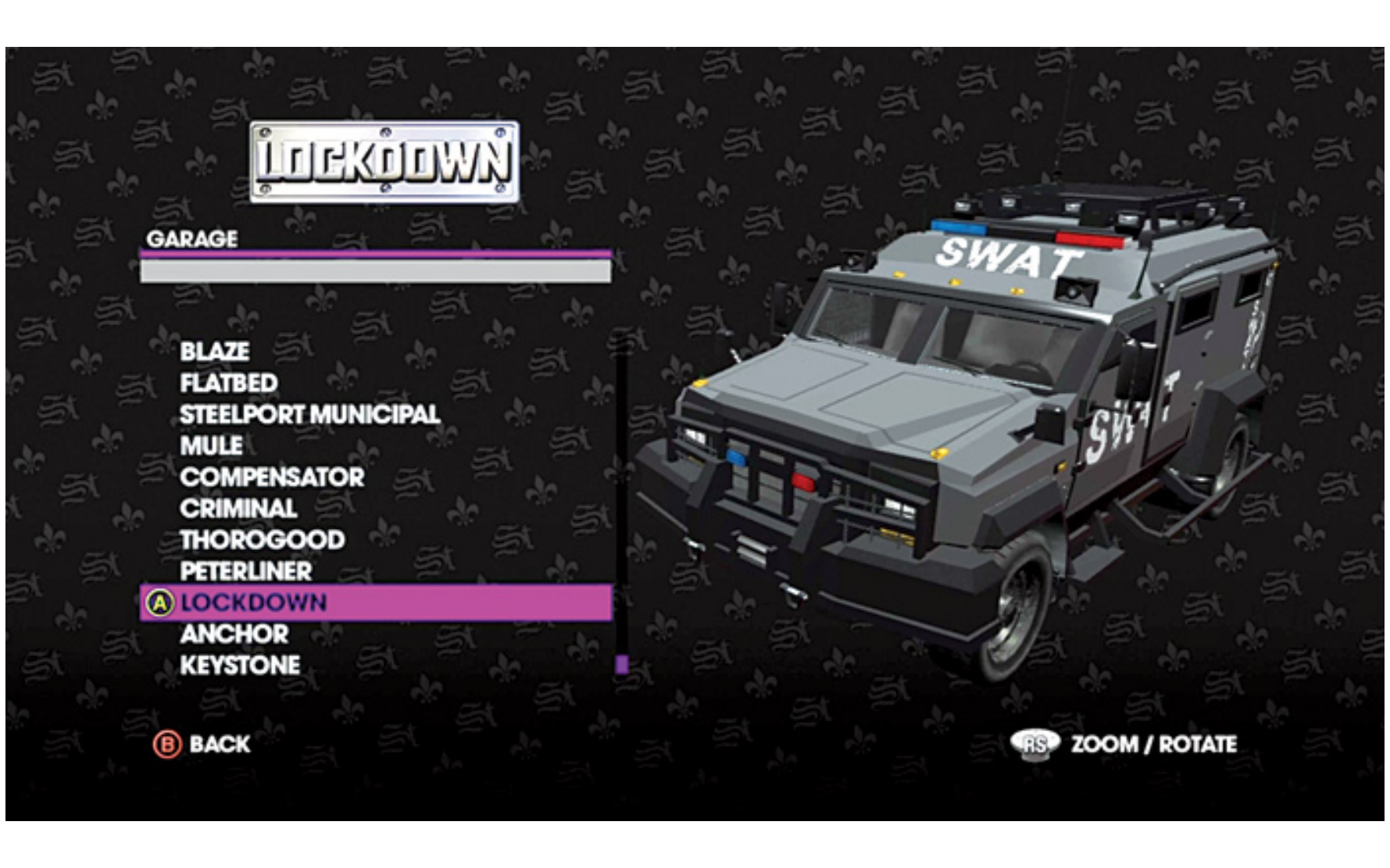
Acceleration - 3.2
Top Speed - 7.5
Turning - 2.6
Mass - 2,500
Hit Points - 10,000
Occupancy - 4

Flatbed


FLATBED
GARAGE
ATLANTICA
TITAN
SCRUBBER
MIX MASTER
BLAZE
Ⓐ FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 2.2
Top Speed - 7.5
Turning - 1.5
Mass - 5,700
Hit Points - 15,000
Occupancy - 2

Lockdown

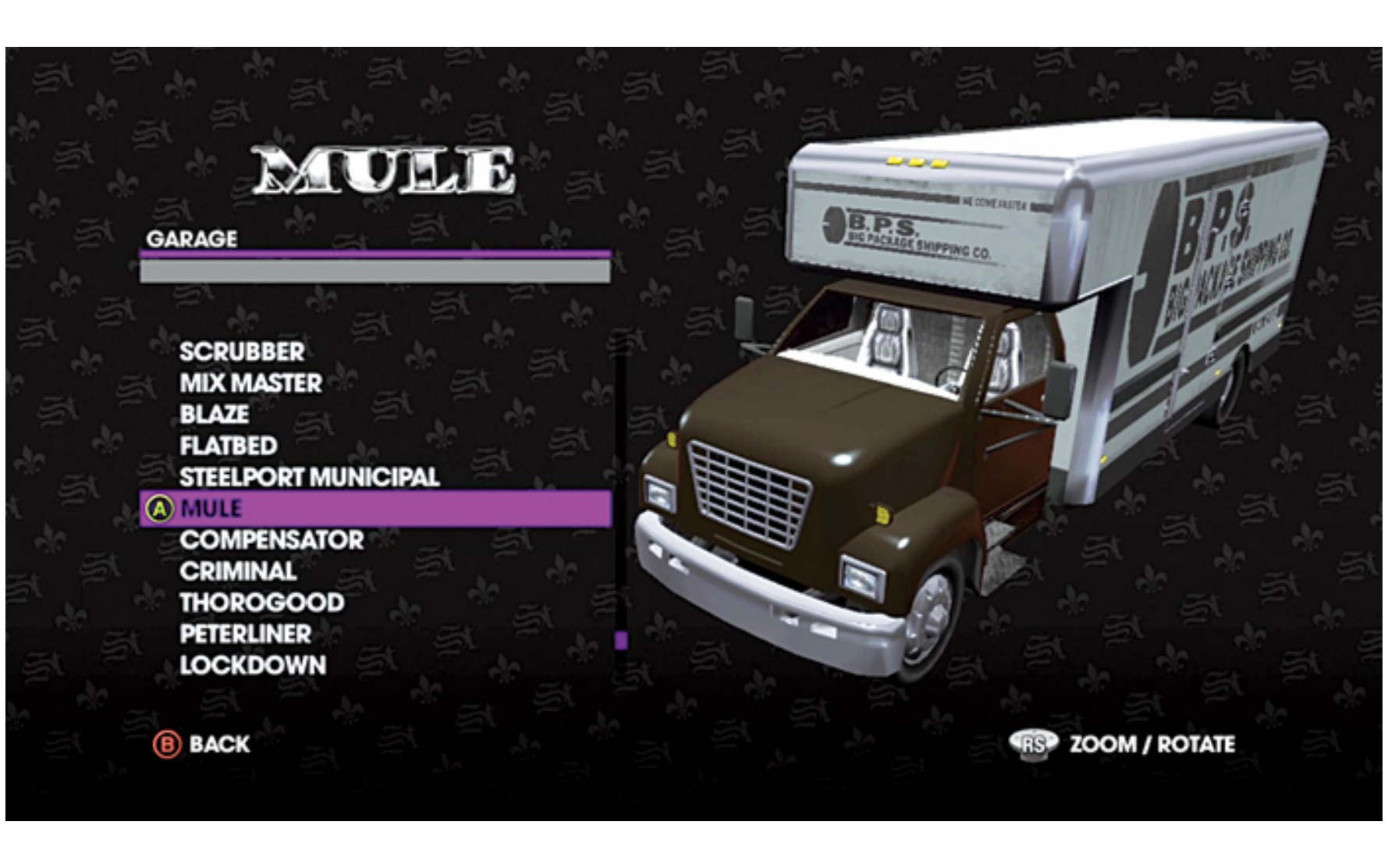

LOCKDOWN
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
Ⓐ LOCKDOWN
ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 3.1
Top Speed - 7
Turning - 2.5
Mass - 4,000
Hit Points - 15,000
Occupancy - 2

Longhauler

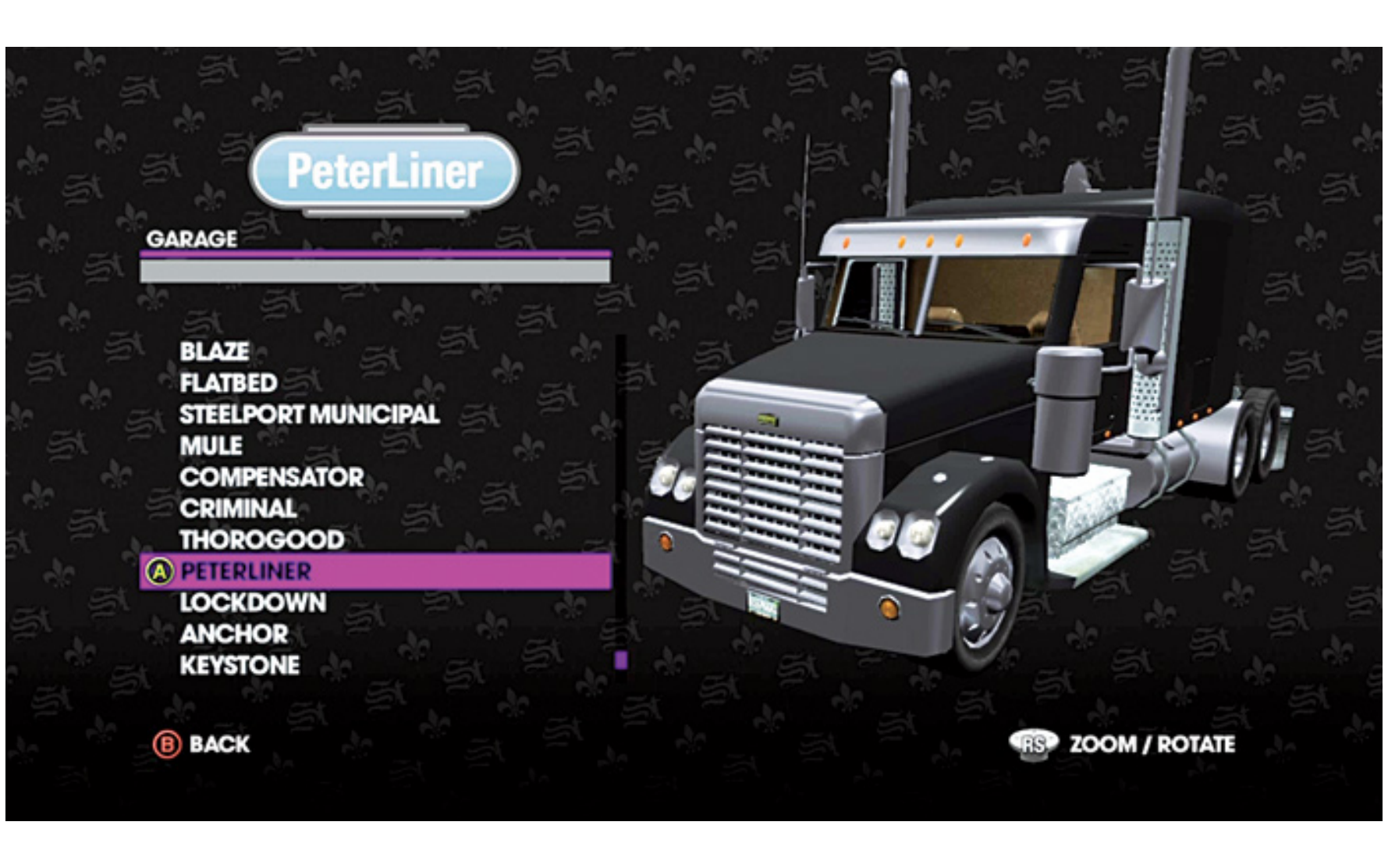
Acceleration - 1.8
Top Speed - 7
Turning - 1.8
Mass - 5,700
Hit Points - 15,000
Occupancy - 2

Mule


MULE
GARAGE
SCRUBBER
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
Ⓐ MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
Ⓑ BACK
RS ZOOM / ROTATE

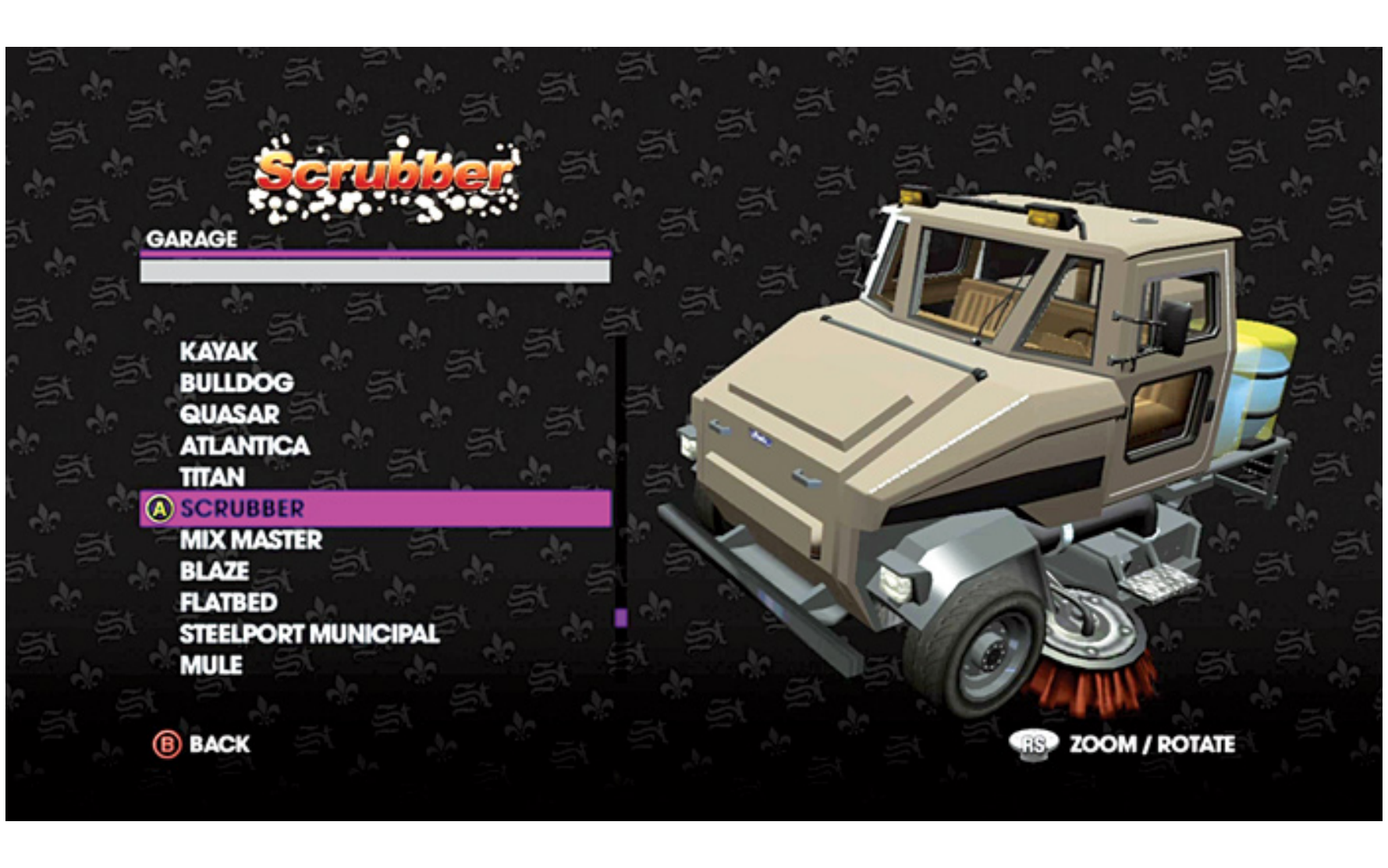
Acceleration - 2
Top Speed - 7
Turning - 1.8
Mass - 5,700
Hit Points - 10,000
Occupancy - 2

Peterliner


PeterLiner
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
Ⓐ PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

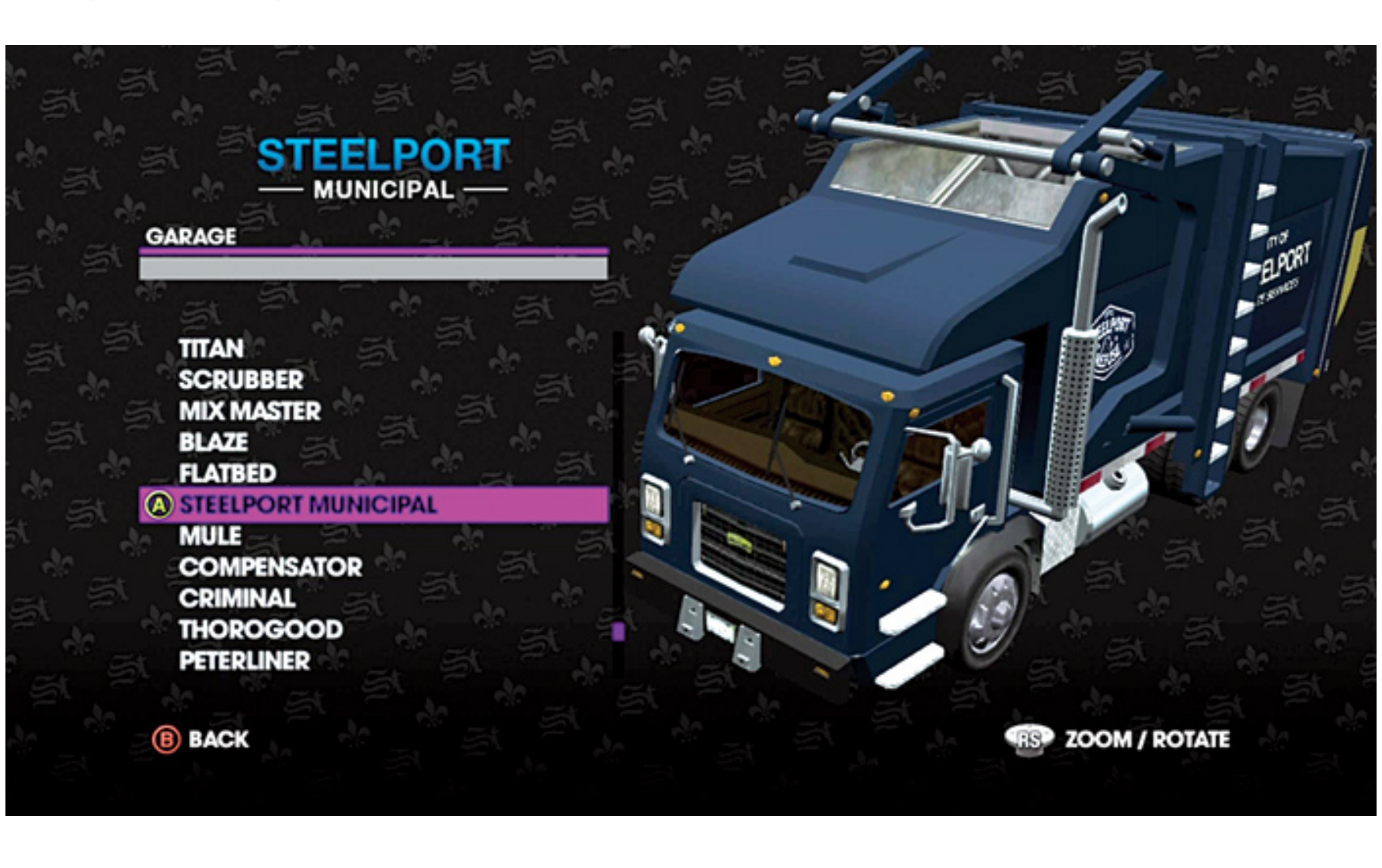
Acceleration - 2
Top Speed - 7.5
Turning - 2.1
Mass - 4,500
Hit Points - 21,000
Occupancy - 2

Scrubber


Scrubber
GARAGE
KAYAK
BULLDOG
QUASAR
ATLANTICA
TITAN
Ⓐ SCRUBBER
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
Ⓑ BACK
RS ZOOM / ROTATE

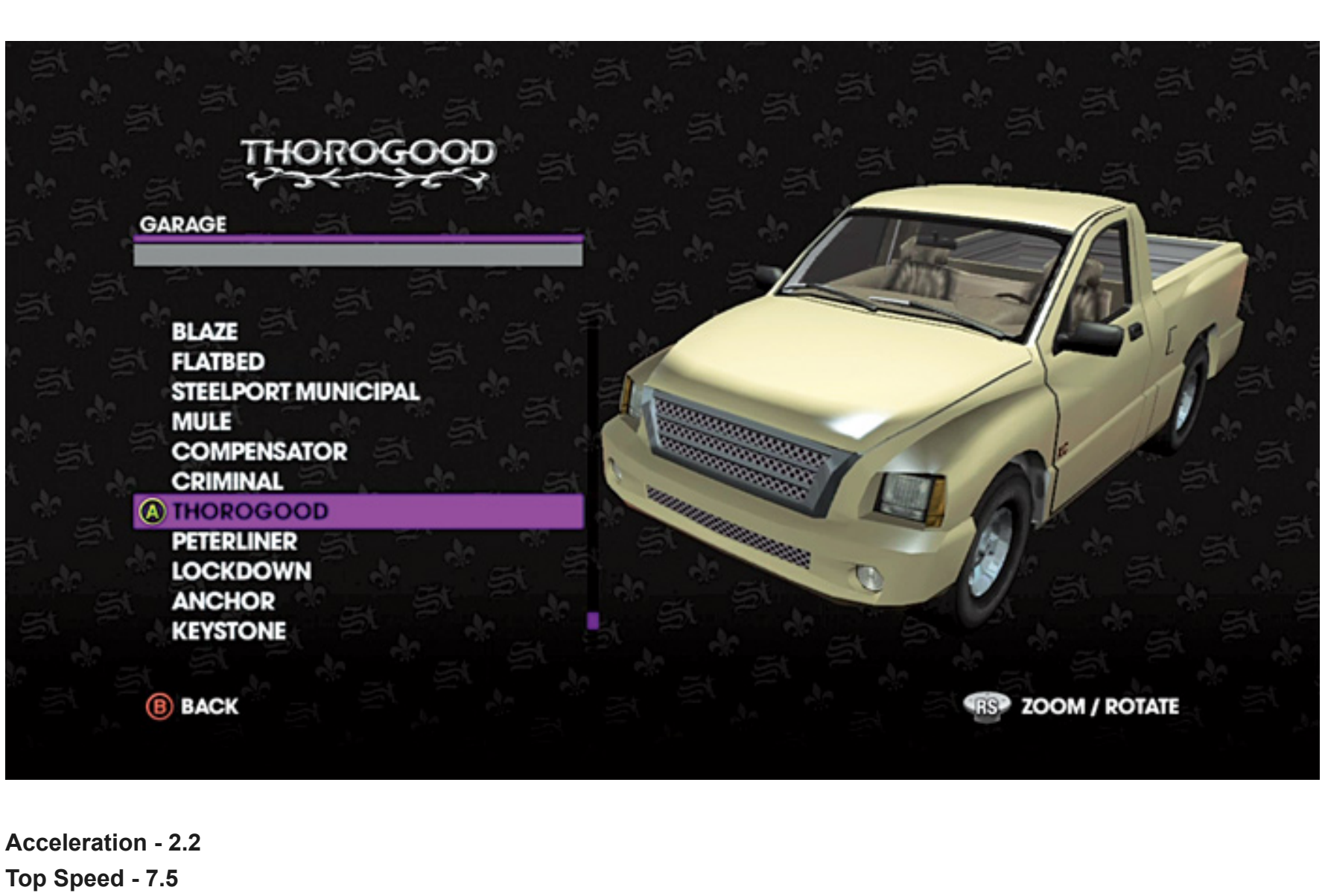
Acceleration - 1.5
Top Speed - 5
Turning - 4.5
Mass - 3,800
Hit Points - 10,000
Occupancy - 2

Steelport Municipal


STEELPORT
MUNICIPAL
GARAGE
TITAN
SCRUBBER
MIX MASTER
BLAZE
FLATBED
Ⓐ STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
THOROGOOD
PETERLINER
Ⓑ BACK
RS ZOOM / ROTATE

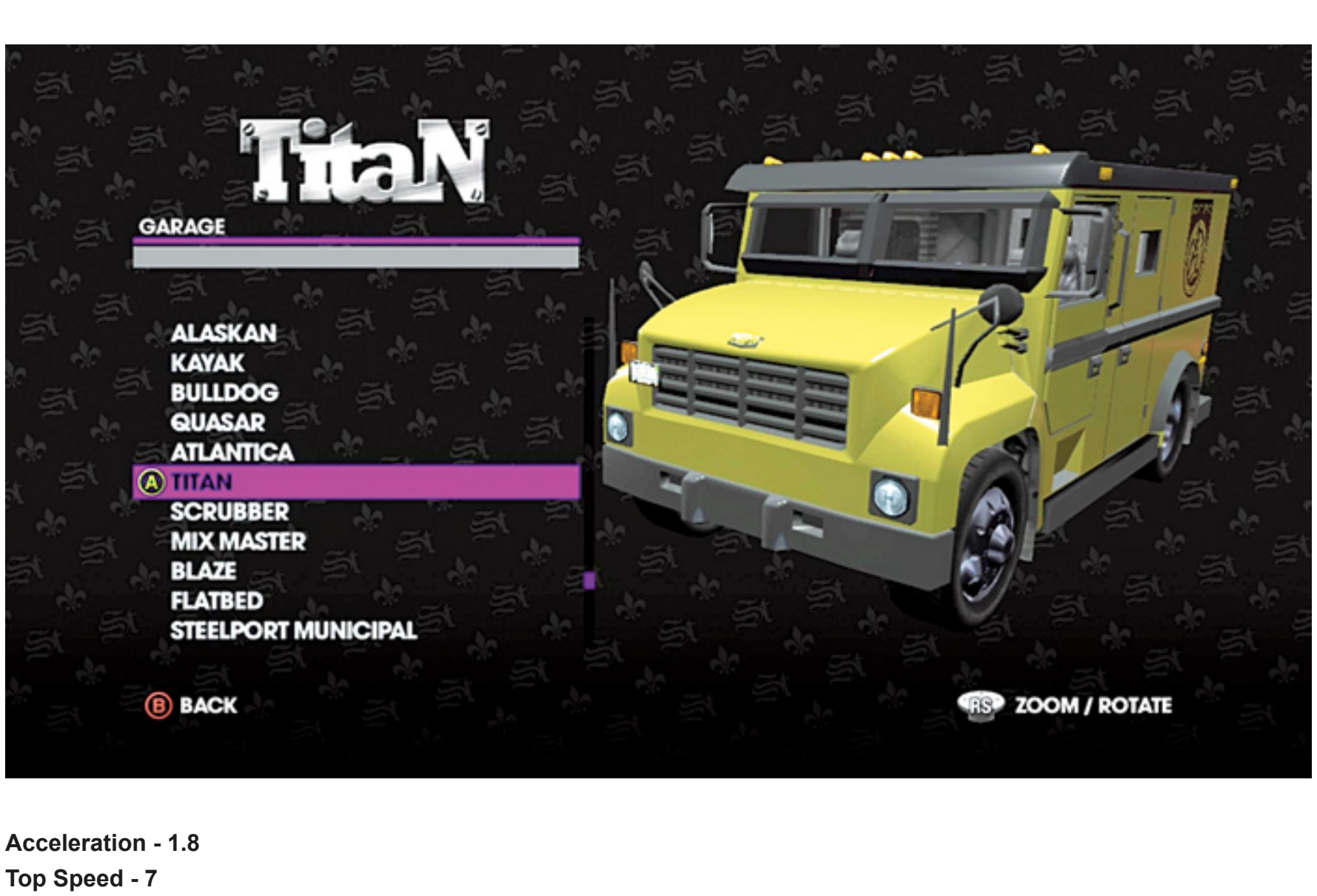
Acceleration - 2
Top Speed - 7
Turning - 1.8
Mass - 5,700
Hit Points - 15,000
Occupancy - 2

Thorogood


THOROGOOD
GARAGE
BLAZE
FLATBED
STEELPORT MUNICIPAL
MULE
COMPENSATOR
CRIMINAL
Ⓐ THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
Ⓑ BACK
RS ZOOM / ROTATE

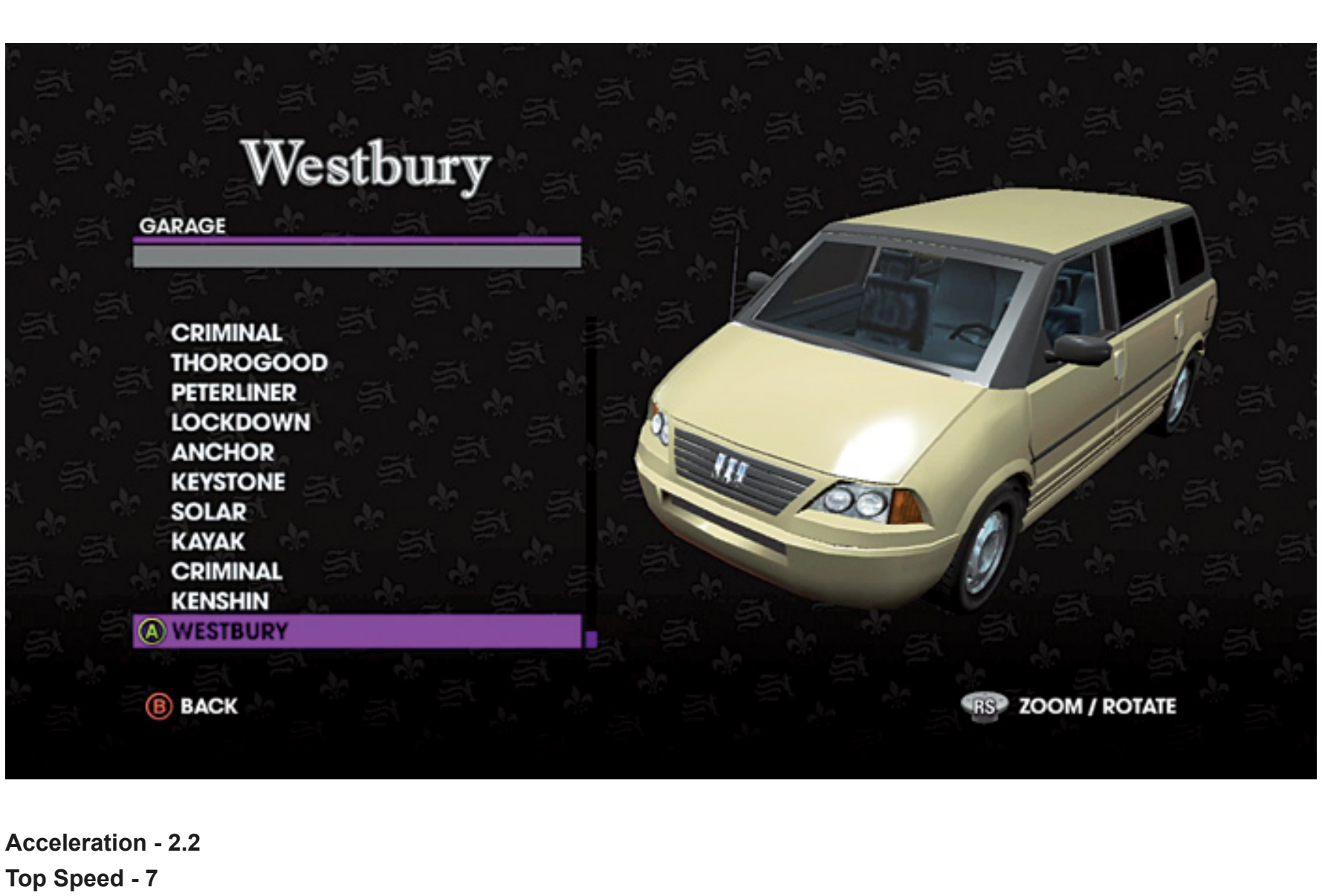
Acceleration - 2.2
Top Speed - 7.5
Turning - 2.2
Mass - 2,000
Hit Points - 7,000
Occupancy - 2

Titan

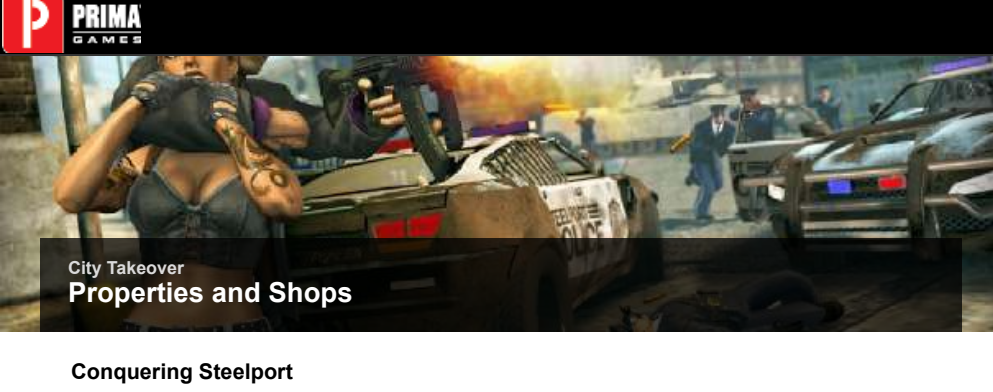

TitaN
GARAGE
ALASKAN
KAYAK
BULLDOG
QUASAR
ATLANTICA
Ⓐ TITAN
SCRUBBER
MIX MASTER
BLAZE
FLATBED
STEELPORT MUNICIPAL
Ⓑ BACK
RS ZOOM / ROTATE

Acceleration - 1.8
Top Speed - 7
Turning - 2.2
Mass - 5,000
Hit Points - 15,000
Occupancy - 2

Westbury


Westbury
GARAGE
CRIMINAL
THOROGOOD
PETERLINER
LOCKDOWN
ANCHOR
KEYSTONE
SOLAR
KAYAK
CRIMINAL
KENSHIN
Ⓐ WESTBURY
Ⓑ BACK
RS ZOOM / ROTATE

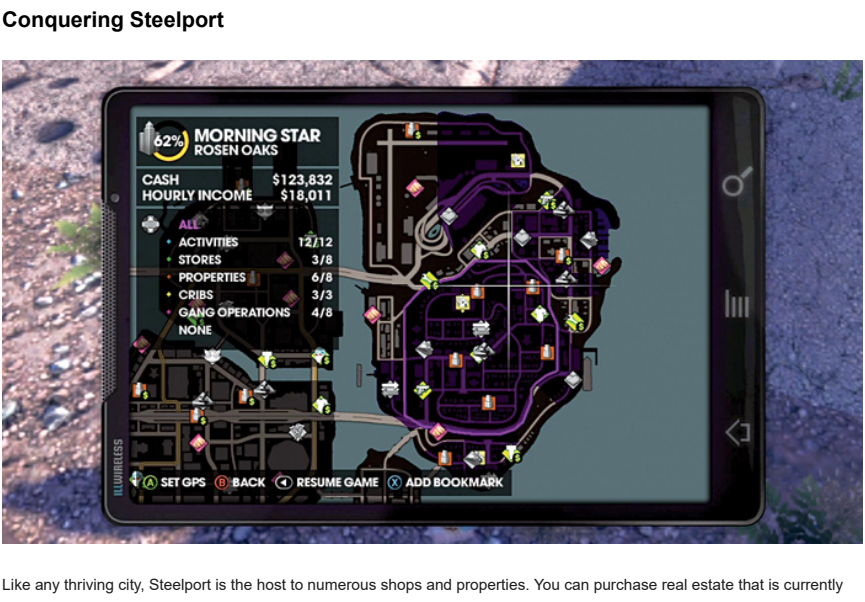
Acceleration - 2.2
Top Speed - 7
Turning - 2.6
Mass - 2,250
Hit Points - 6,000
Occupancy - 4



City Takeover

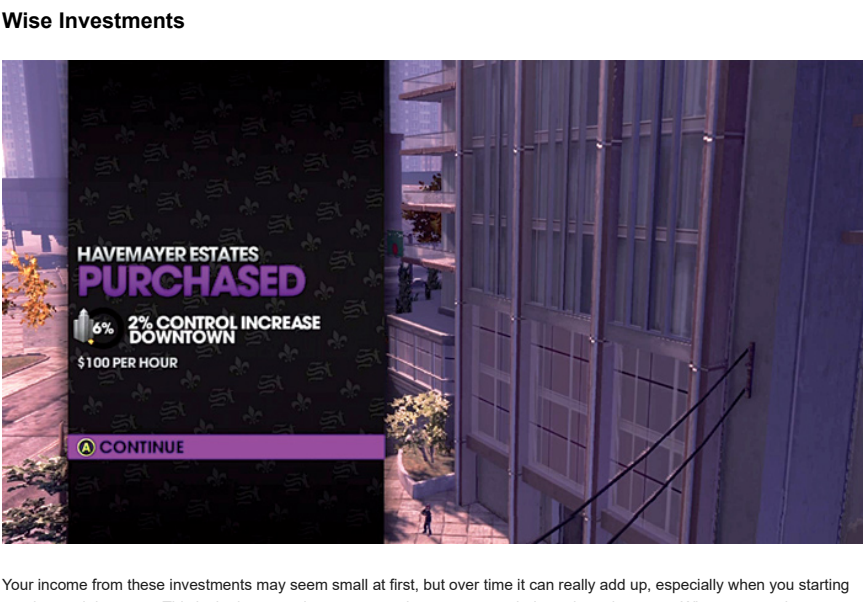
Properties and Shops

Conquering Steelport



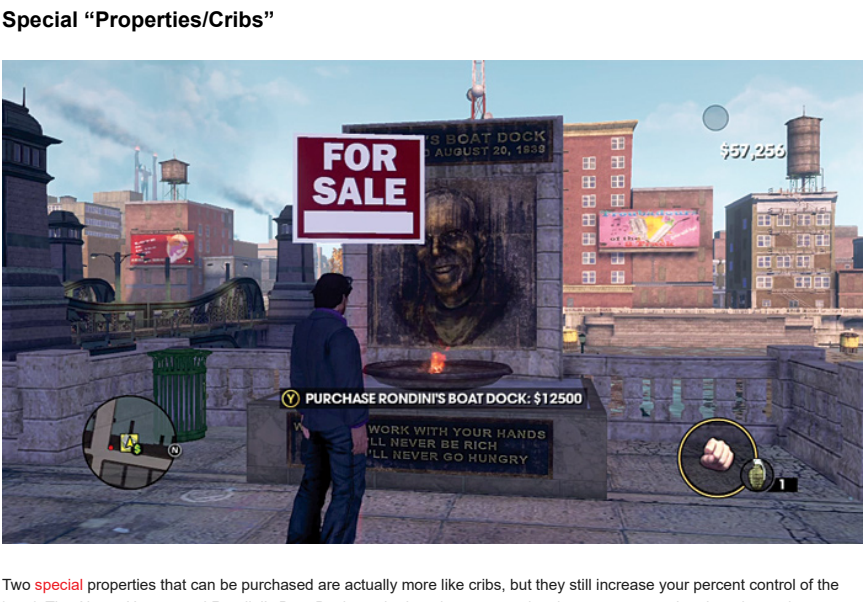
Like any thriving city, Steelport is the host to numerous shops and properties. You can purchase real estate that is currently owned by the gangs of Steelport to increase your own control of the hood. By taking over these money generating assets from the Syndicate you increasing your own cash flow while diminishing their power. There are 34 stores and 30 properties to acquire. Each piece of real estate you buy is tied to a part of Steelport and as you gain control of these locales the hood surrounding them will turn Saints purple on the map to indicate your newly acquired dominion.

Wise Investments

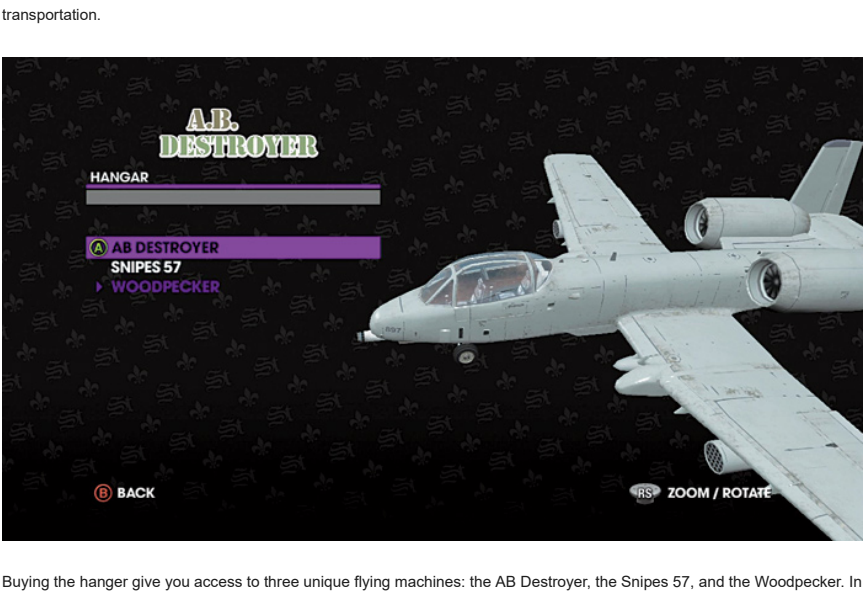


Your income from these investments may seem small at first, but over time it can really add up, especially when you starting earning cash bonuses. This is the best passive way to continue to earn cash throughout the game. Whenever you have some money to spare, pump it into properties and soon you will be make a substantial profit on your initial investment. Just make sure to increase your cash transfer amount through your Strongholds. In addition to increasing your percentage of district control and income, buying a store will also earn you a 5% discount at that store. That's not a huge savings but it can add up when you start purchasing a lot of weapon upgrades.

Special "Properties/Cribs"



Two special properties that can be purchased are actually more like cribs, but they still increase your percent control of the hood. The Airport Hanger and Rondini's Boat Dock can be bought as two optional garages to acquire air and aquatic transportation.



Buying the hanger give you access to three unique flying machines: the AB Destroyer, the Snipes 57, and the Woodpecker. In a similar vein, the boat dock crib provides three special boats: the Miami, the Commander, and the Shark.

Stores

PURCHASES	Cost	% Disctrict Control	Hourly Income
Friendly Fire 1	$5,000	1%	$500
Friendly Fire 2	$5,000	1%	$500
Friendly Fire 3	$5,000	1%	$500
Friendly Fire 4	$5,000	1%	$100
Friendly Fire 5	$5,000	2%	$500
Friendly Fire 6	$5,000	2%	$500
Friendly Fire 7	$5,000	4%	$500
Friendly Fire 8	$5,000	1%	$500
Image as Designed 1	$5,000	2%	$500
Image as Designed 2	$5,000	4%	$500
Image as Designed 3	$5,000	2%	$500
Image as Designed 4	$5,000	1%	$500
Image as Designed 5	$5,000	9%	$500
Leather and Lace	$10,000	3%	$1,000
Let's Pretend	$10,000	2%	$1,000
Nobody Loves Me	$5,000	2%	$500
Planet Saints 1	$5,000	2%	$500
Planet Saints 2	$5,000	3%	$500
Planet Saints 3	$5,000	1%	$500
Planet Saints 4	$5,000	2%	$500
Planet Saints 5	$5,000	2%	$500
Rim Jobs 1	$5,000	4%	$500
Rim Jobs 2	$5,000	4%	$500
Rim Jobs 3	$5,000	4%	$500
Rim Jobs 4	$5,000	2%	$500
Rim Jobs 5	$5,000	2%	$500
Rim Jobs 6	$5,000	3%	$500
Rim Jobs 7	$5,000	2%	$500
Rim Jobs 8	$5,000	3%	$500
Rusty's Needle 1	$5,000	2%	$500
Rusty's Needle 2	$5,000	2%	$500
Rusty's Needle 3	$5,000	4%	$500
Rusty's Needle 4	$5,000	2%	$500
Rusty's Needle 5	$5,000	2%	$500

Properties

PURCHASES	Cost	% Disctrict Control	Hourly Income
Airport	$50,000	9%	$5,000
Chupacabra Casino	$10,000	2%	$1,000
Crack House 1	$1,000	2%	$100
Crack House 2	$1,000	2%	$100
Curly's Chop Block	$1,000	1%	$100
Davila's Automotive	$1,000	1%	$100
Dixon's Refuge	$1,000	3%	$100
Factory	$10,000	1%	$1,000
Fill-Her-Up Super Toy Shop	$2,000	2%	$200
Handy J's Lube & Tube	$1,000	3%	$100
Harrano's Hookup House	$1,000	4%	$100
Havemayer Estates	$100	2%	$100
Henry Steel Warf	$6,000	2%	$600
High Rise Condo	$1,000	3%	$100
Hospital	$4,000	2%	$400
Joe Cola Factory	$10,000	1%	$1,000
Meth Lab 1	$1,000	4%	$100
Meth Lab 2	$1,000	2%	$100
Odyssey Hotel	$1,000	2%	$100
Olde Steel Factory	$8,000	2%	$800
Organ Black Market	$3,000	4%	$300
Parkview Flats	$2,000	2%	$200
Passing Gas Service Station	$1,000	1%	$100
Pickpocket Pawn Shop	$1,000	1%	$100
Plan B Pawn Shop	$1,000	1%	$100
Power and Light	$10,000	3%	$1,000
Red Onion Herb Dispensary	$1,000	2%	$100
Sinkit Inn	$1,000	4%	$100
Snooky's Sundries and More	$1,000	3%	$100
Thunder Pump	$1,000	1%	$100

Cribs

PURCHASES	Cost	% Disctrict Control	Hourly Income
Airport Hanger	$15,000	9%	$1,500
Rondini's Boat Dock	$12,500	2%	$1,250

Stores

Friendly Fire

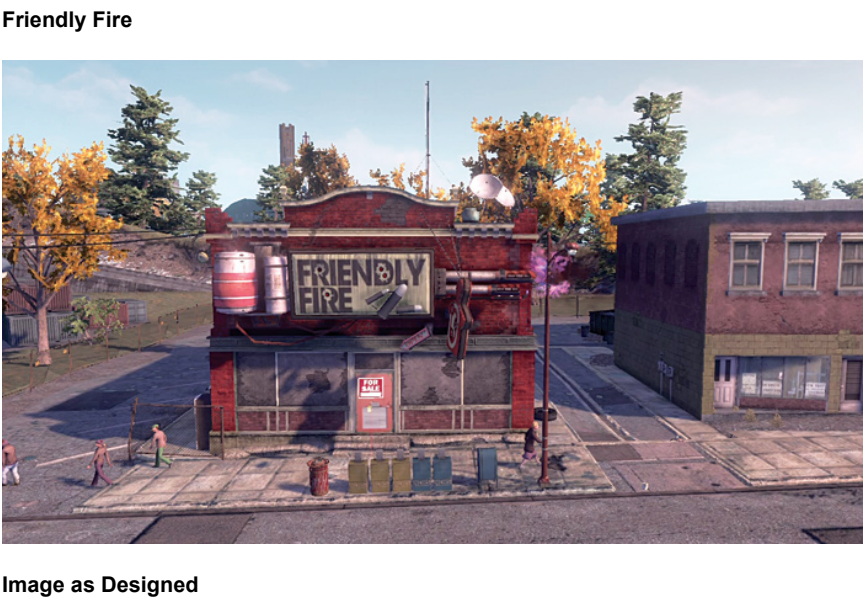
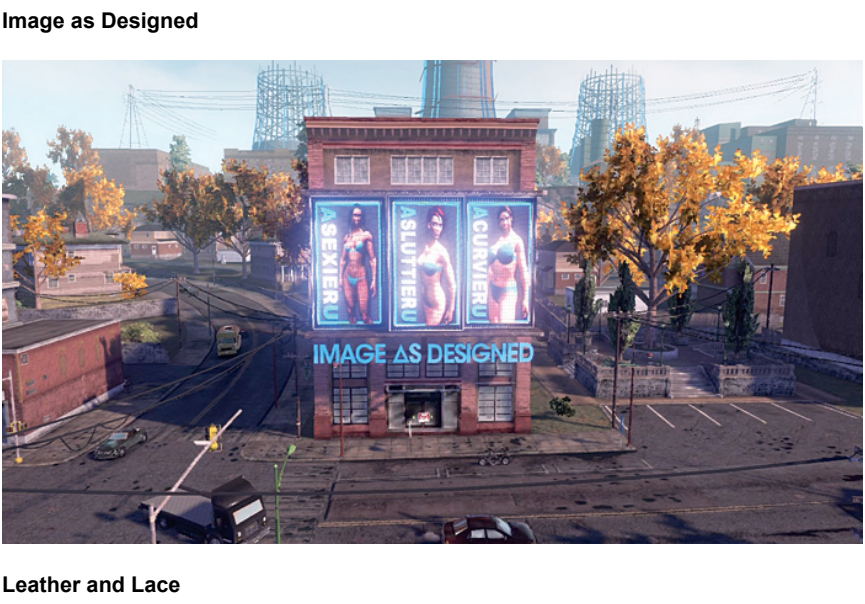
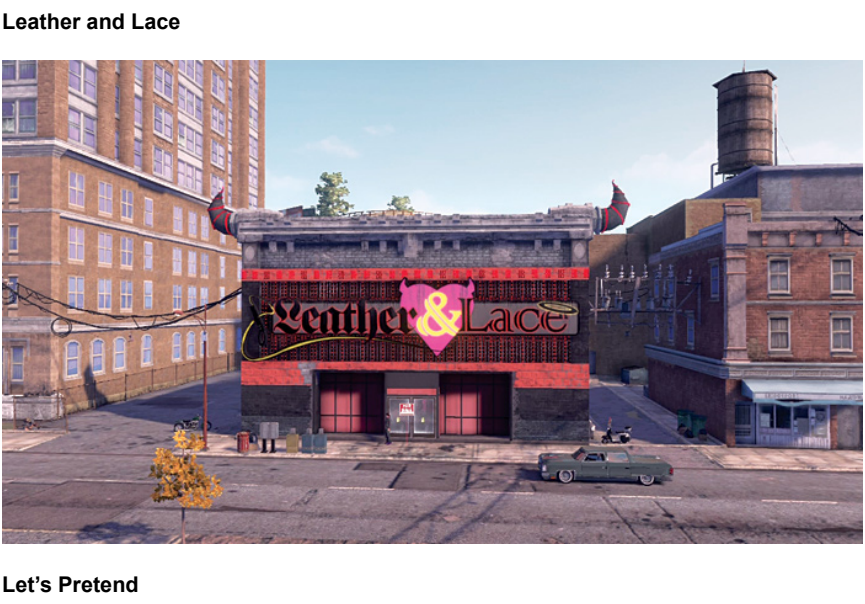


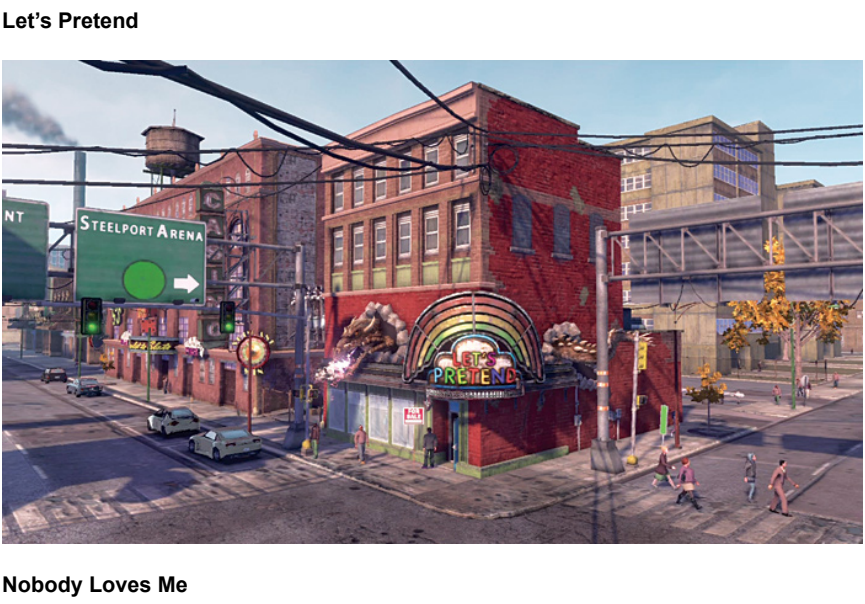
Image as Designed



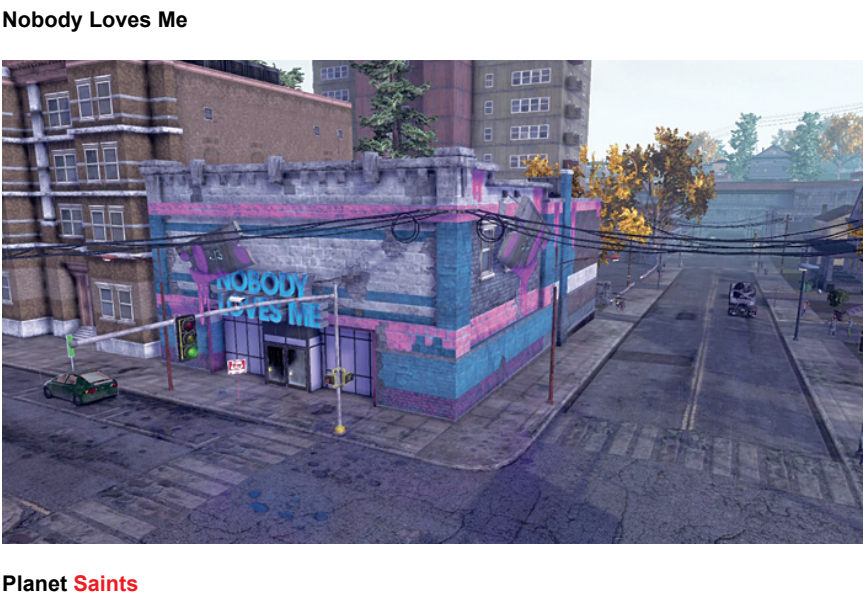
Leather and Lace



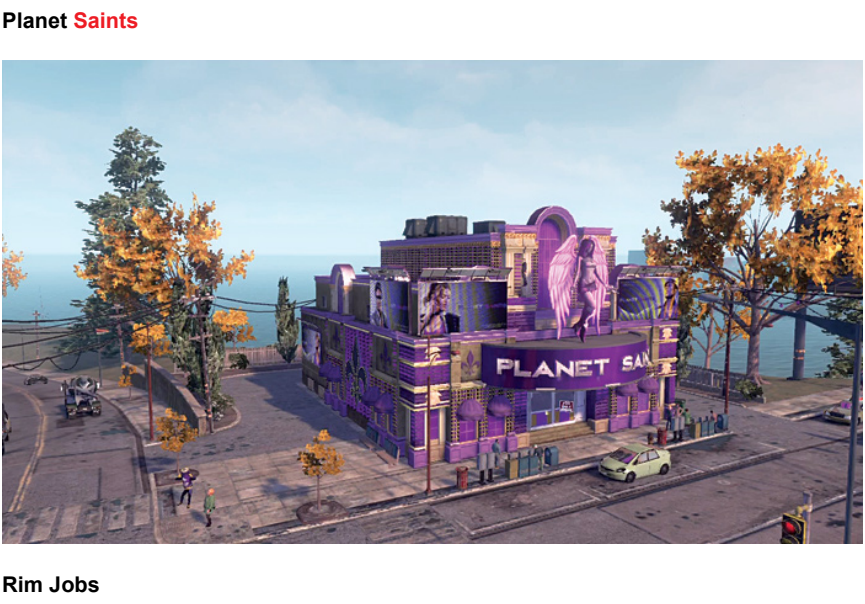
Let's Pretend



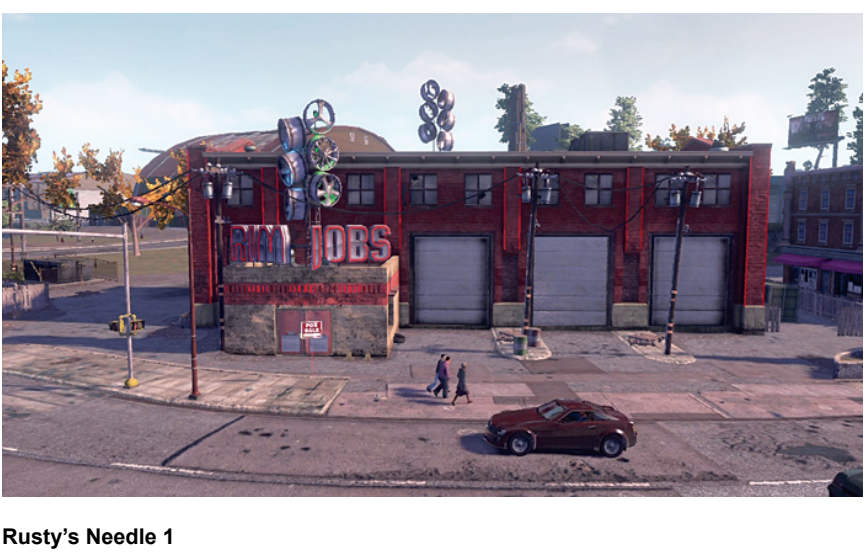
Nobody Loves Me



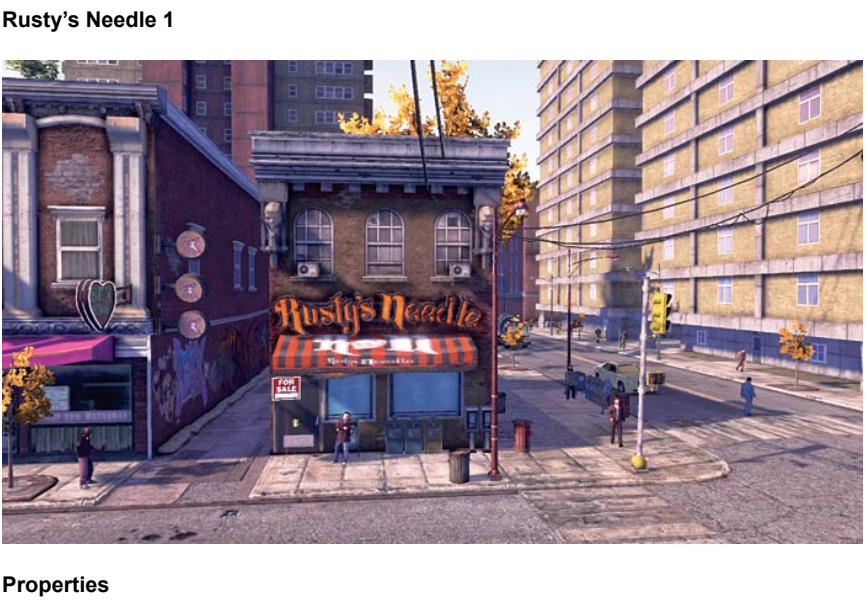
Planet Saints



Rim Jobs

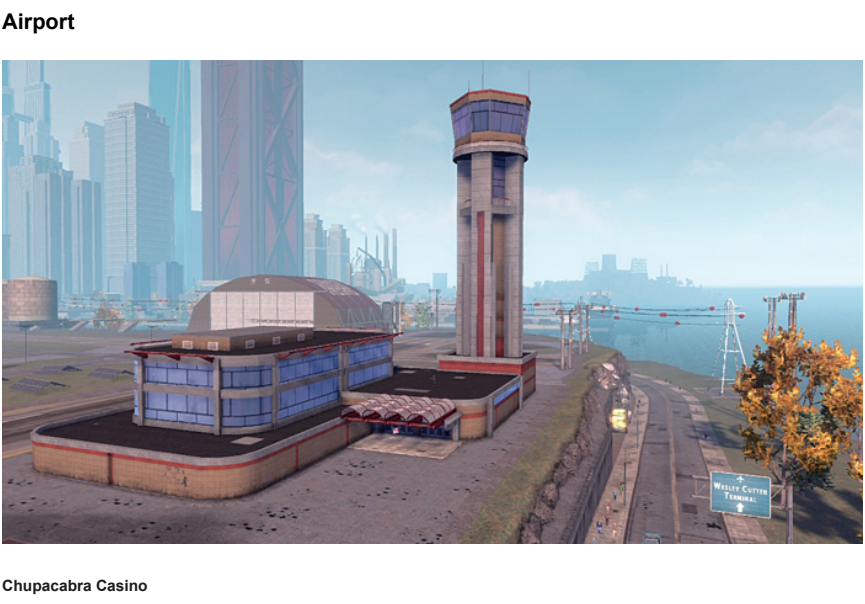


Rusty's Needle 1

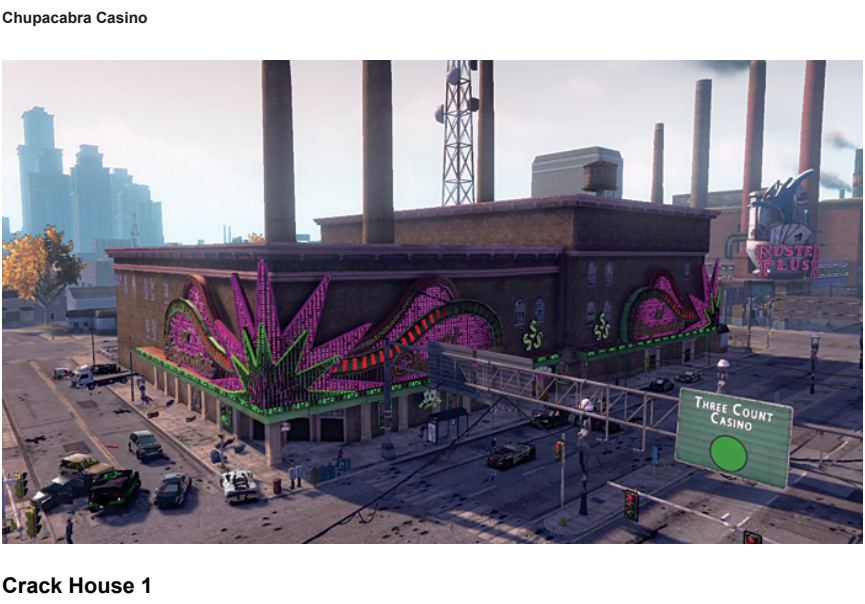


Properties

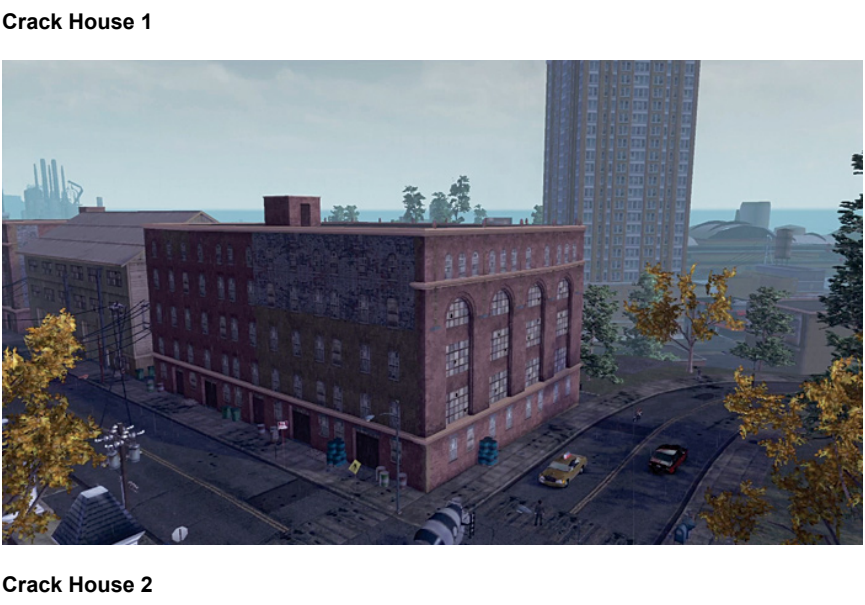
Airport



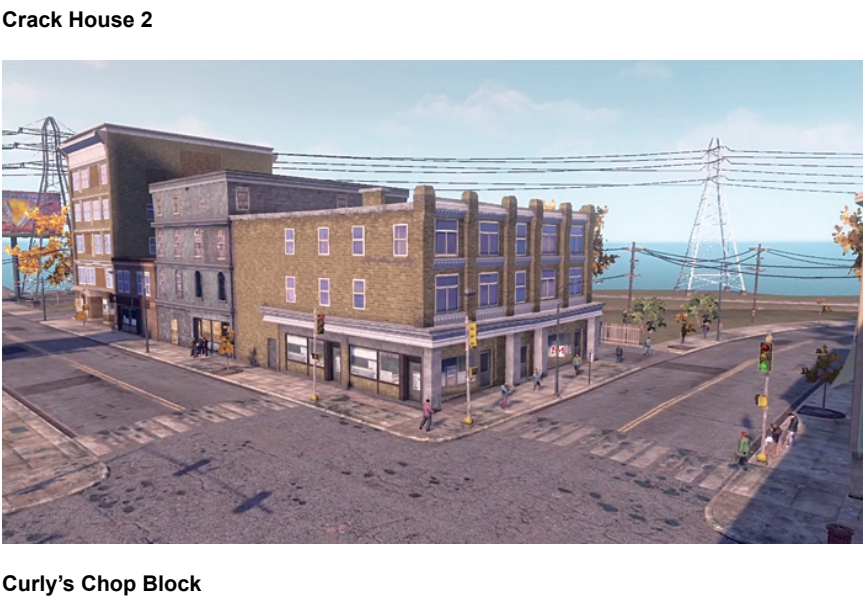
Chupacabra Casino



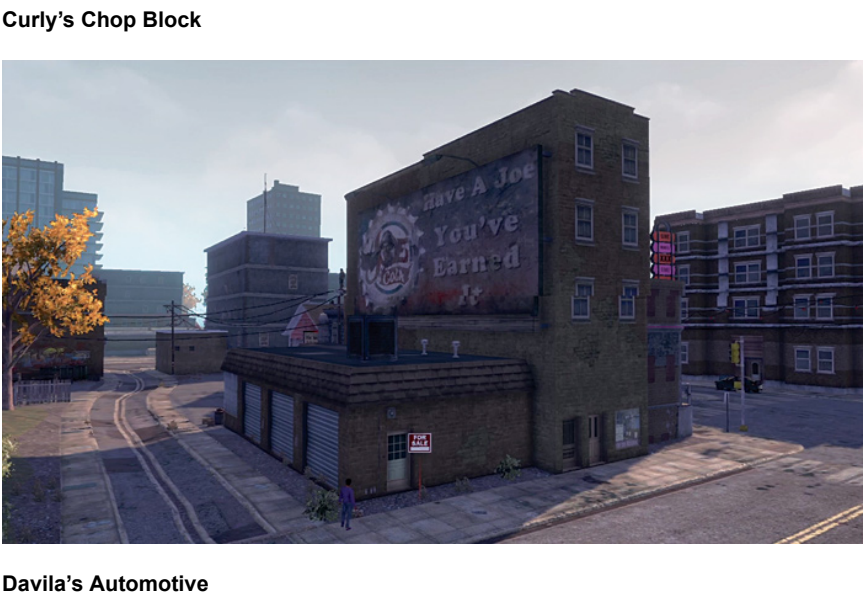
Crack House 1



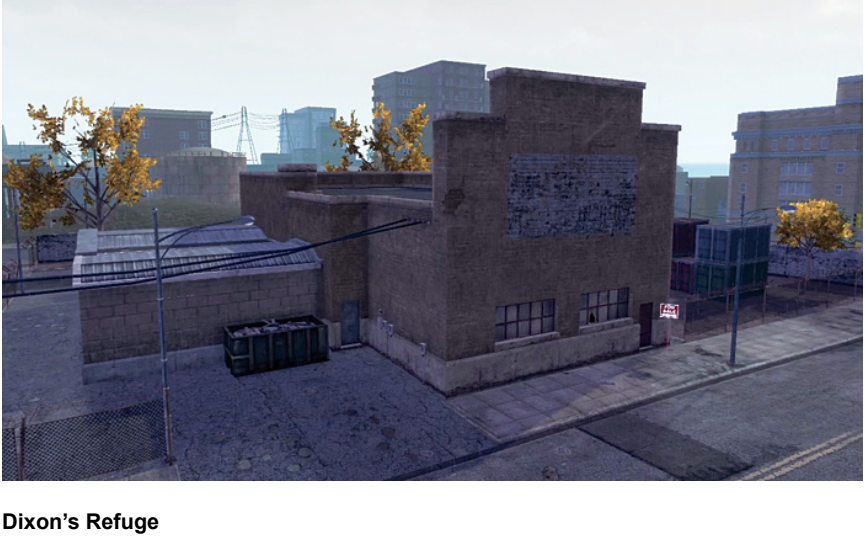
Crack House 2



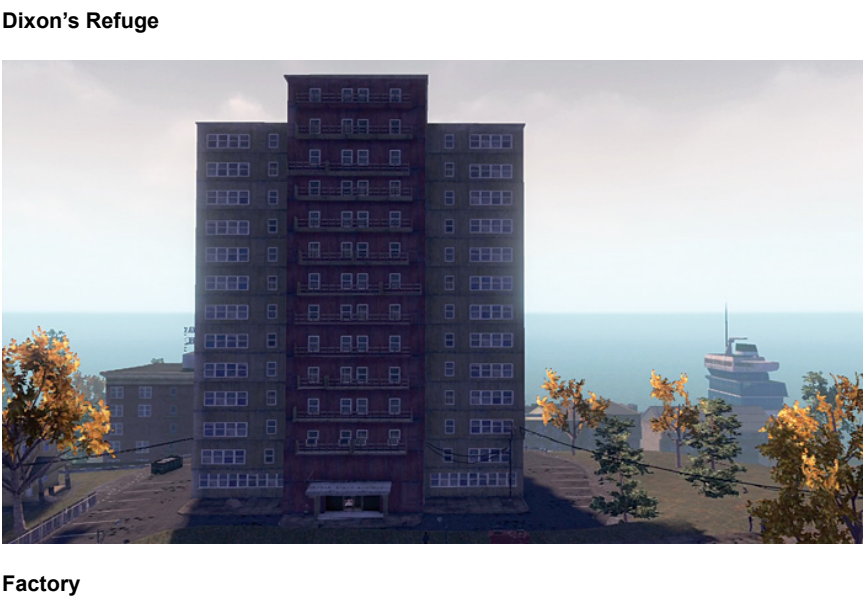
Curly's Chop Block



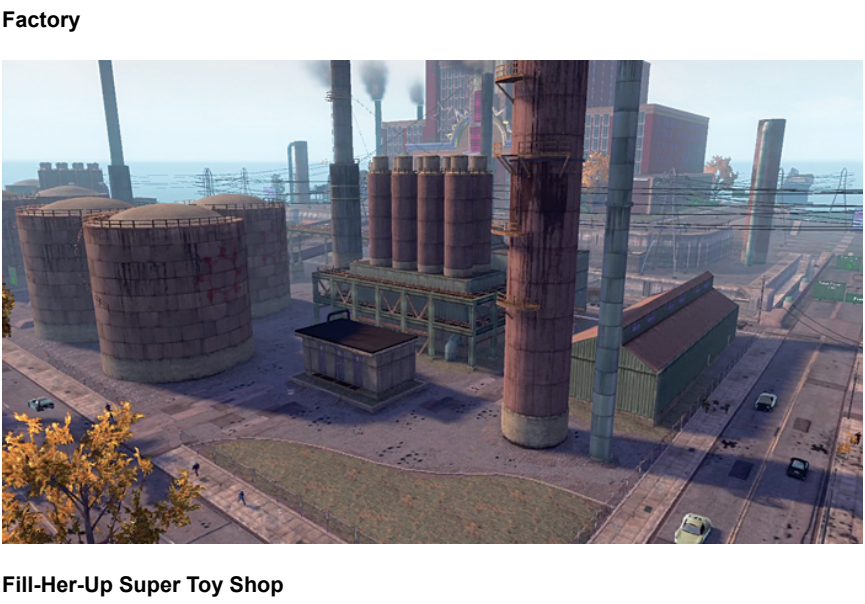
Davila's Automotive



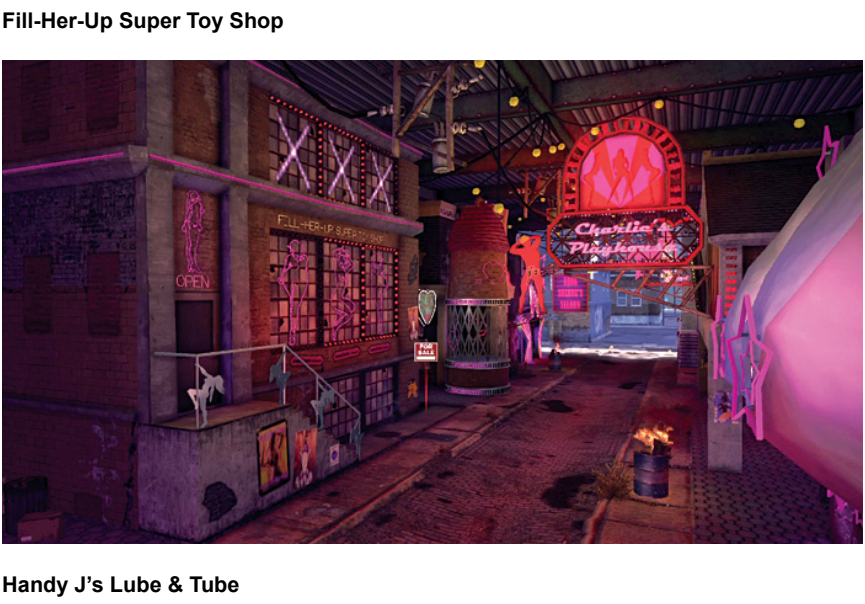
Dixon's Refuge



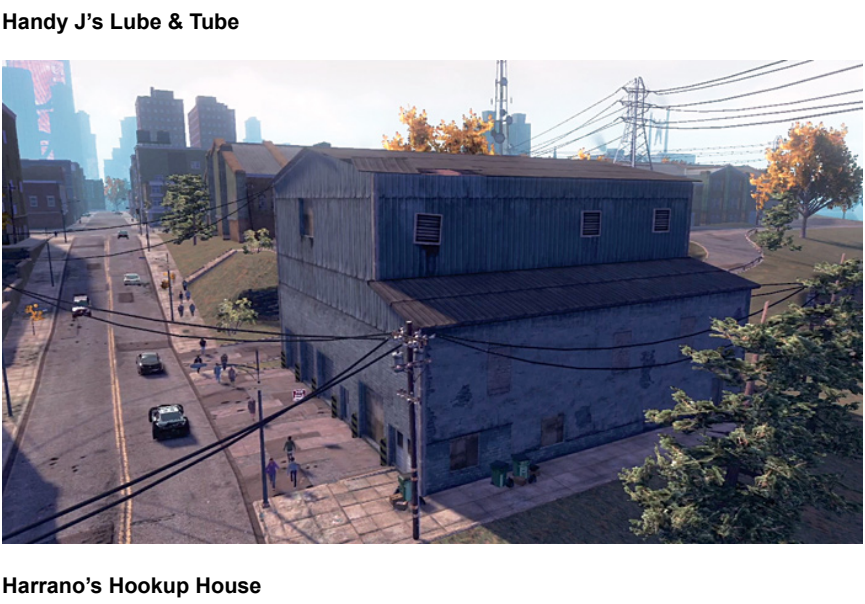
Factory



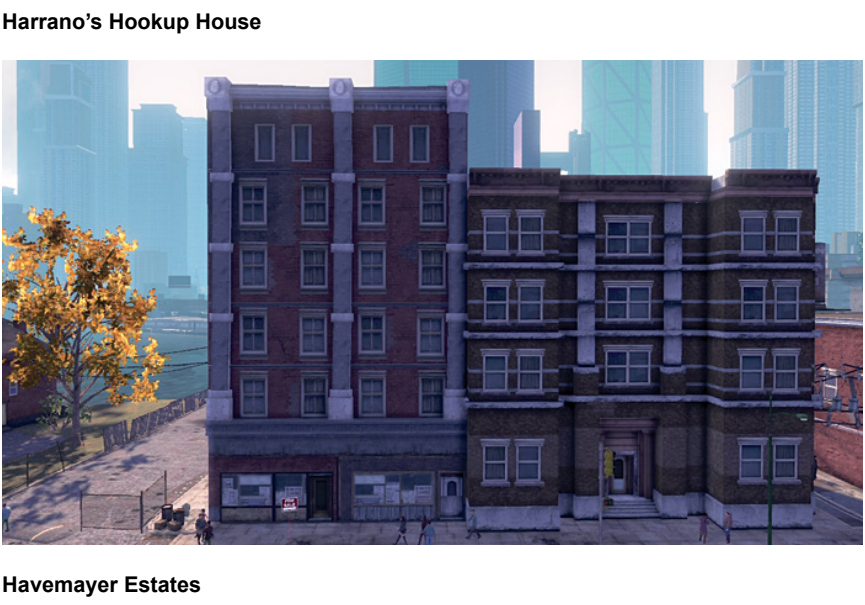
Fill-Her-Up Super Toy Shop



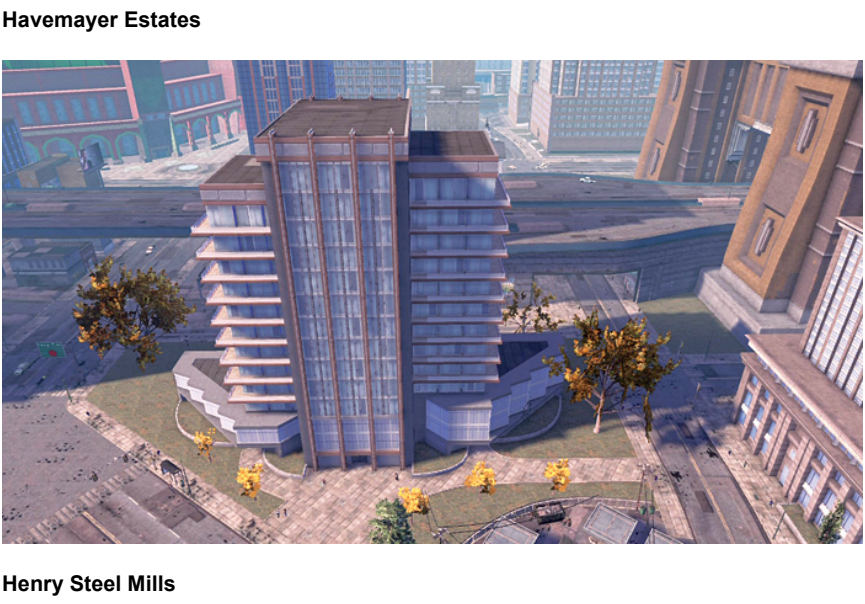
Handy J's Lube & Tube



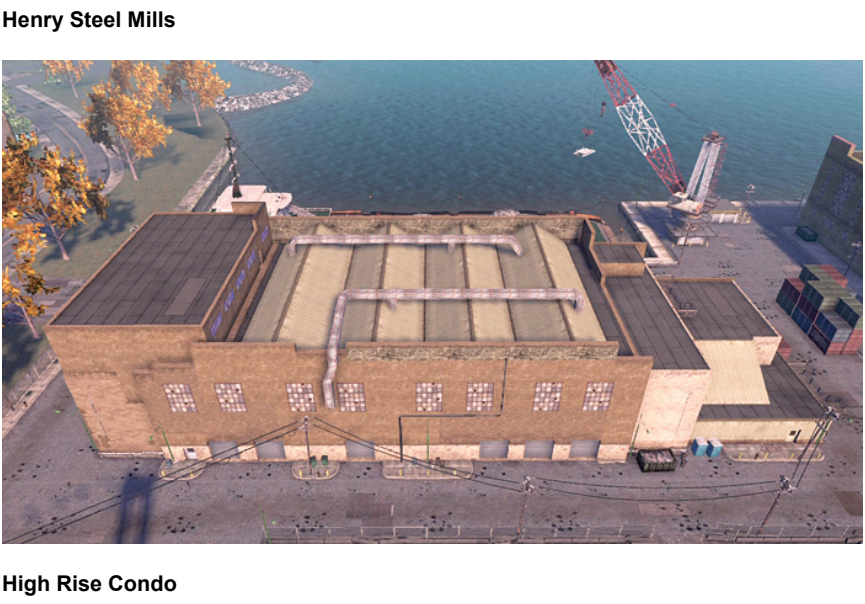
Harrano's Hookup House



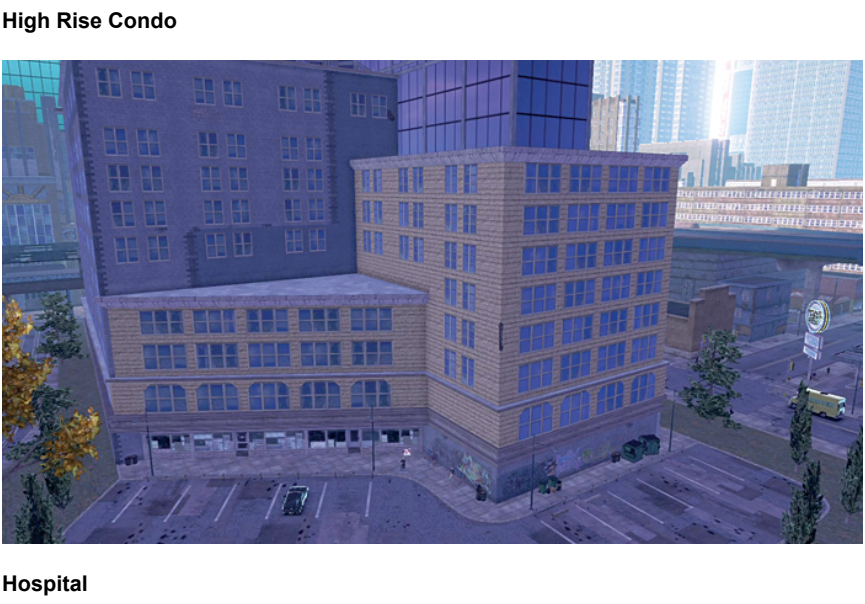
Havemayer Estates



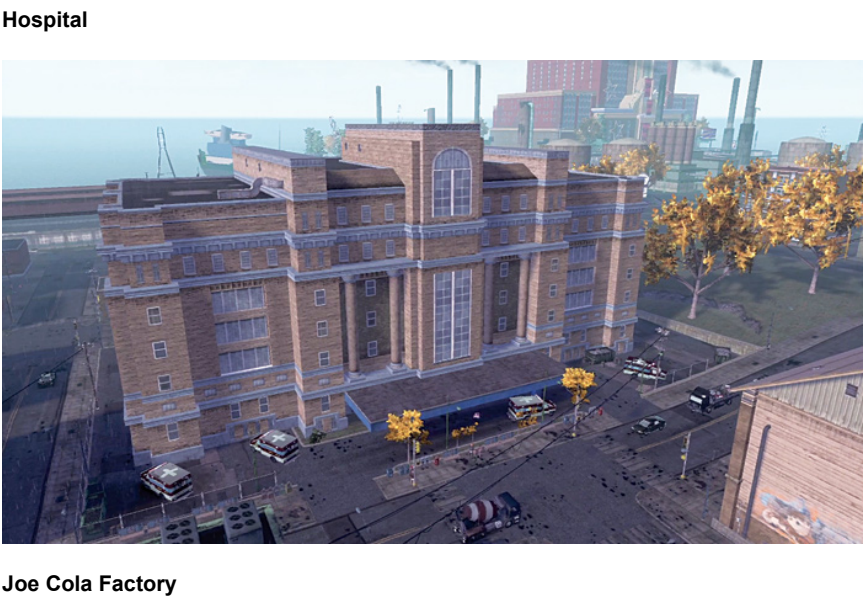
Henry Steel Mills



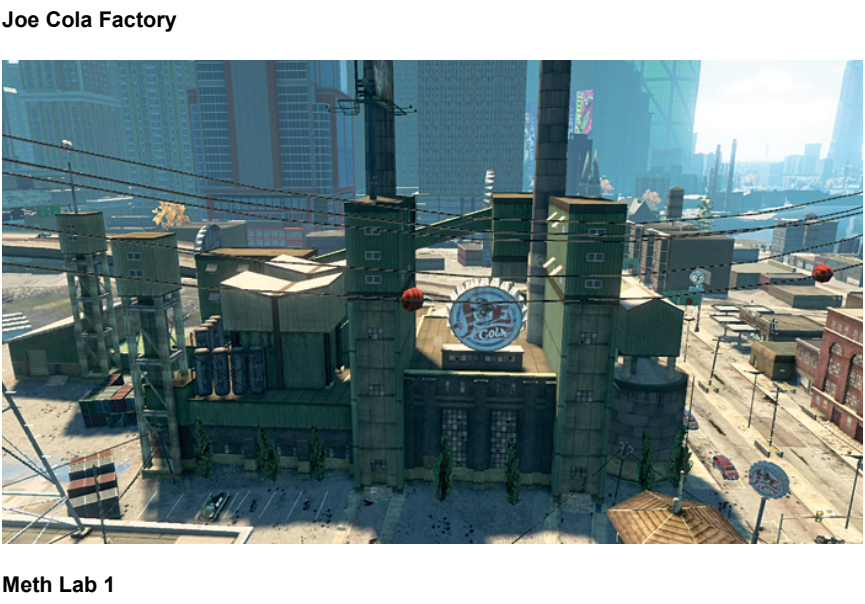
High Rise Condo



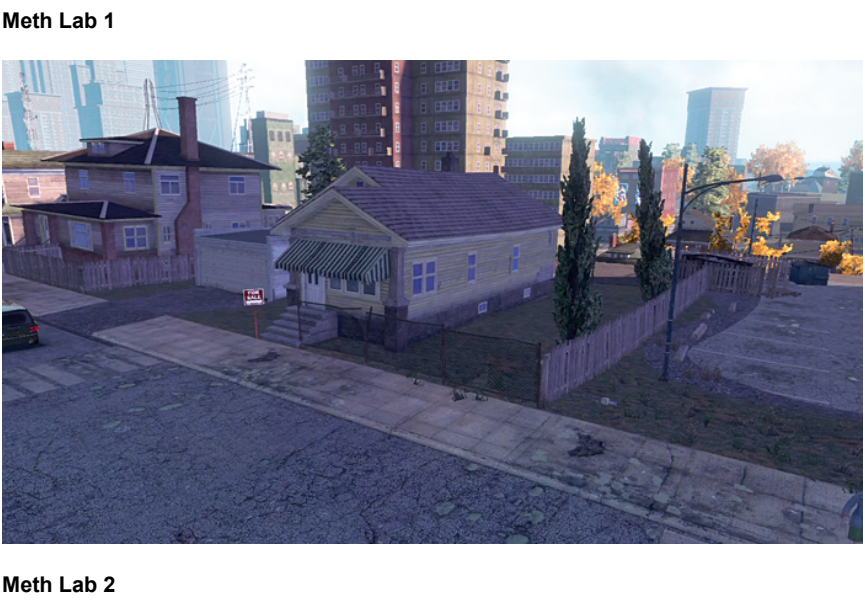
Hospital



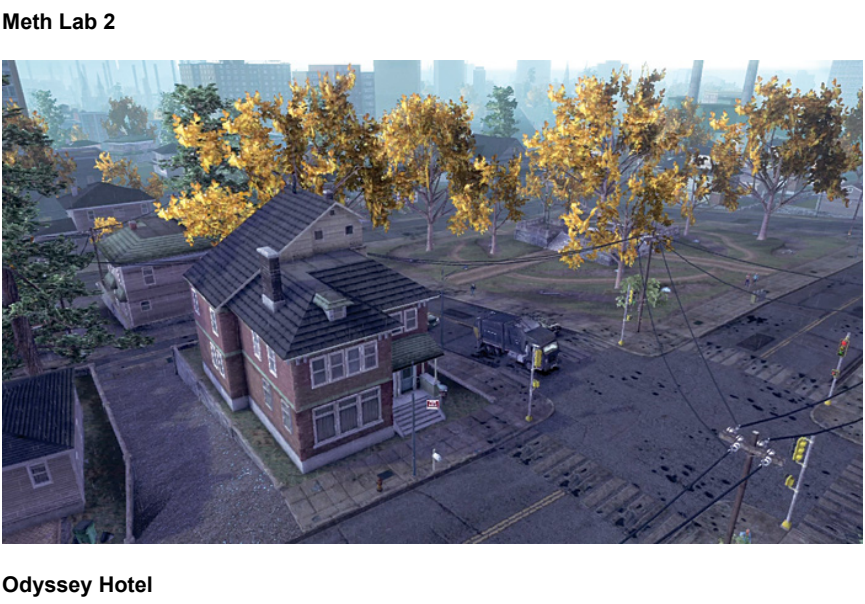
Joe Cola Factory



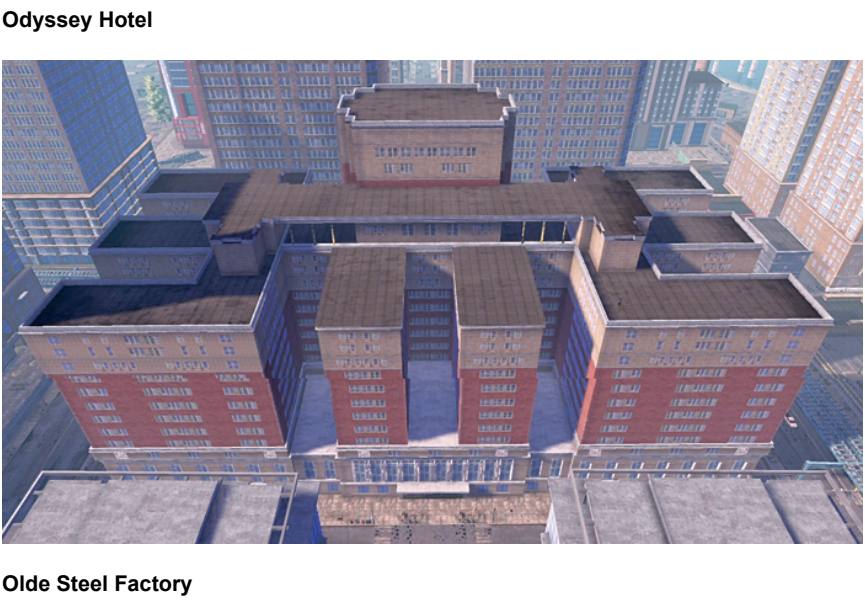
Meth Lab 1



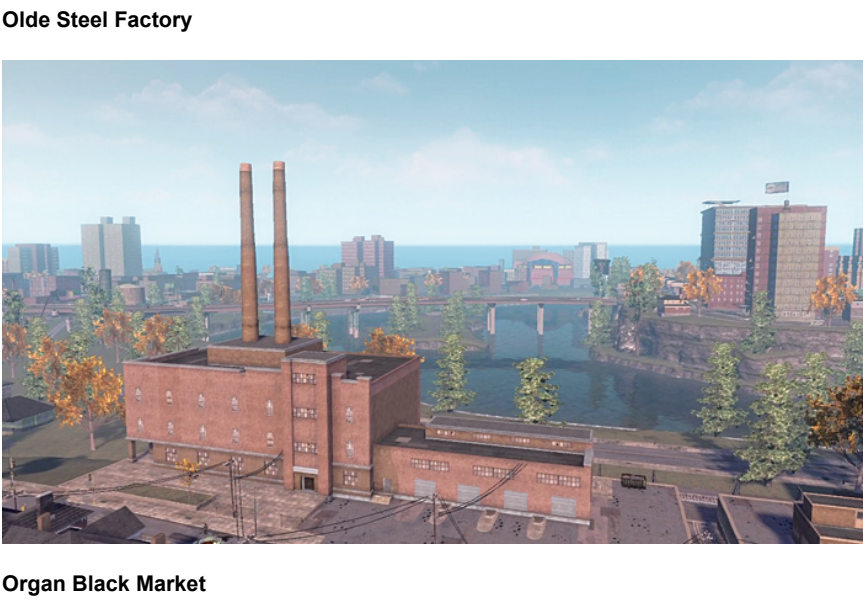
Meth Lab 2



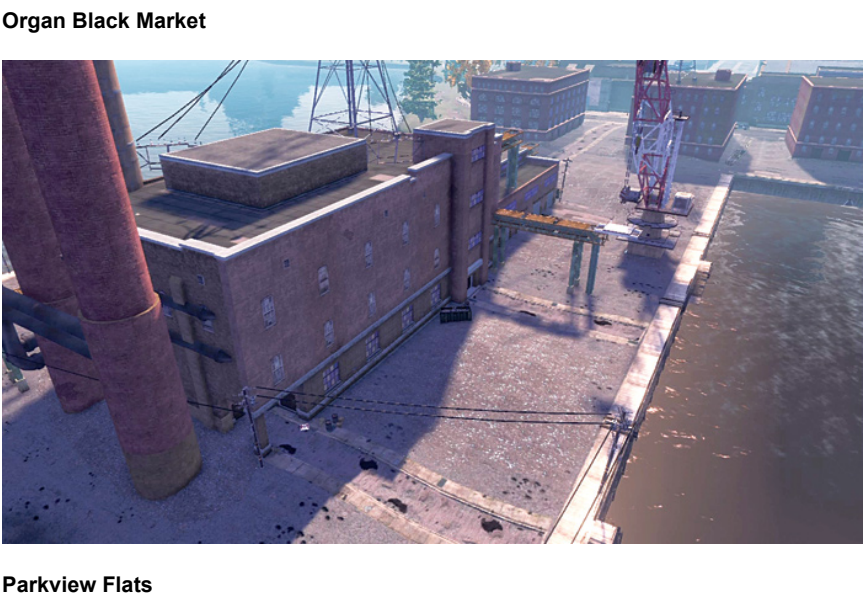
Odyssey Hotel



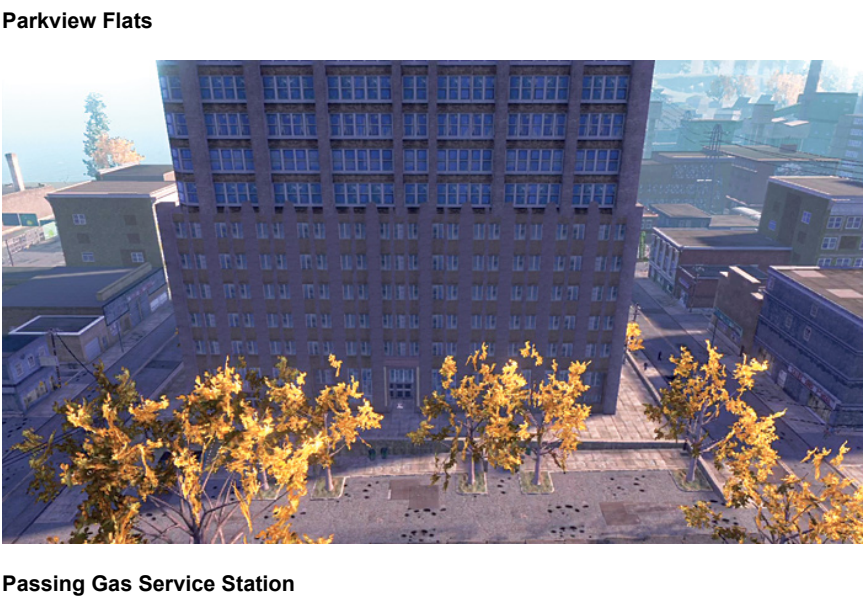
Olde Steel Factory



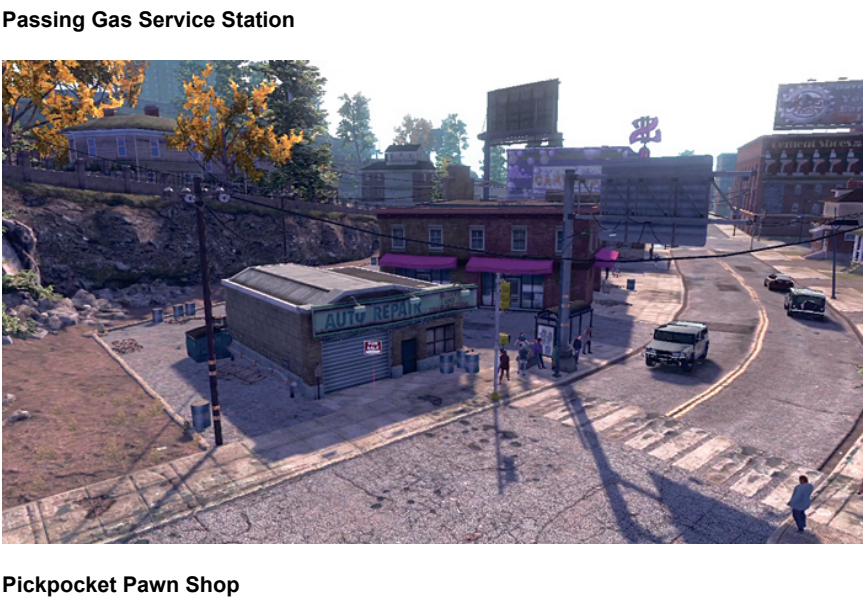
Organ Black Market



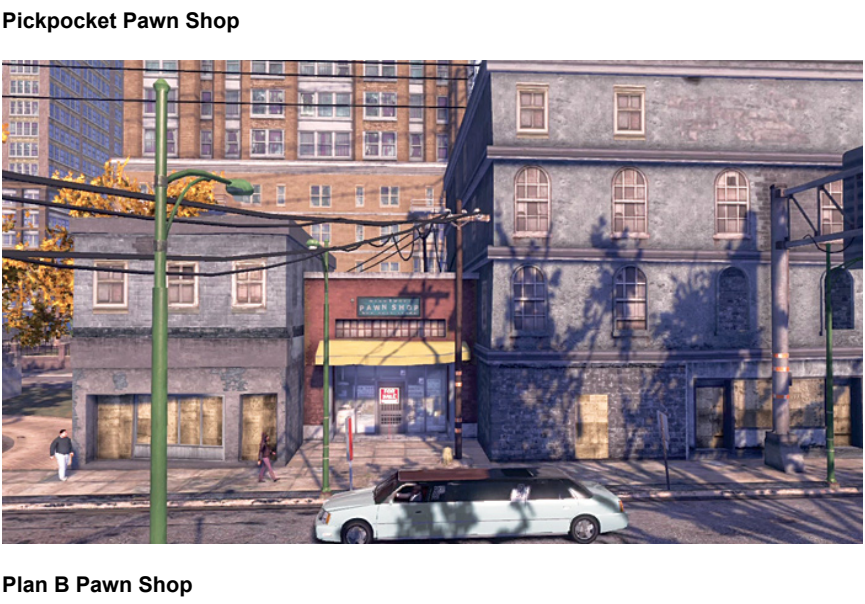
Parkview Flats



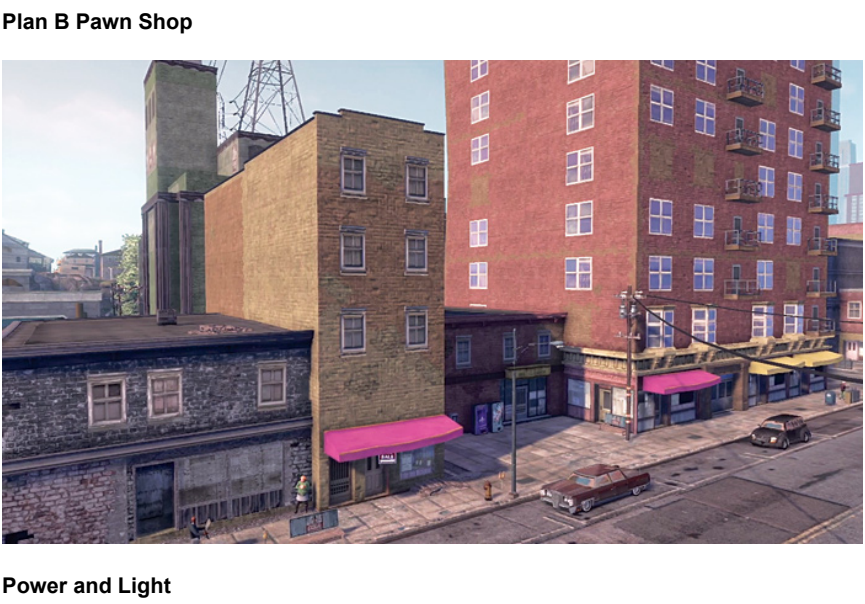
Passing Gas Service Station



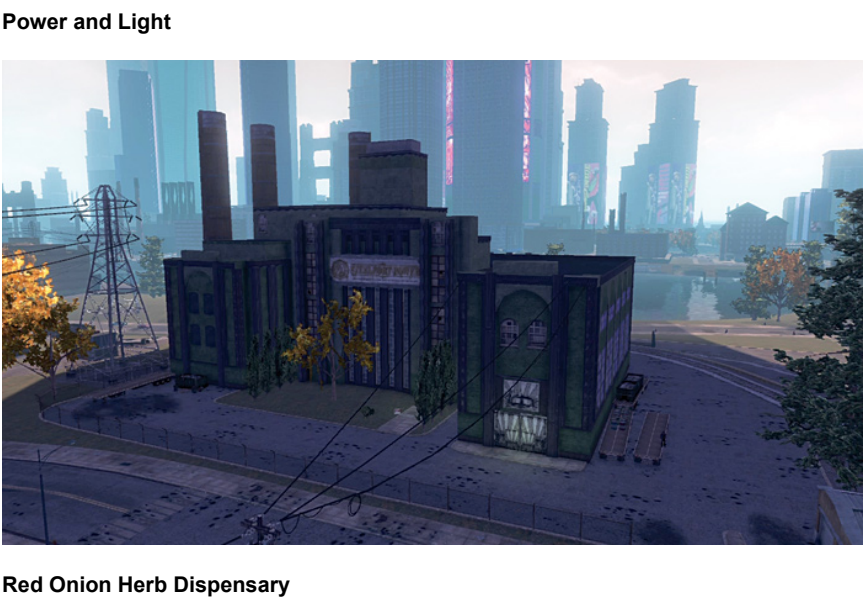
Pickpocket Pawn Shop



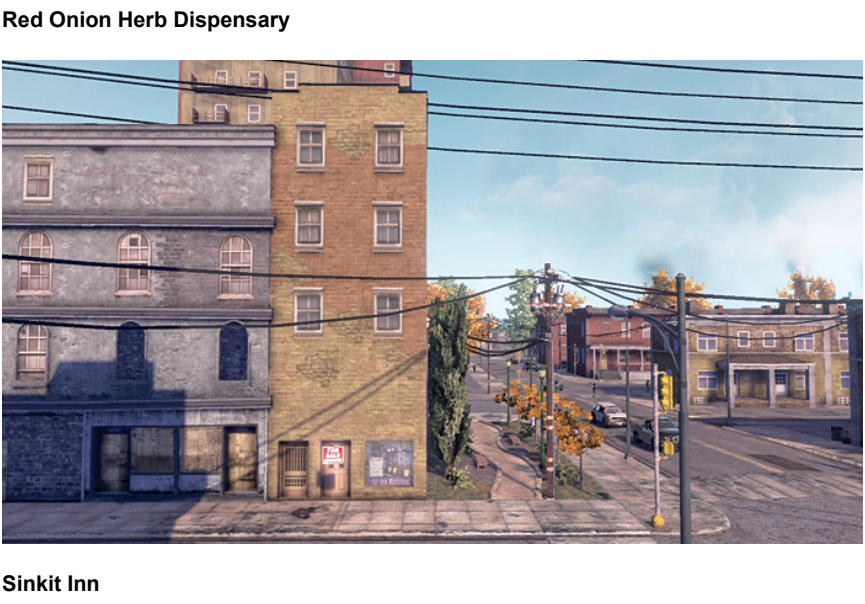
Plan B Pawn Shop



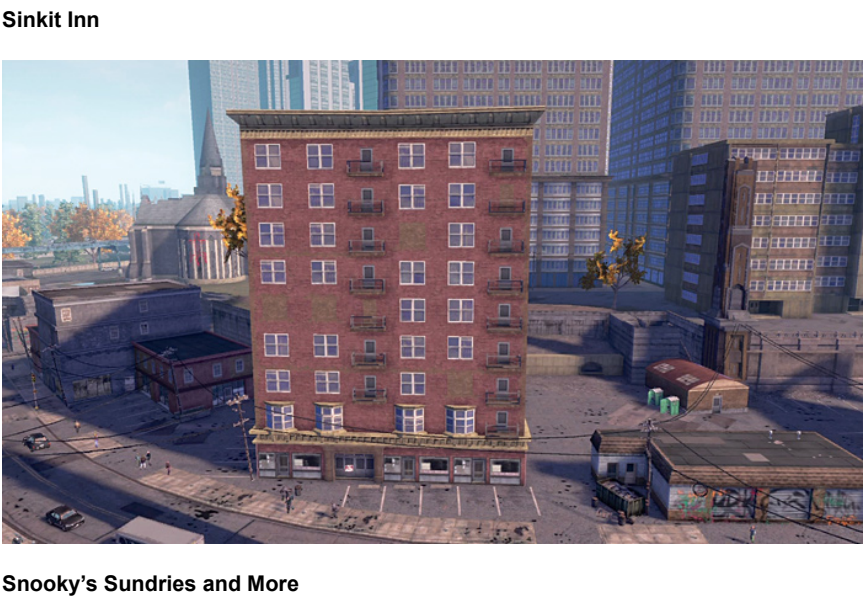
Power and Light



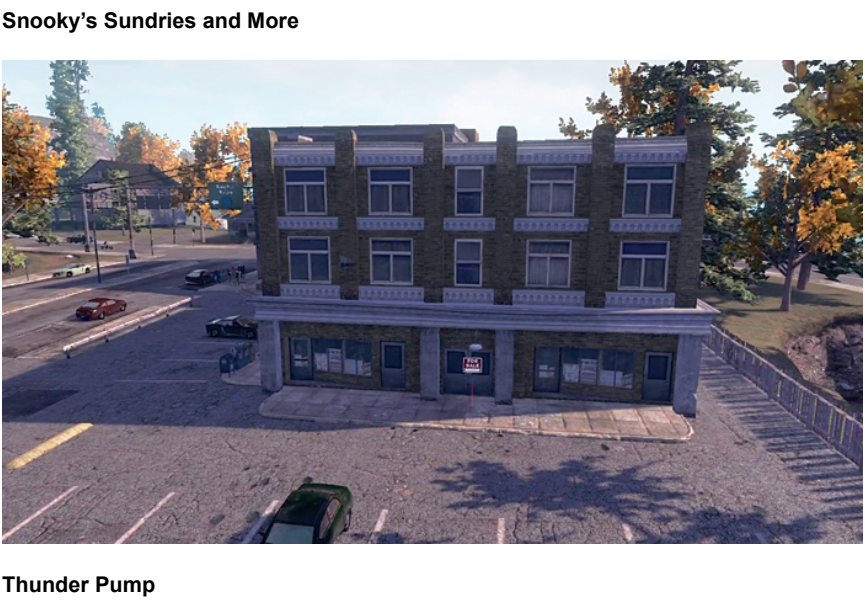
Red Onion Herb Dispensary



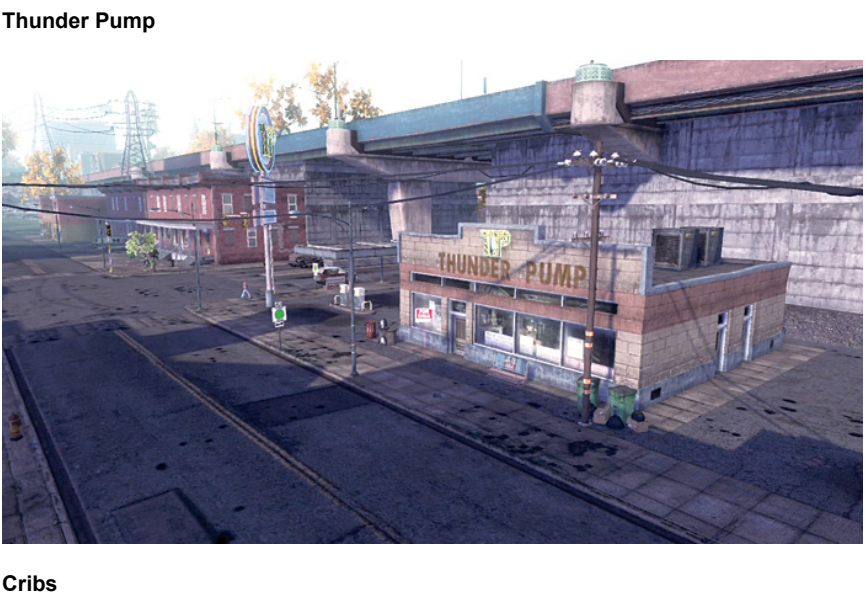
Sinkit Inn



Snooky's Sundries and More

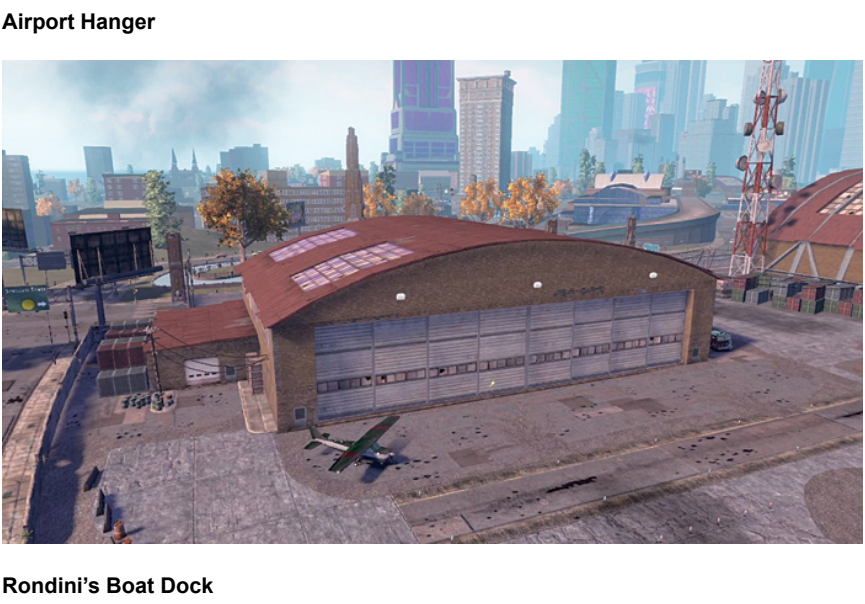


Thunder Pump

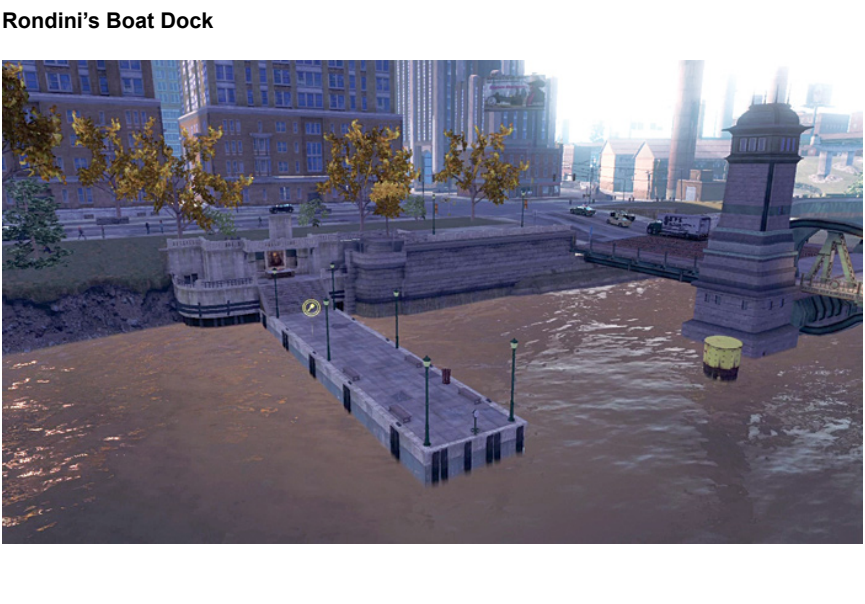


Cribs

Airport Hanger



Rondini's Boat Dock



City Takeover

Gang Operations

The combat aspect of City Takeover is Gang Operations, which are outdoor locations within each hood where the gangs of the Syndicate tend to congregate and do their illicit deeds. As you travel through the hoods, these locations will appear on your map. Gang Operations can be completed at any time during missions, Activities, or other types of gameplay. When you enter the territory of this unlawful gathering, the enemies you must eliminate have red health indicators and the upper right-hand corner of the screen displays the completion percentage for that Gang Operation. All gang members hanging out there must be put down, but you don't need to mess with any reinforcements. Some Gang Operations are out in the open, making it difficult to find cover, while others are in tricky spots behind fences or on rooftops.

Risk and Rewards

Wiping out these gatherings will earn you 100 respect and $1,000. Also, reclaiming the turf in the name of the Saints increases your percent of district control. Defeating the gang gatherings quickly raises your notoriety to dangerous levels, making your next task more challenging. For the most part, the backups that arrive are usually worse than the groups just chilling and waiting for their destruction. Make sure you can wipe your notoriety after tackling each Gang Operation.

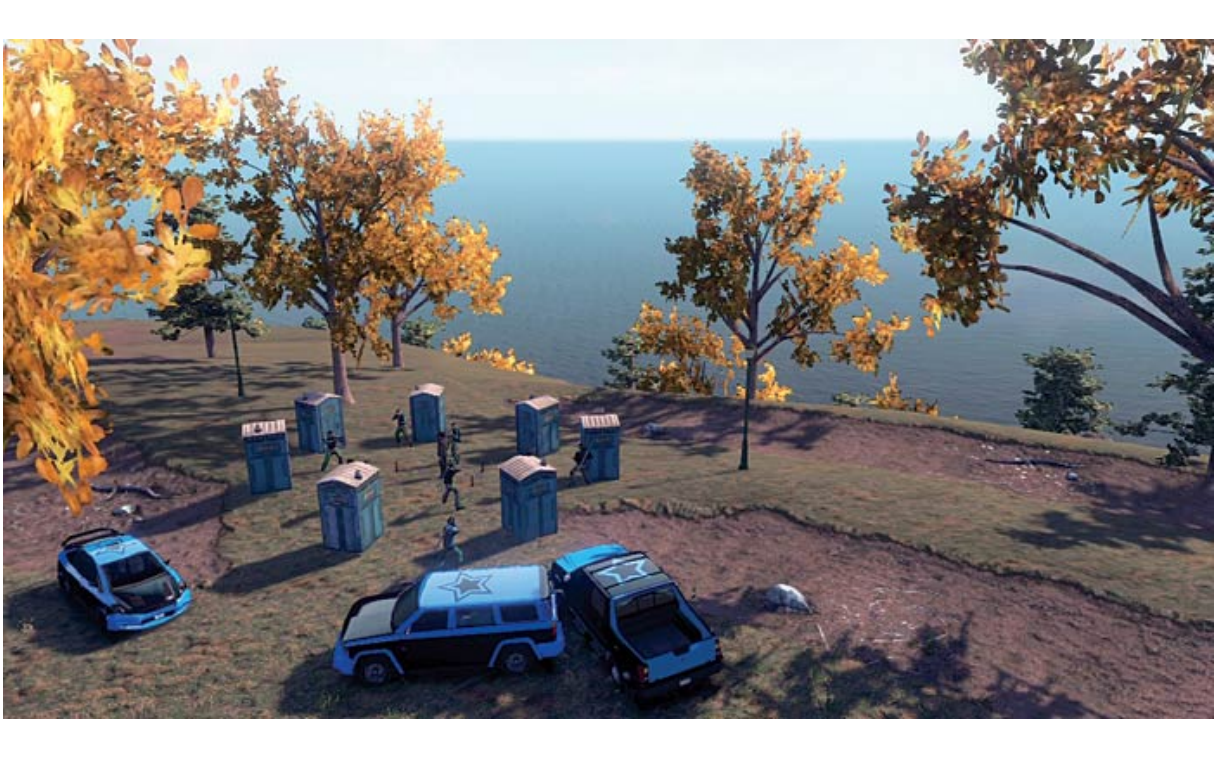
Weapon of Choice

A wide variety of strategies are effective for eliminating these groups. These Gang Operations can be tackled at any point, but they become a lot easier later in the Campaign, when you have upgraded stats and weapons, not to mention very powerful vehicles and aircraft. The first rule is if you are on foot, don't go it alone. Call some homies or recruit a few followers and take them with to cover your back. By definition, these are groups of enemies and the best way to wipe out a gathering of thugs is with explosive weapons. If you can get the jump on the Gang Operations, you can use only a few explosives to cut their numbers down and then simply mop up the rest. For an even easier approach, show up with a tank. However, its slow speed and lack of maneuverability can make it cumbersome to wipe out some Gang Operations. The fastest method to wipe these out is to rain down death from above with an attack chopper or VTOL.

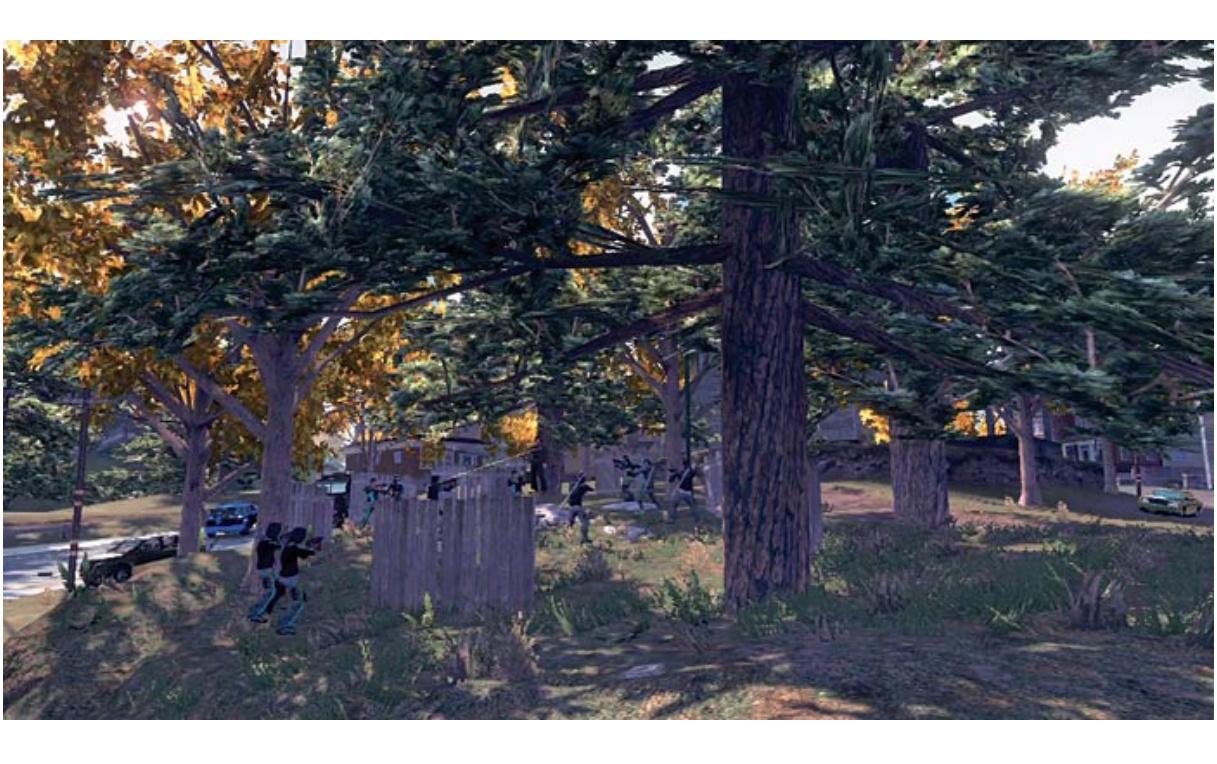
Gang Operations	Location	% Disctrict Control	Respect	Cash
Gang Operation 1	Burns Hill	9%	100	$1,000
Gang Operation 2	Burns Hill	4%	100	$1,000
Gang Operation 3	Burns Hill	3%	100	$1,000
Gang Operation 4	Salander	2%	100	$1,000
Gang Operation 5	Ashwood	2%	100	$1,000
Gang Operation 6	Brickston	4%	100	$1,000
Gang Operation 7	Brickston	3%	100	$1,000
Gang Operation 8	Brickston	1%	100	$1,000
Gang Operation 9	Yearwood	3%	100	$1,000
Gang Operation 10	Yearwood	2%	100	$1,000
Gang Operation 11	Port Pryor	4%	100	$1,000
Gang Operation 12	Port Pryor	5%	100	$1,000
Gang Operation 13	Bridgeport	2%	100	$1,000
Gang Operation 14	New Baranec	3%	100	$1,000
Gang Operation 15	The Grove	1%	100	$1,000
Gang Operation 16	The Grove	2%	100	$1,000
Gang Operation 17	Sunset Park	2%	100	$1,000
Gang Operation 18	Sunset Park	3%	100	$1,000
Gang Operation 19	Loren Square	2%	100	$1,000
Gang Operation 20	Loren Square	3%	100	$1,000
Gang Operation 21	Loren Square	2%	100	$1,000
Gang Operation 22	Henry Steel Mills	2%	100	$1,000
Gang Operation 23*	Henry Steel Mills	2%	100	$1,000
Gang Operation 24*	Henry Steel Mills	1%	100	$1,000
Gang Operation 25	Wesley Cutter Intl	11%	100	$1,000
Gang Operation 26	Espina	4%	100	$1,000
Gang Operation 27	Rosen Oaks	1%	100	$1,000
Gang Operation 28	Rosen Oaks	3%	100	$1,000
Gang Operation 29	Camano Place	1%	100	$1,000
Gang Operation 30	Rosen Oaks	2%	100	$1,000
Gang Operation 31	Rosen Oaks	1%	100	$1,000
Gang Operation 32	Espina	1%	100	$1,000

Gang Operations 23 and 24 are part of the game's Campaign. Number 22 is up high on a rooftop and requires air travel, it's also easily overlooked.

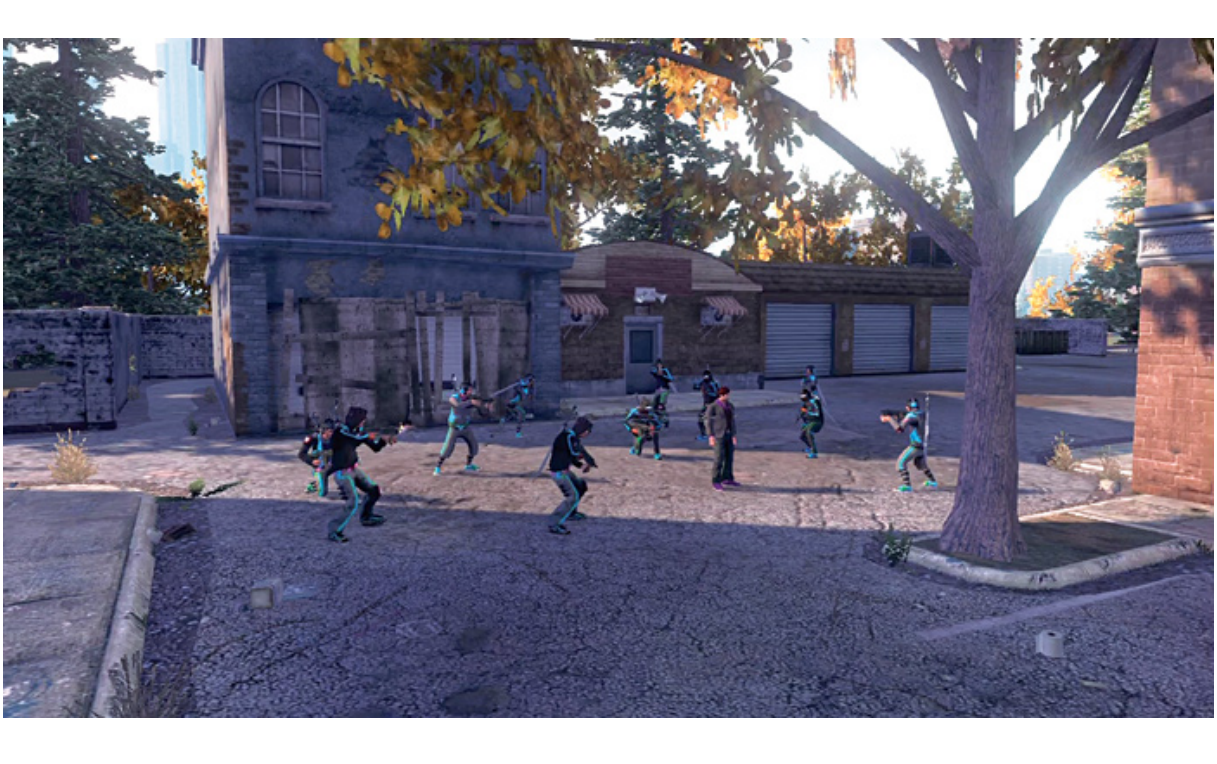
Gang Operation 1



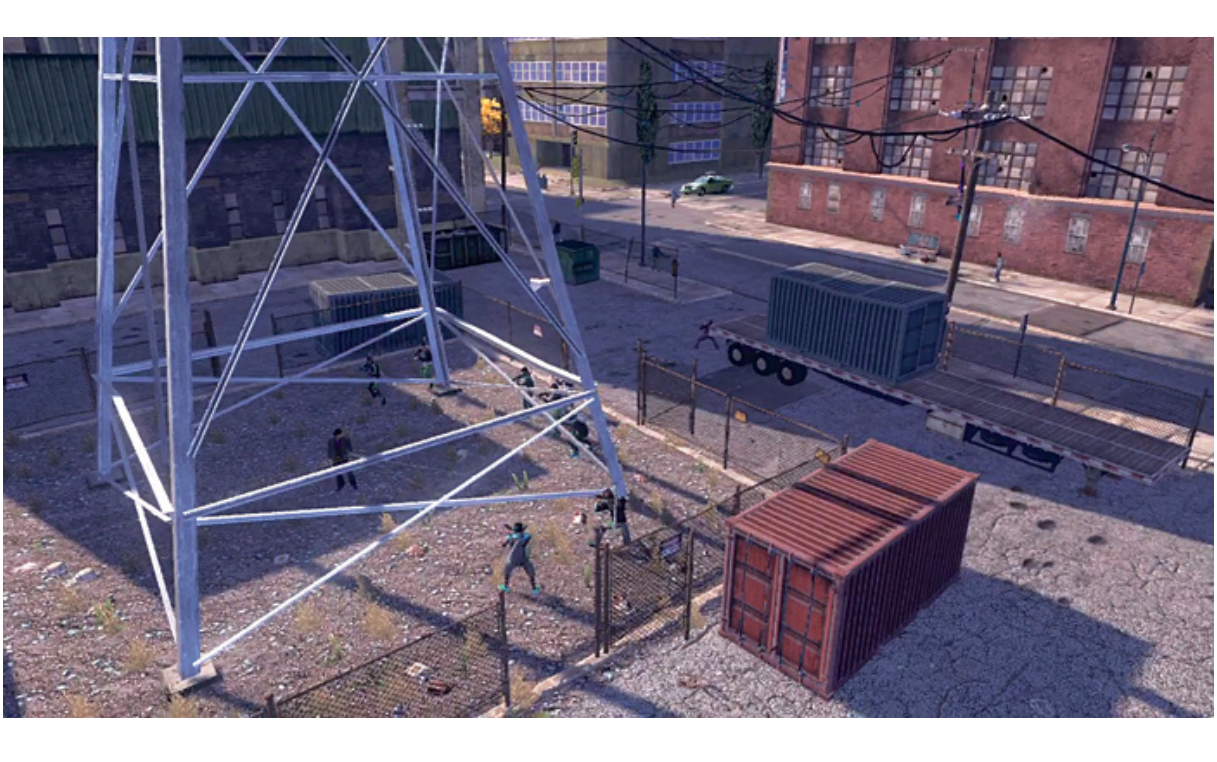
Gang Operation 2



Gang Operation 3



Gang Operation 4



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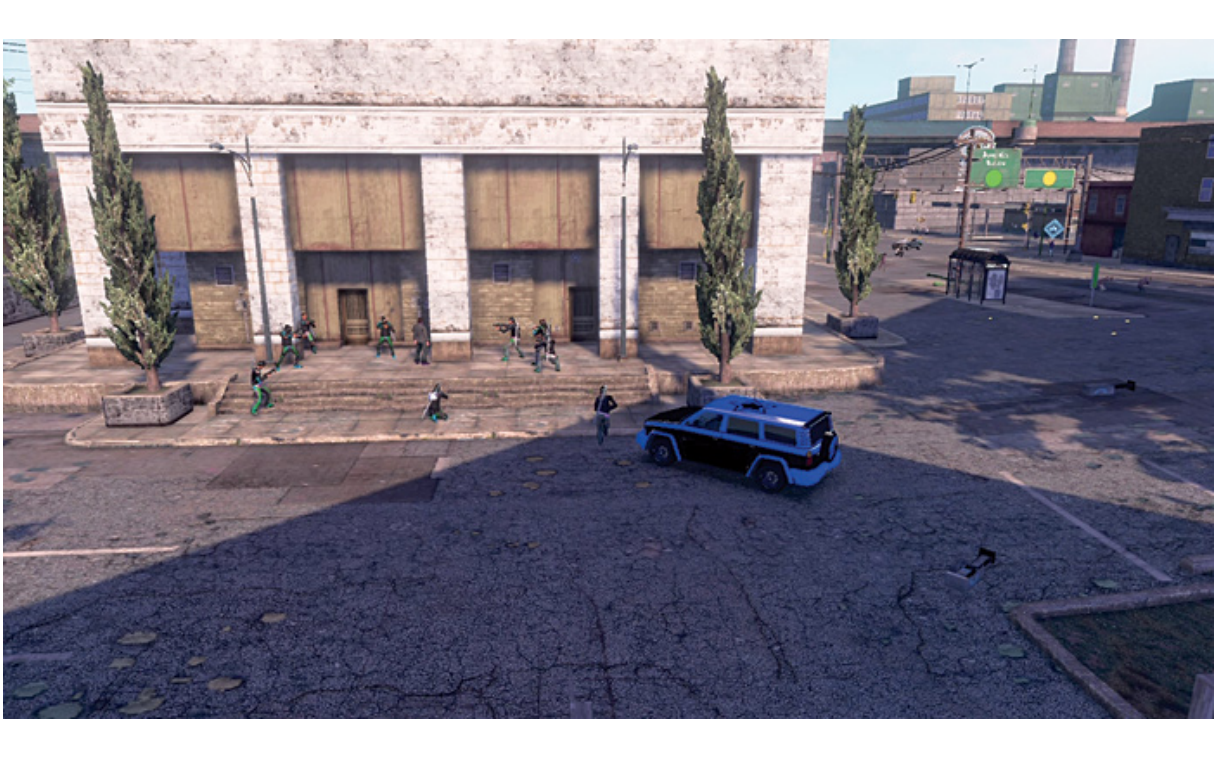

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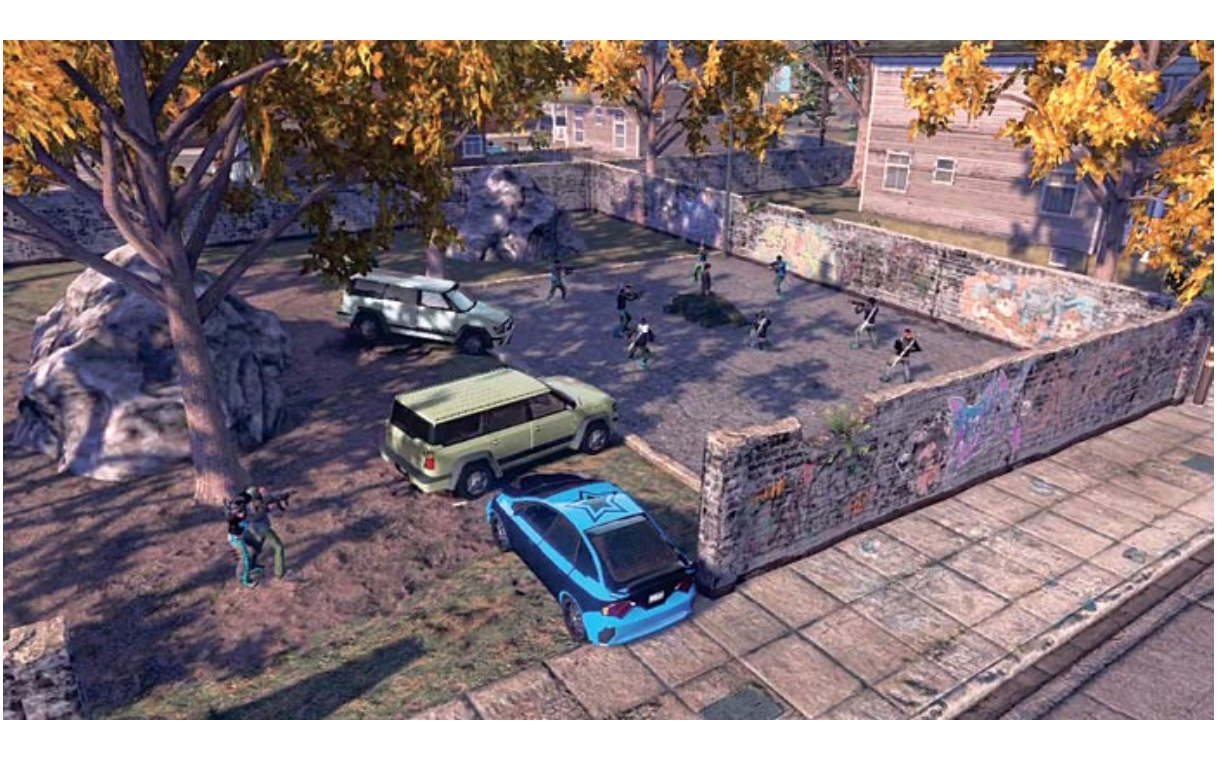

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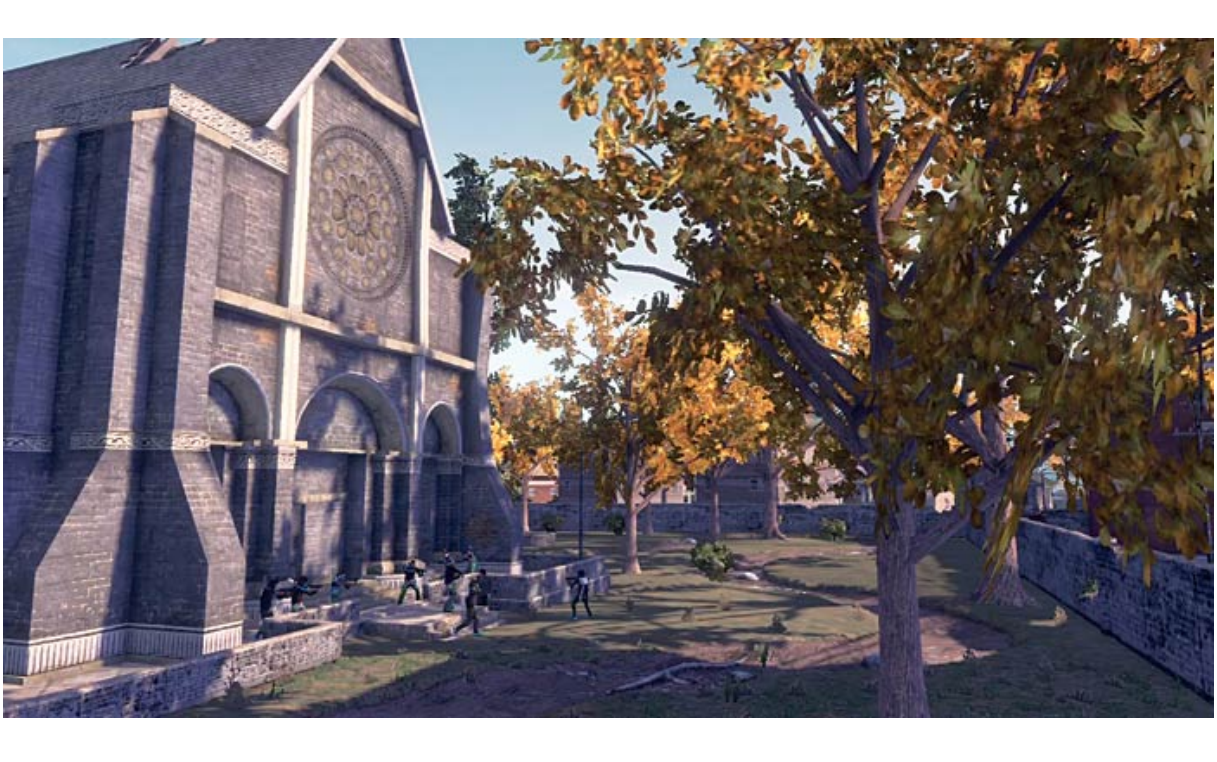

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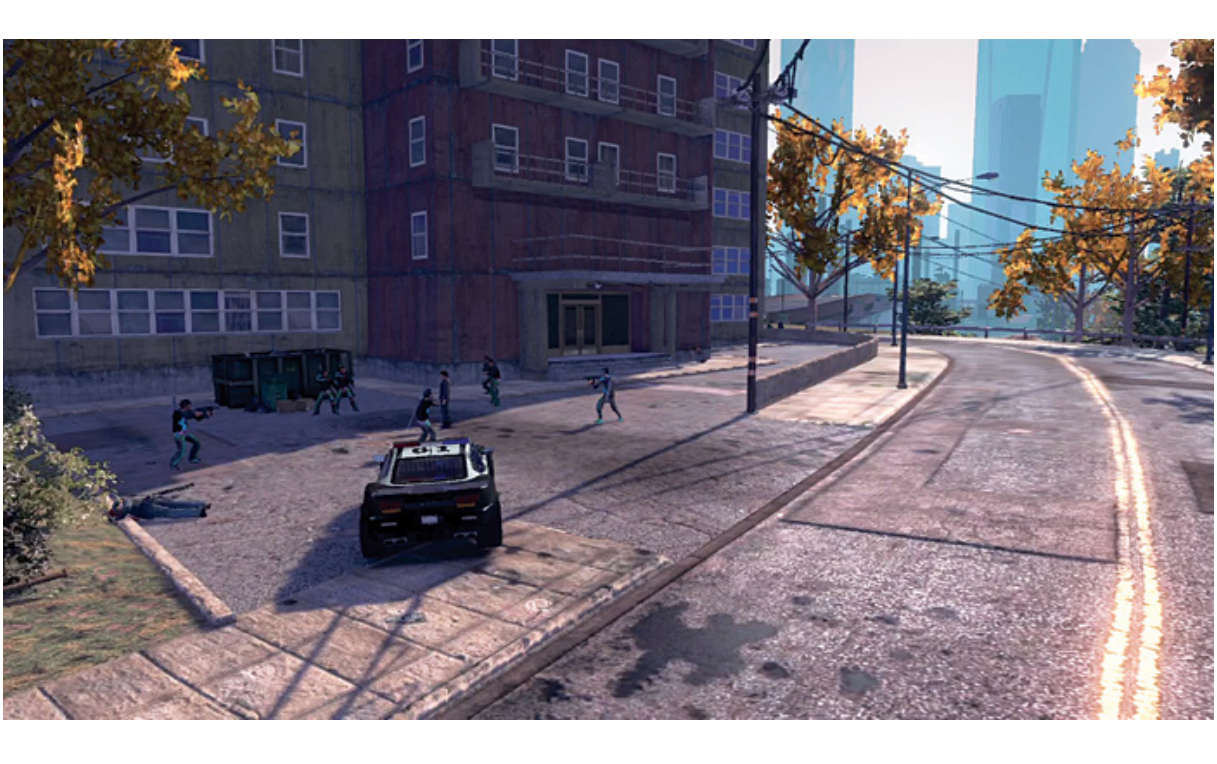

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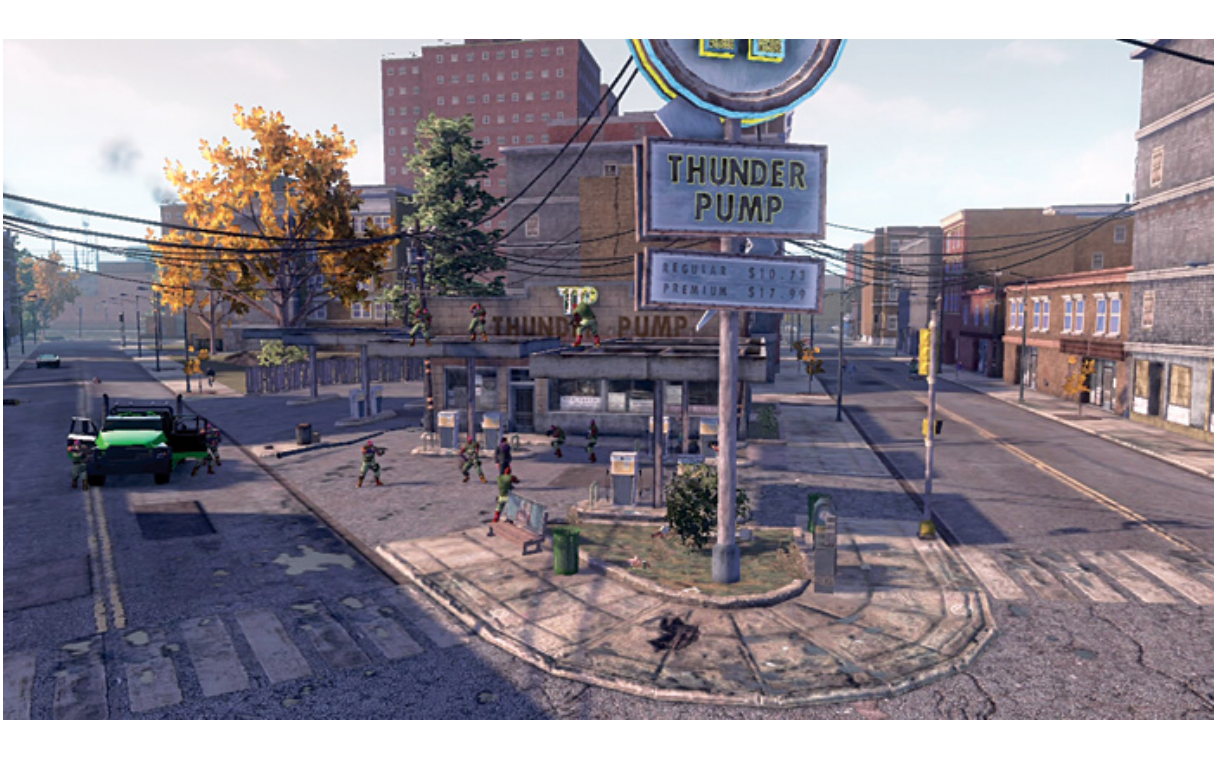

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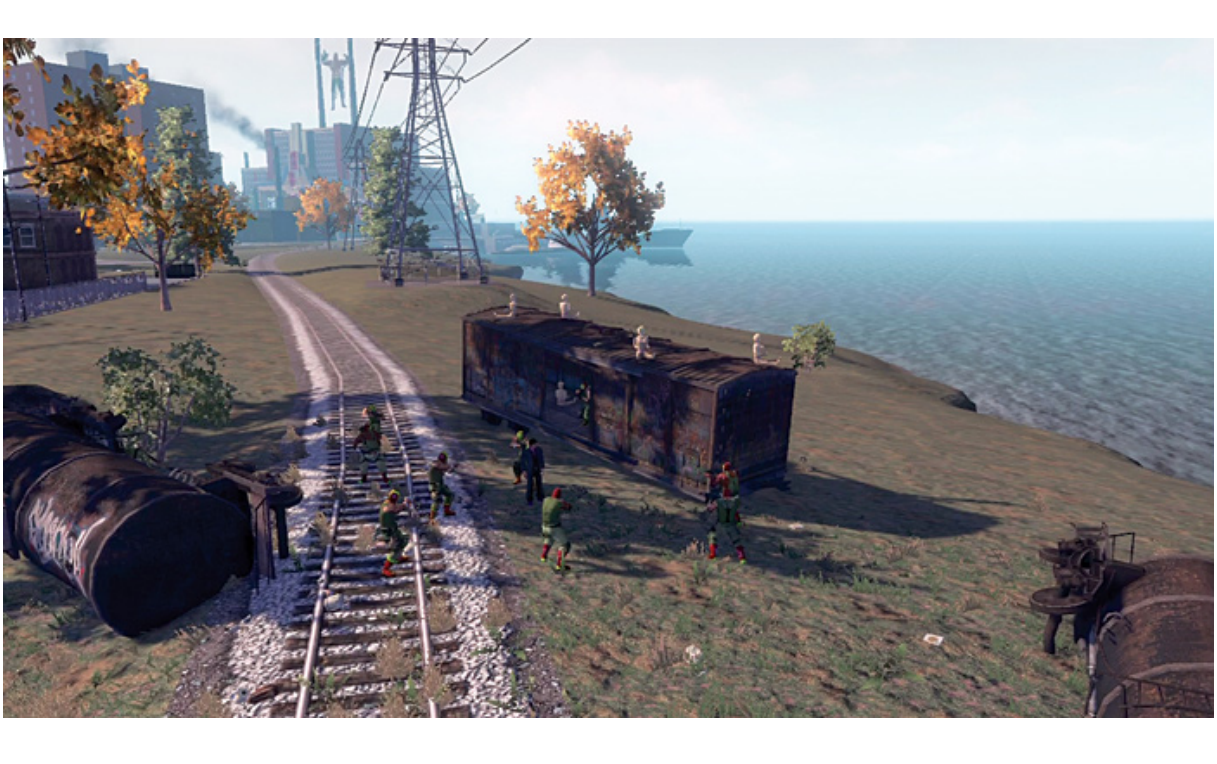

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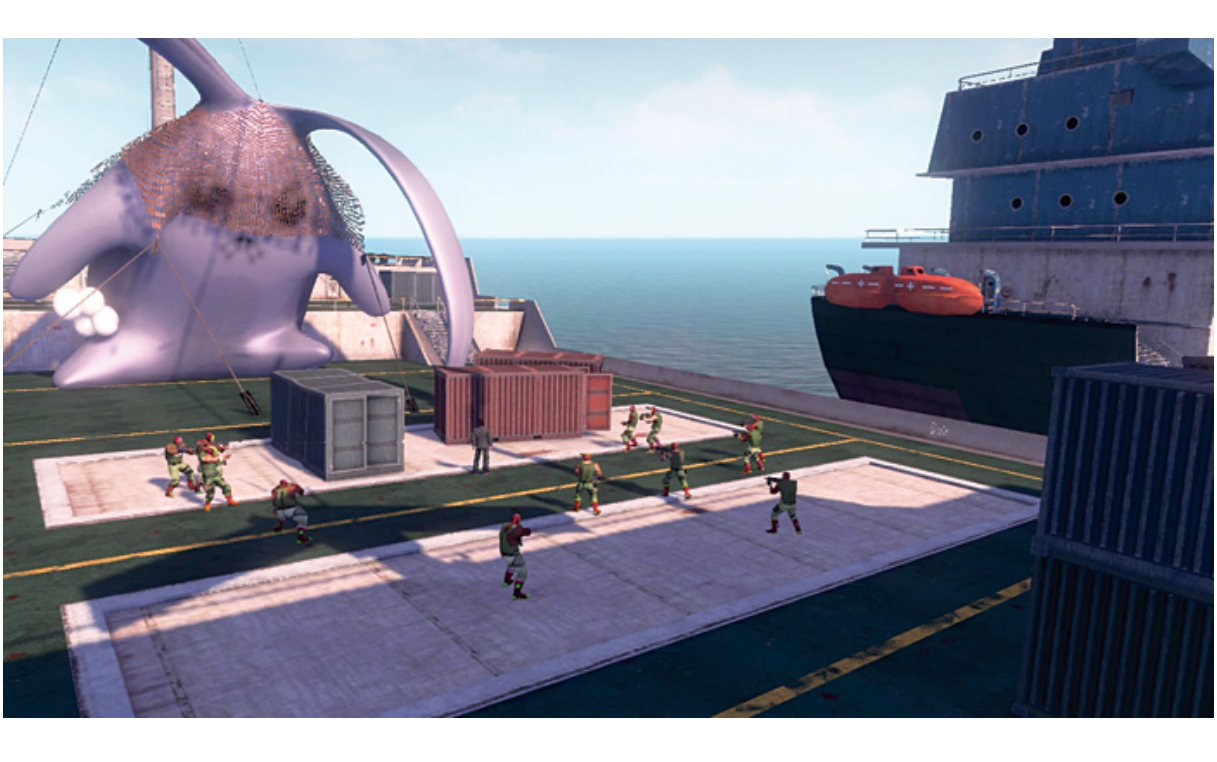
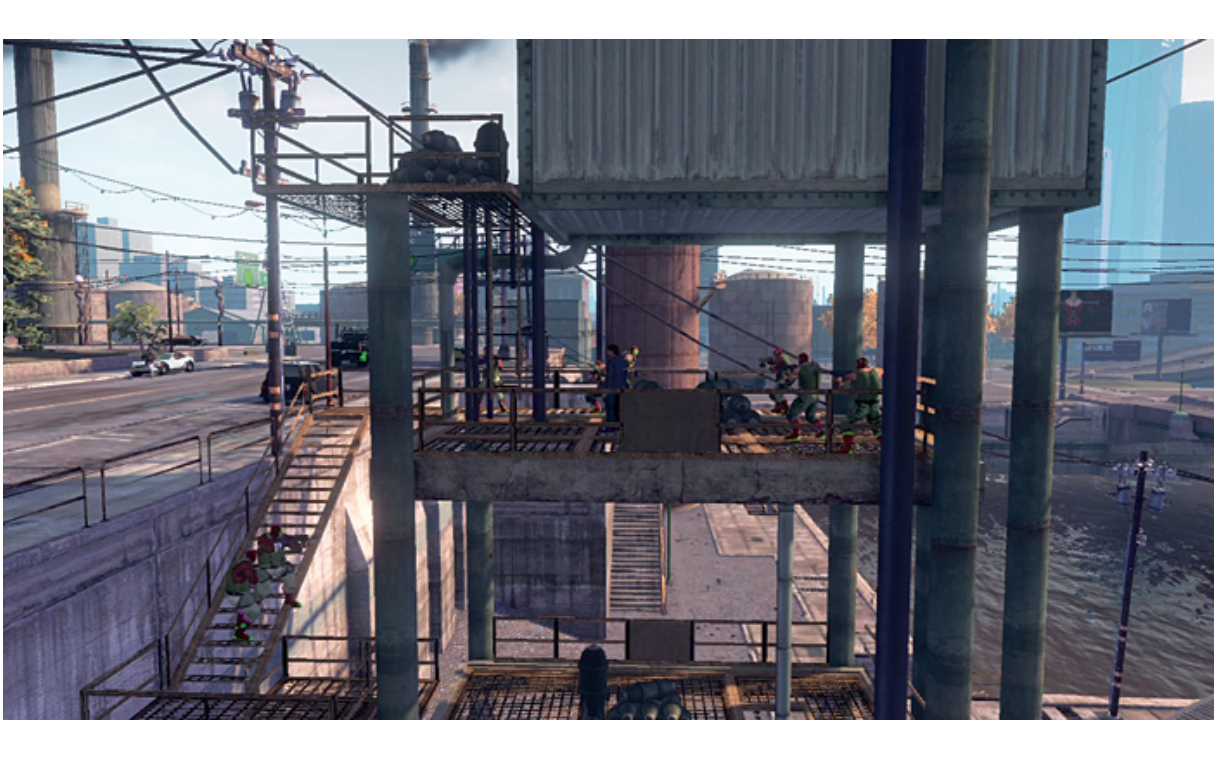


Gang Operation 12



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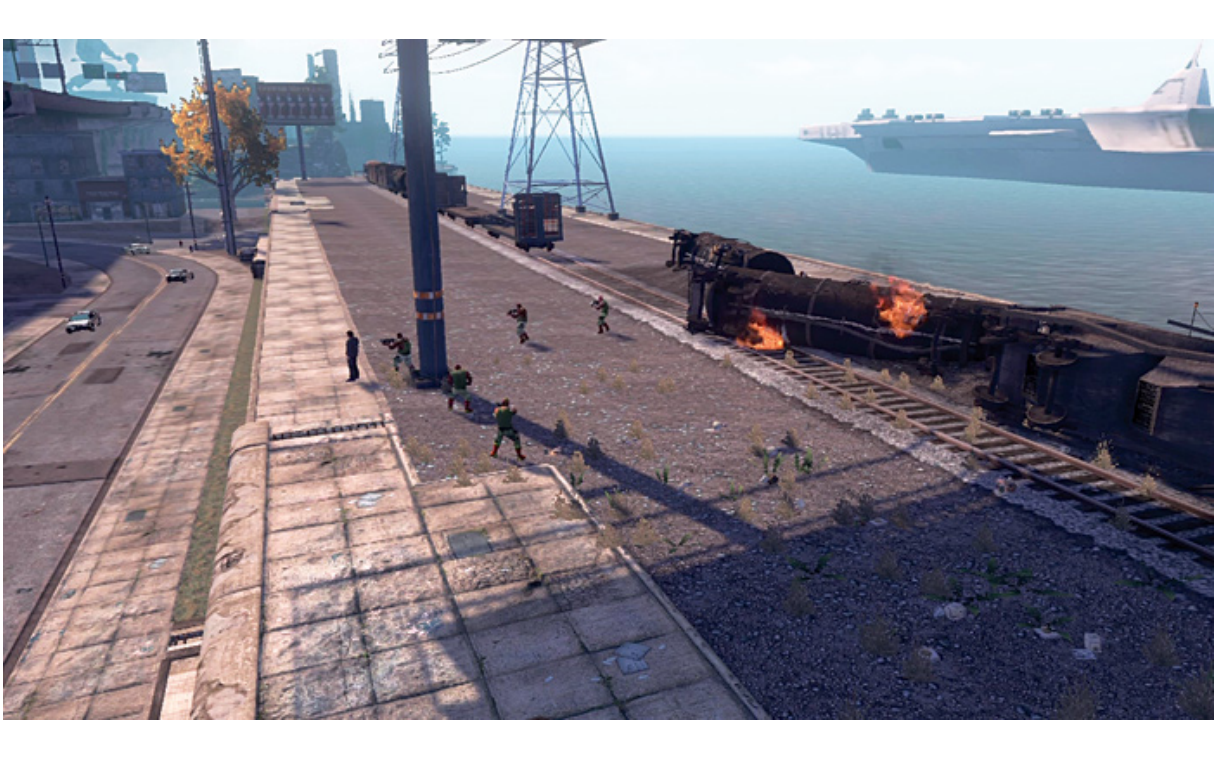

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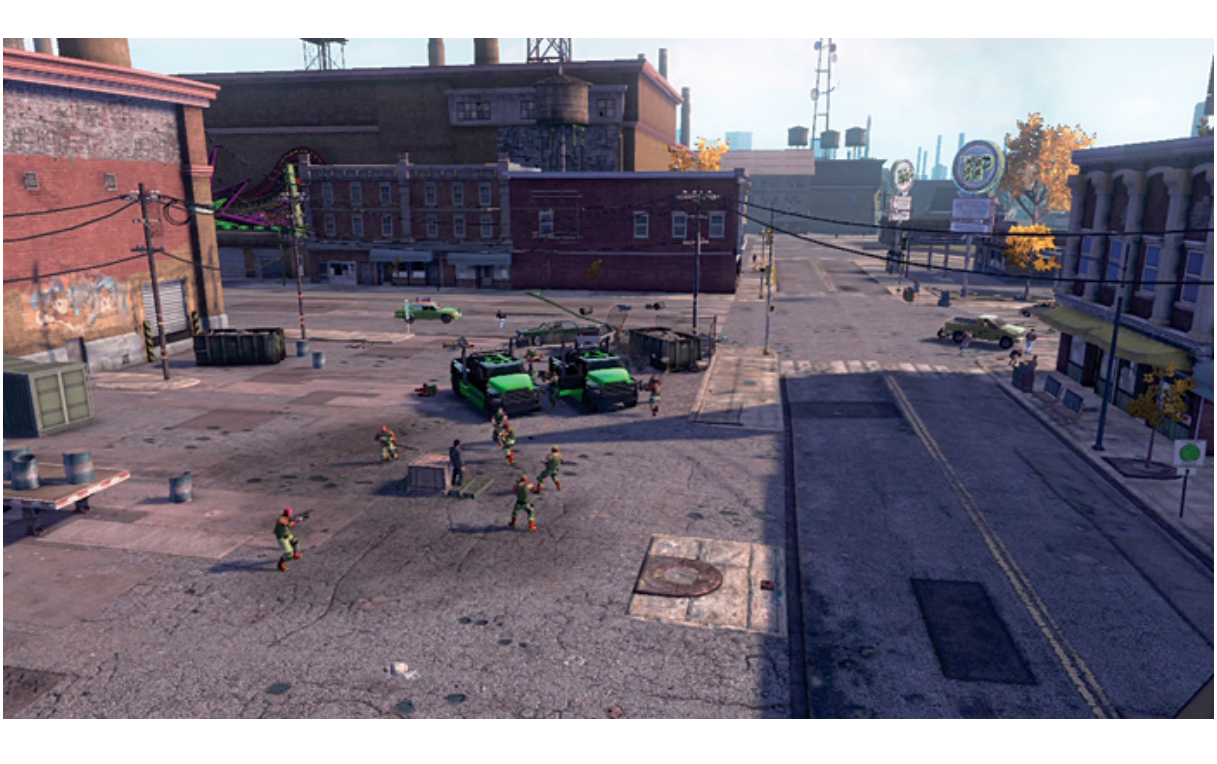

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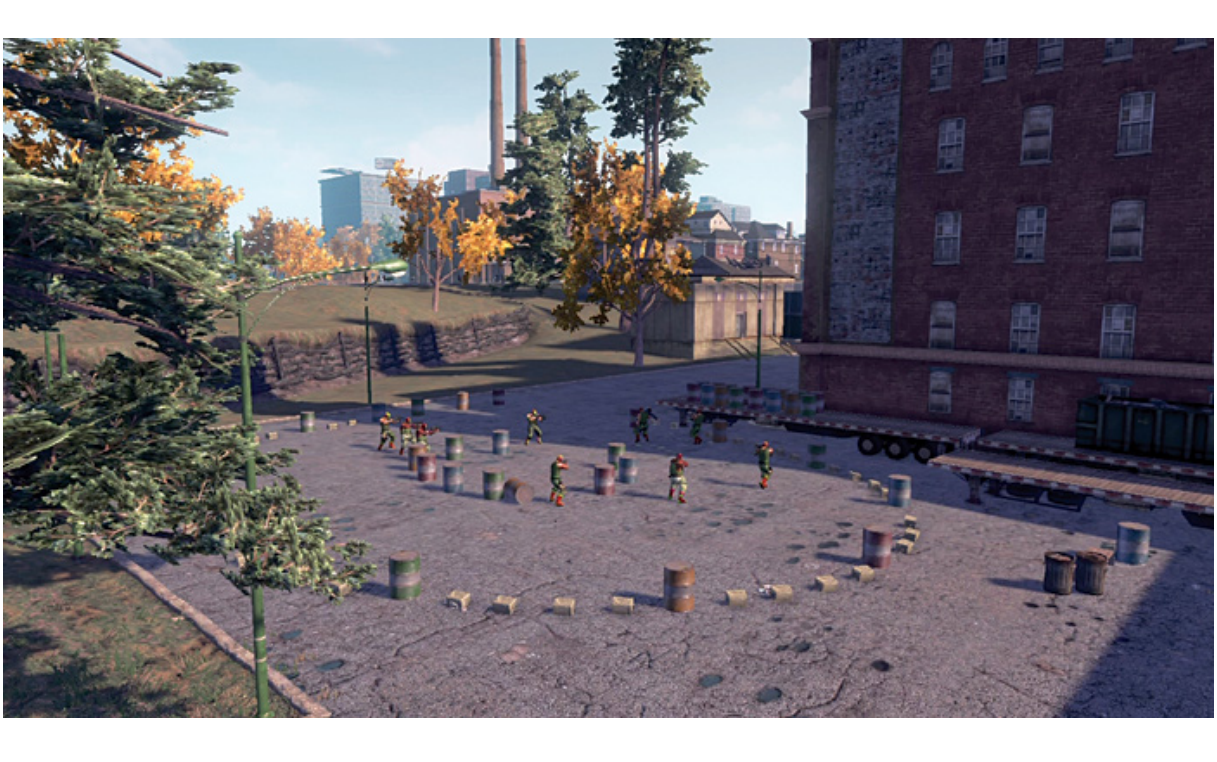

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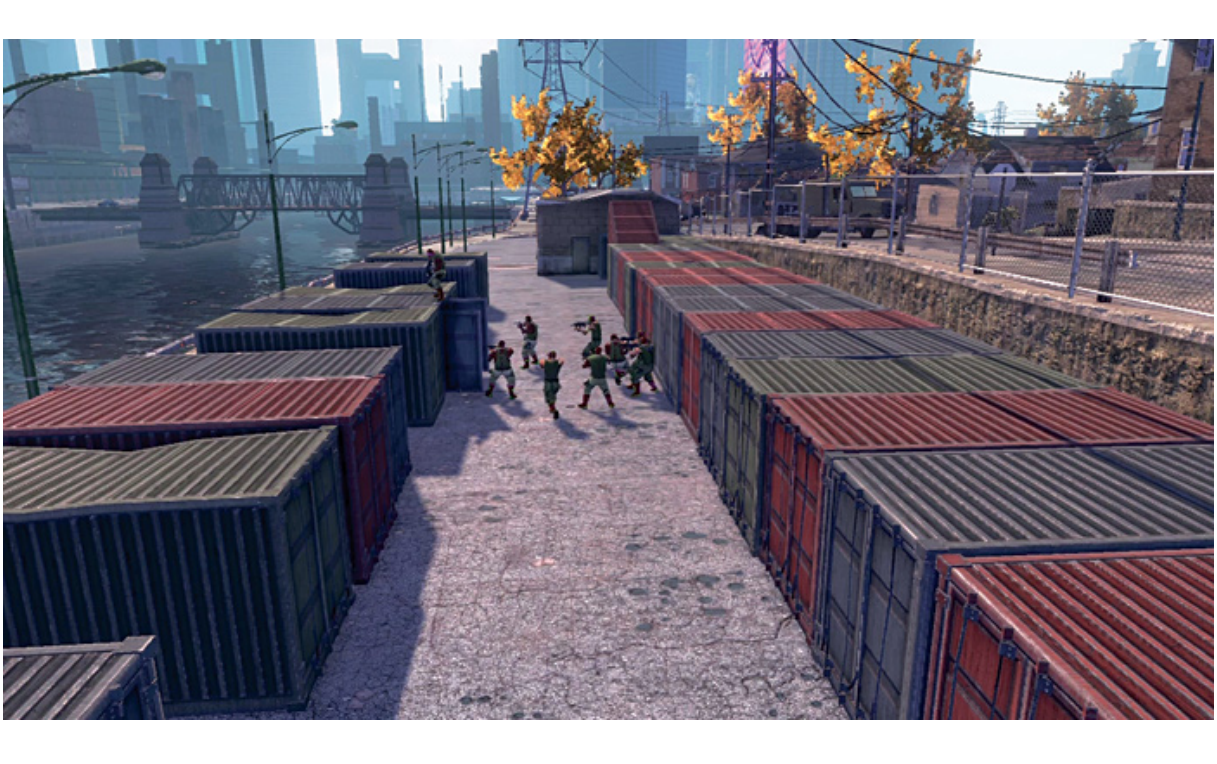

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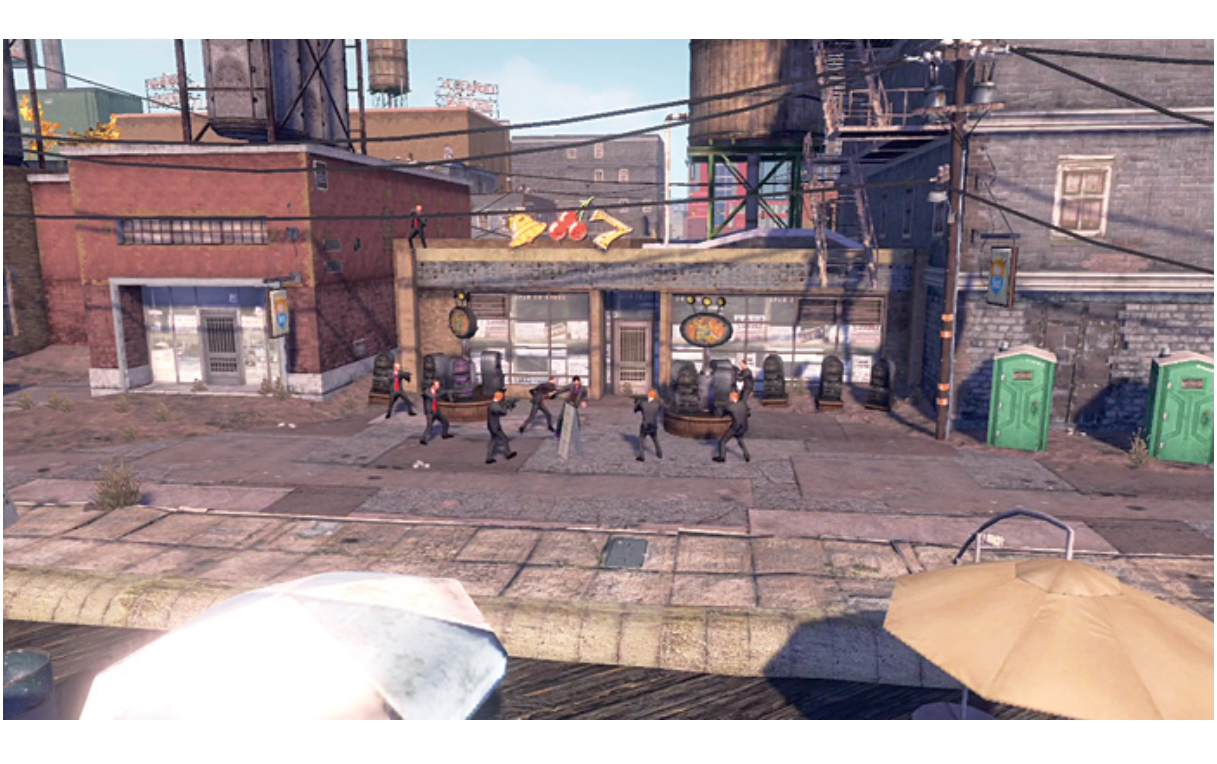

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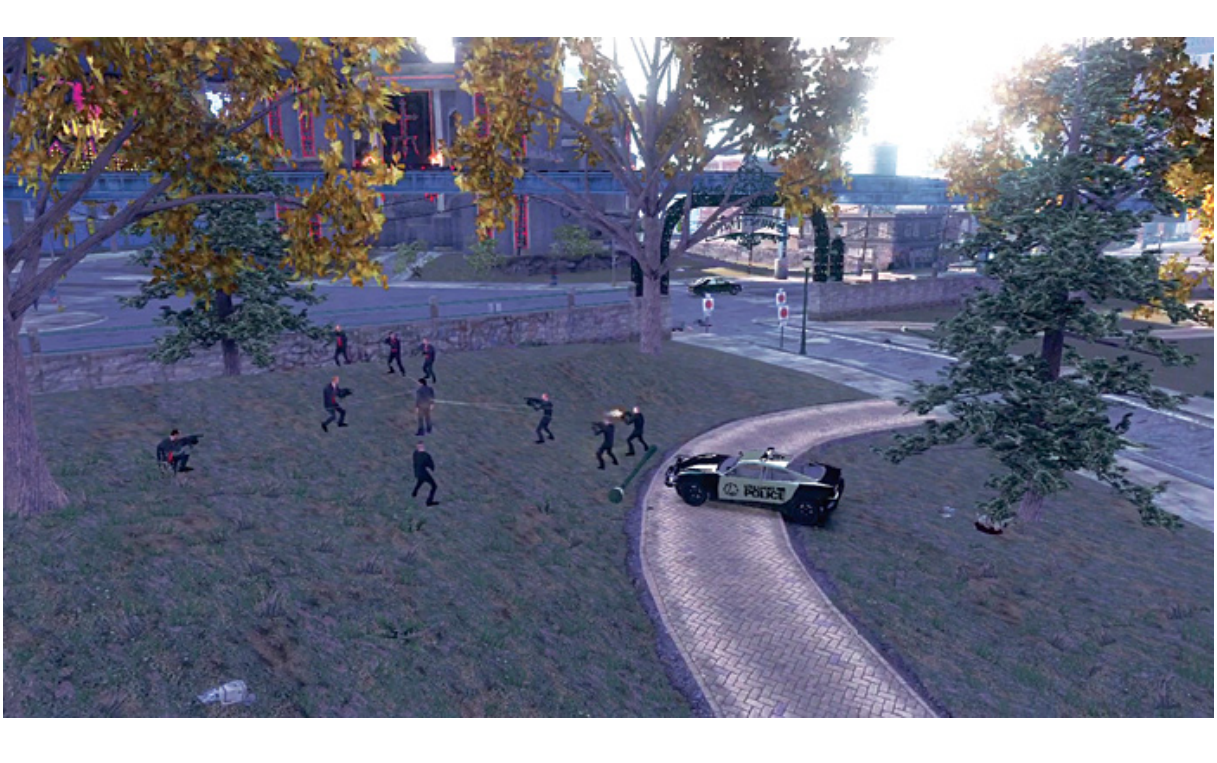

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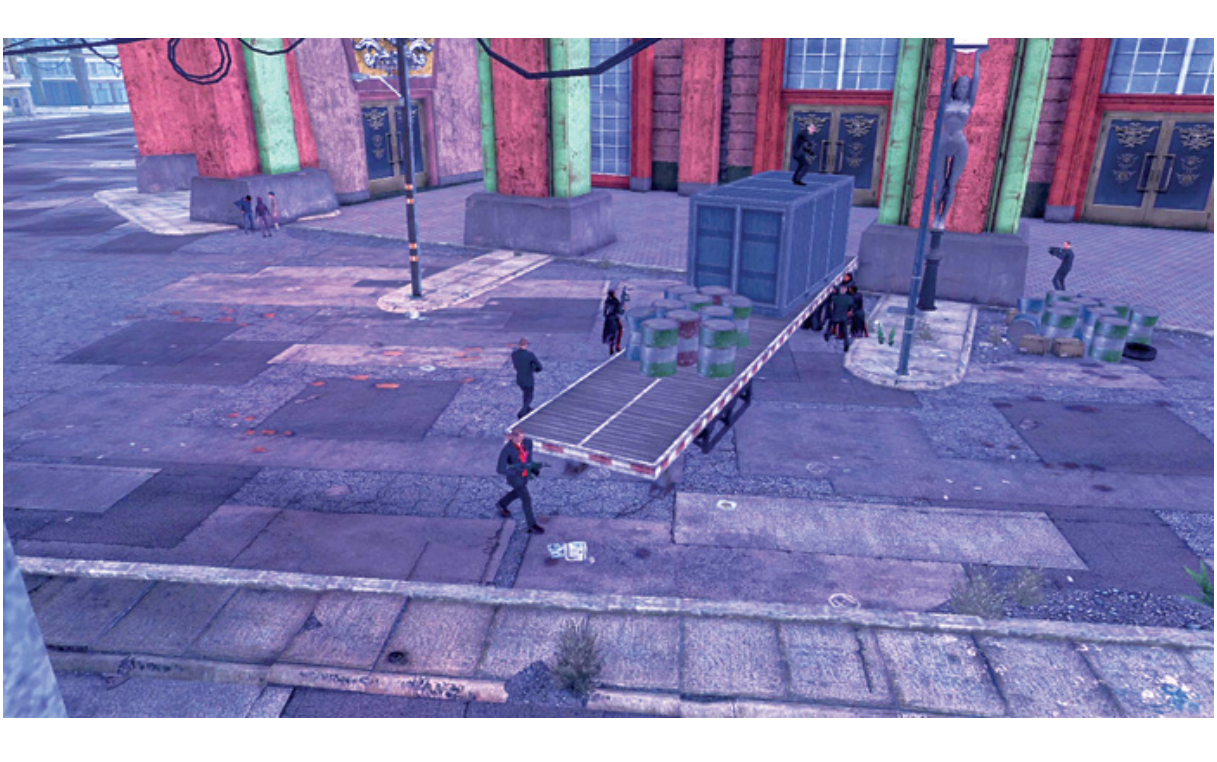

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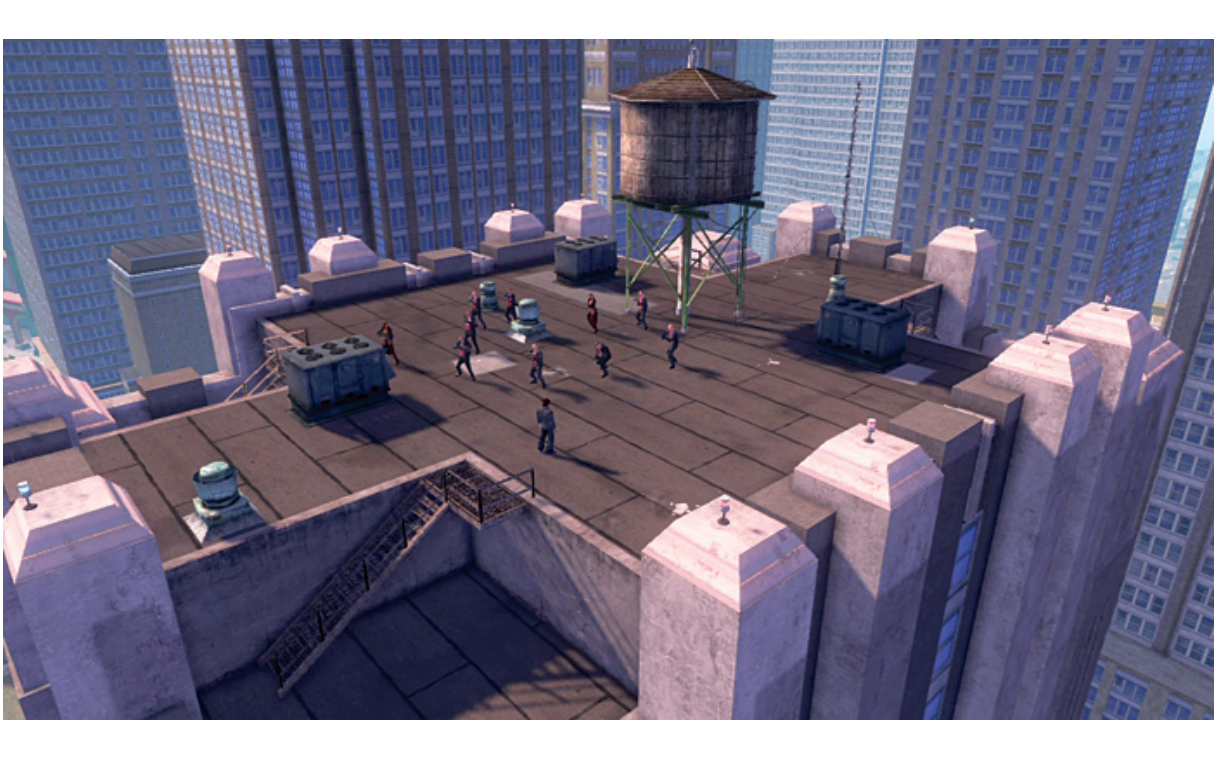

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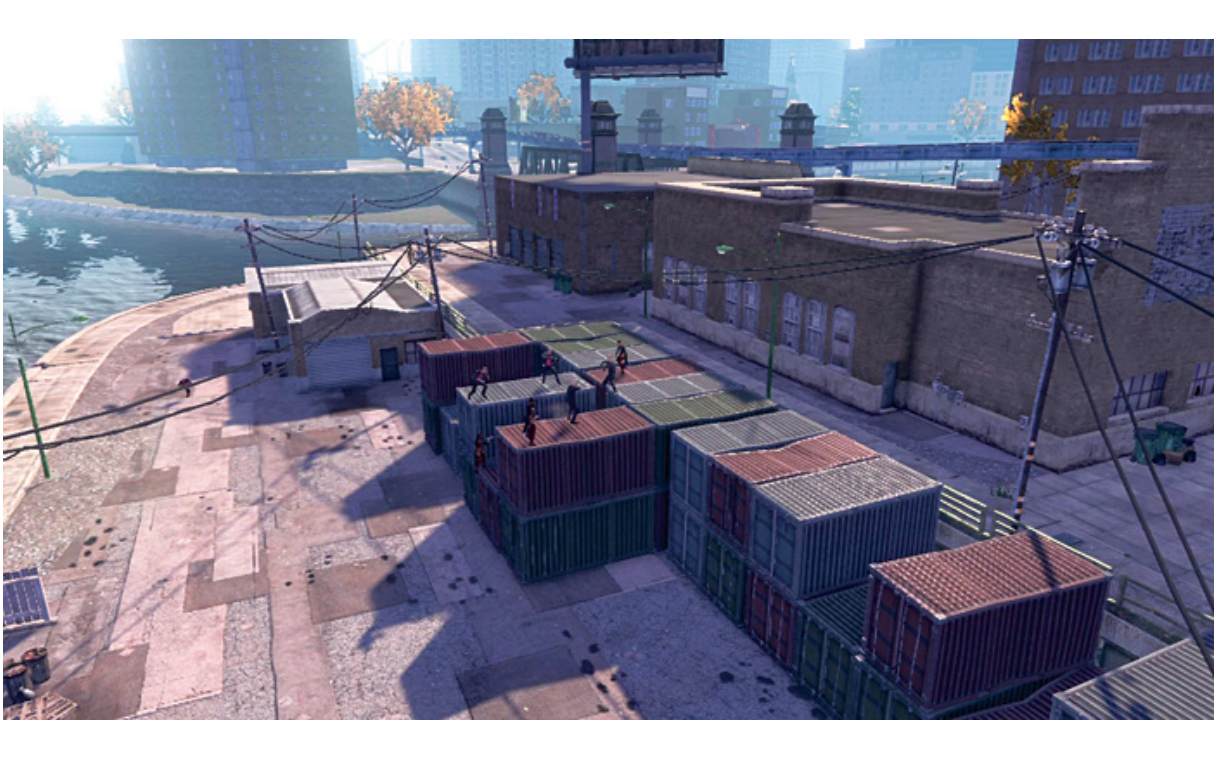

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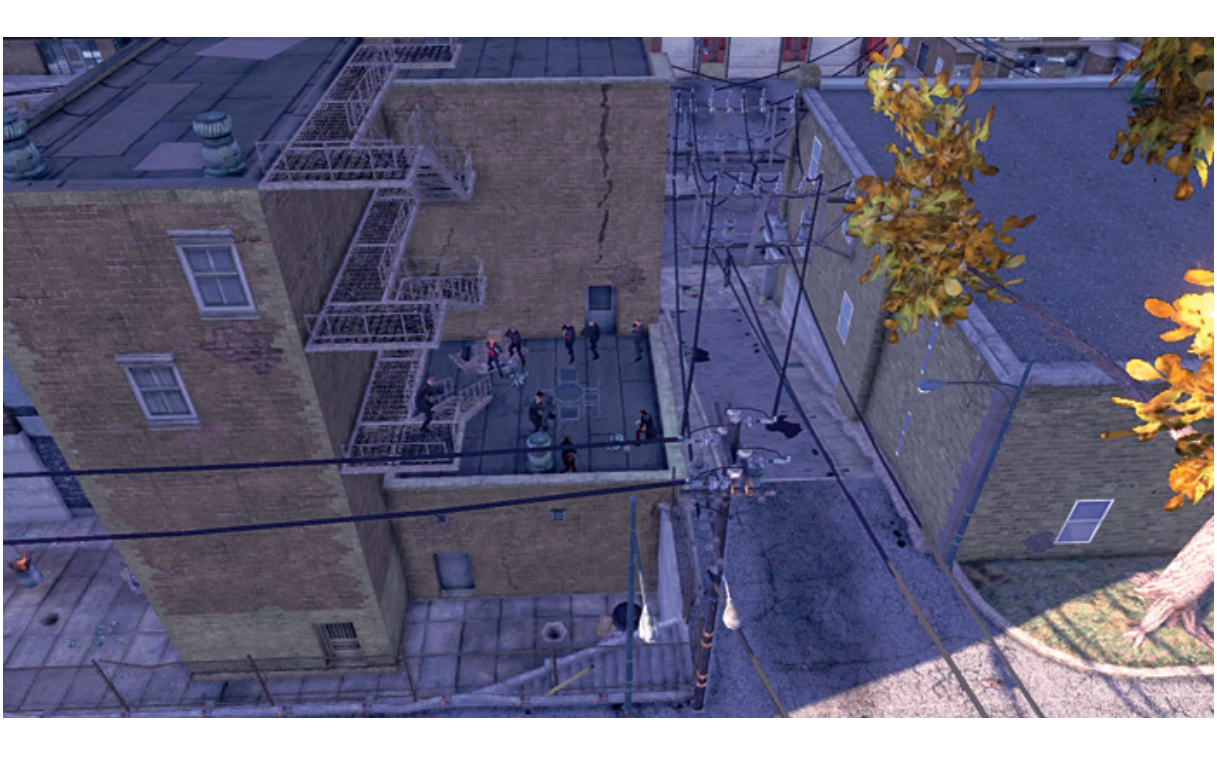
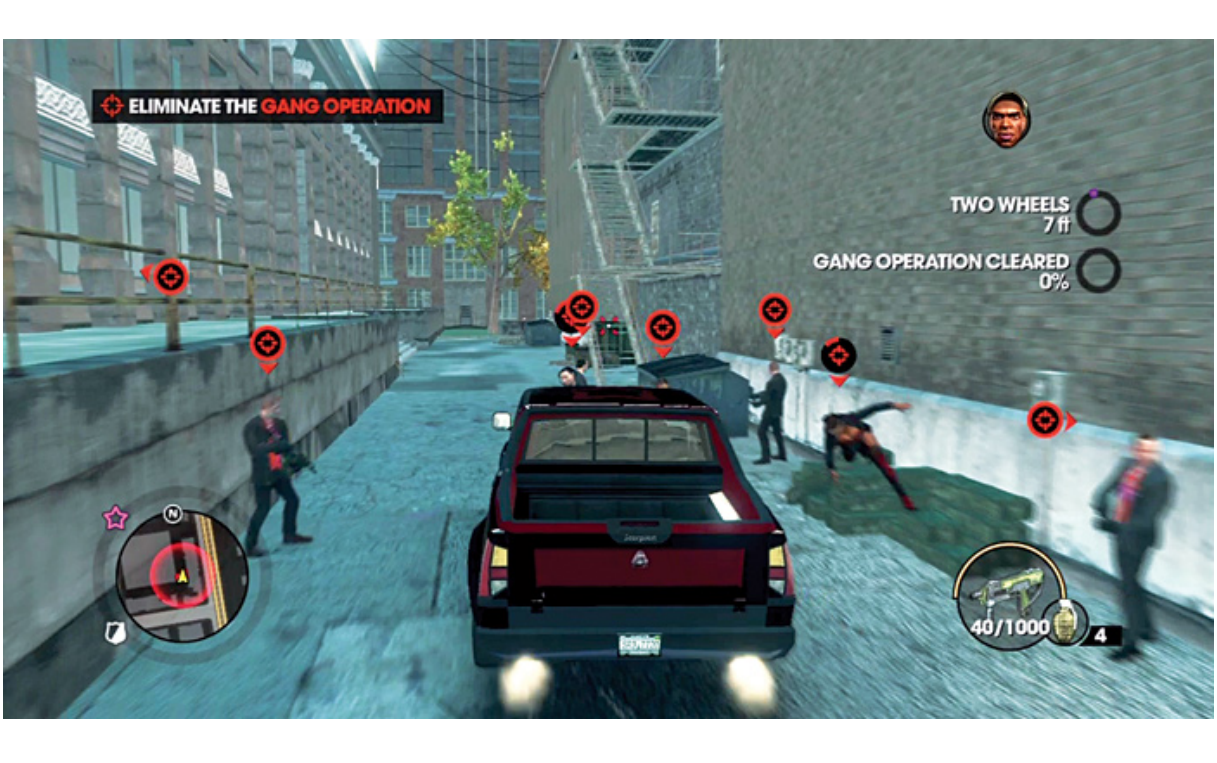


Gang Operation 23*



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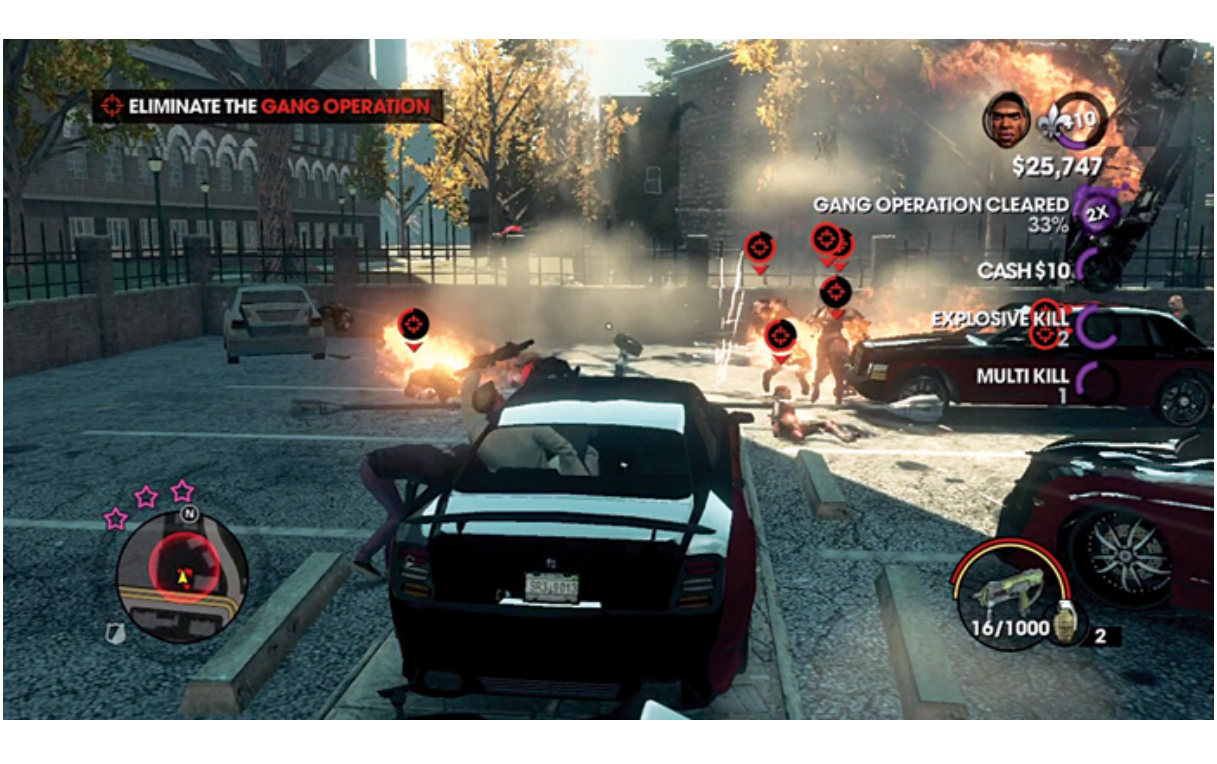

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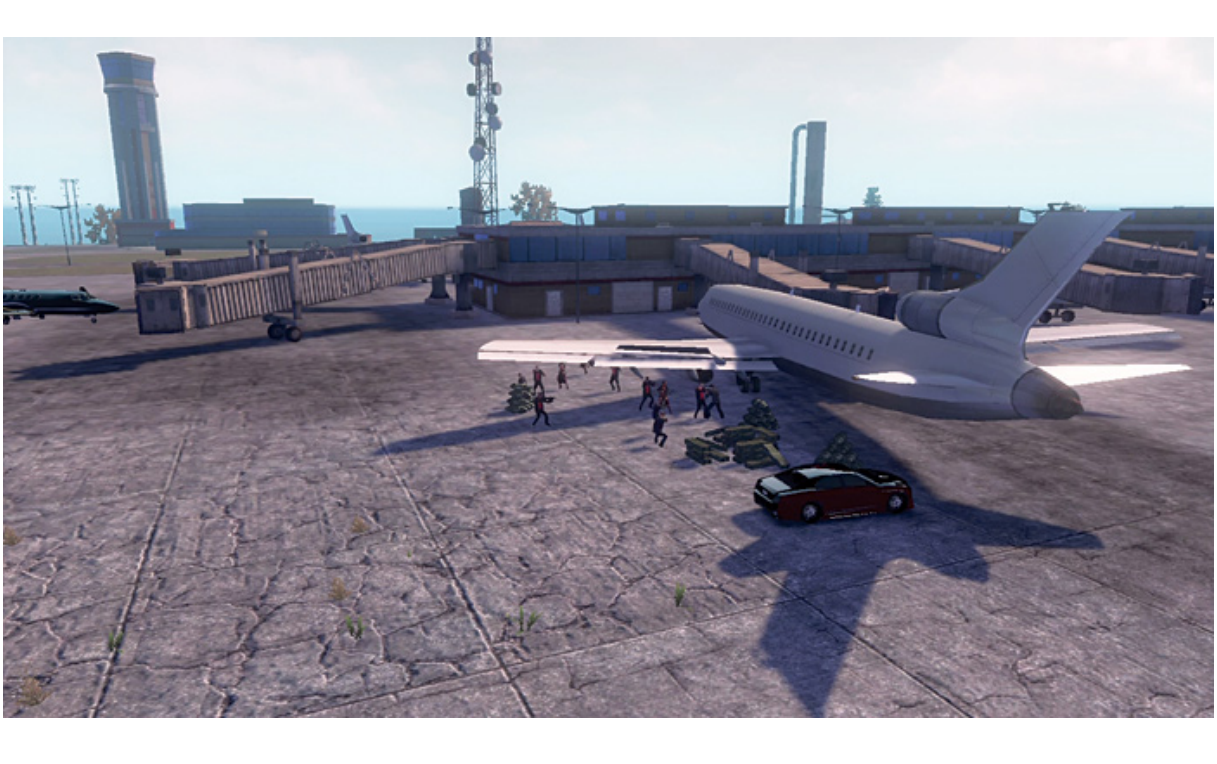
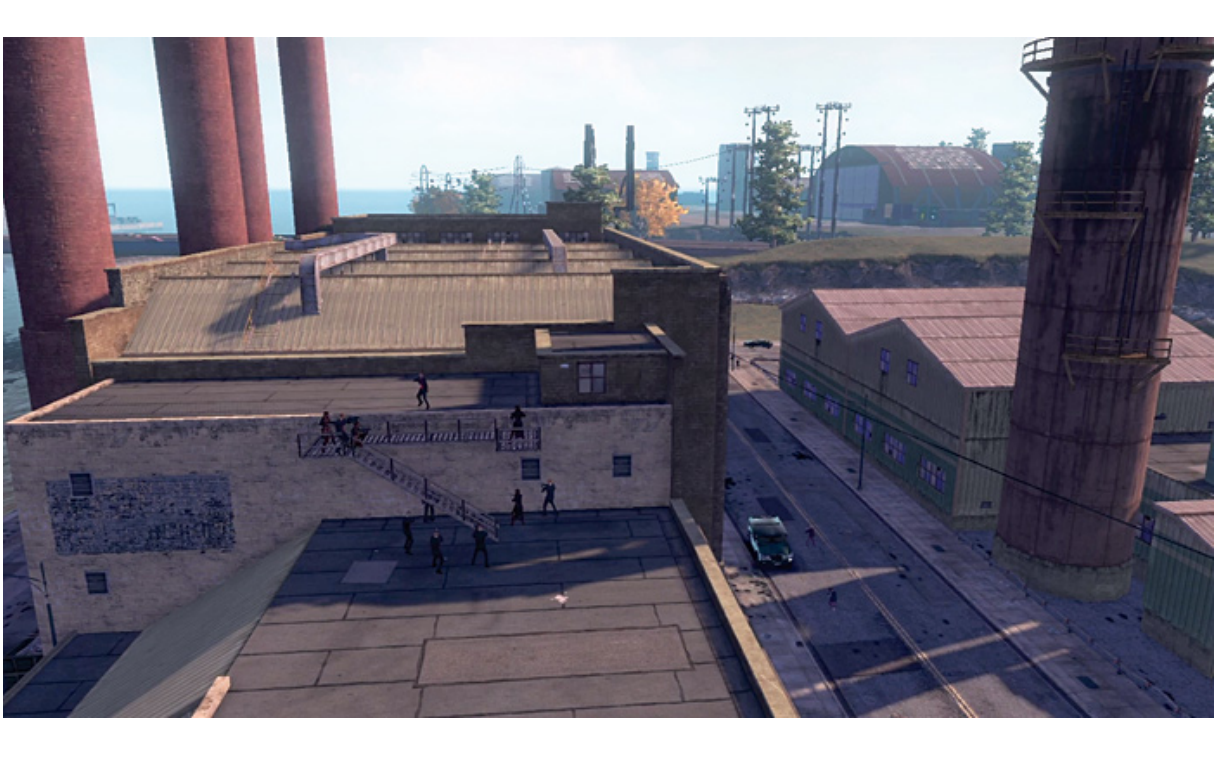


Gang Operation 26



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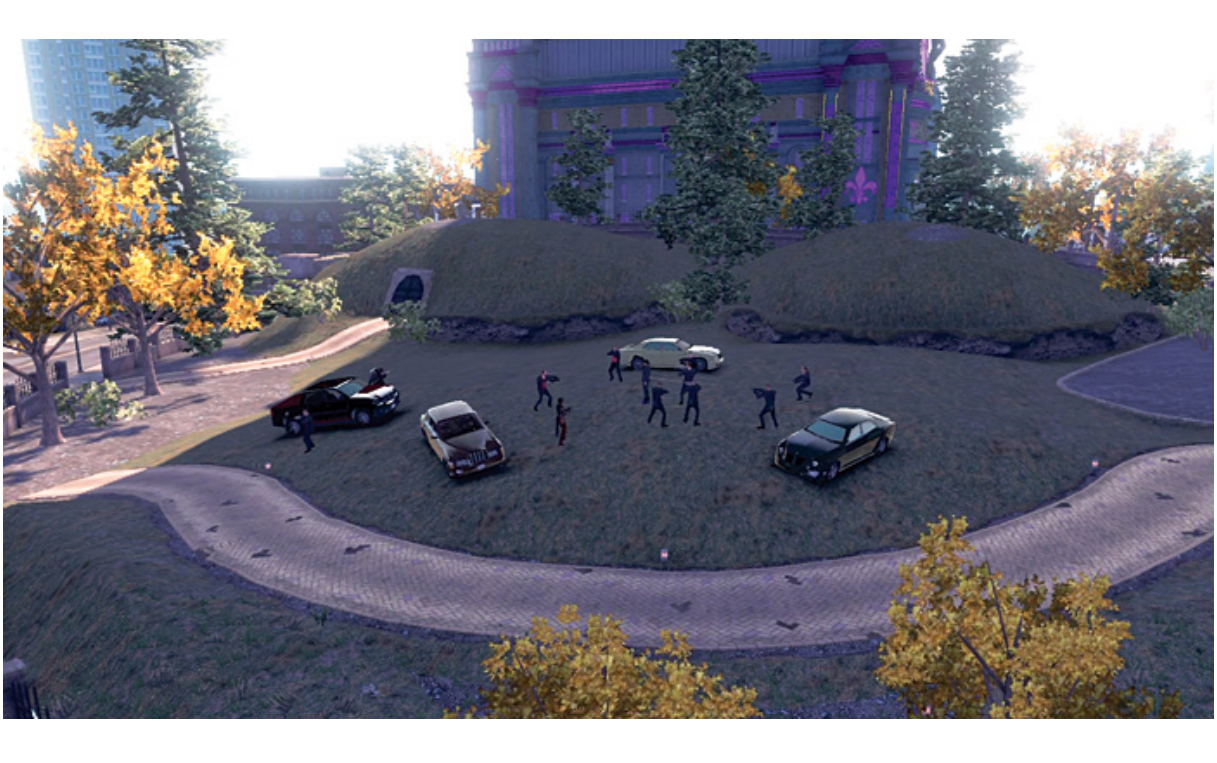

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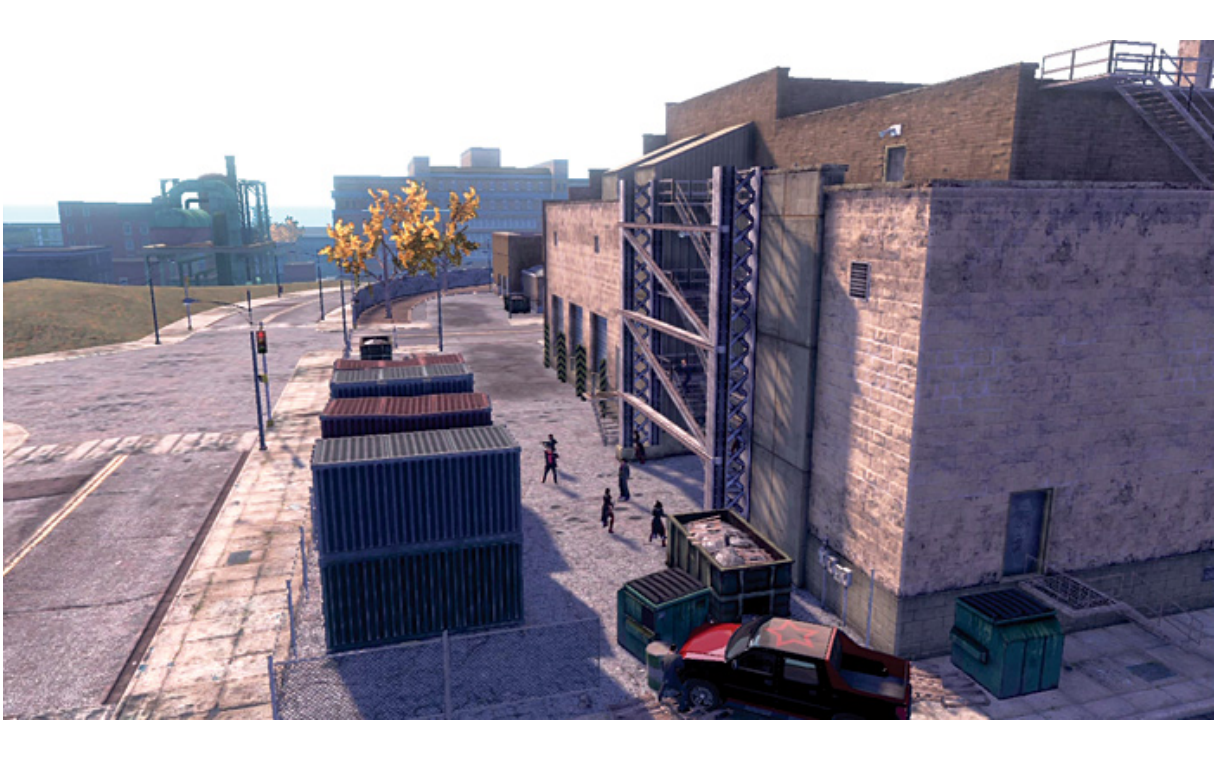

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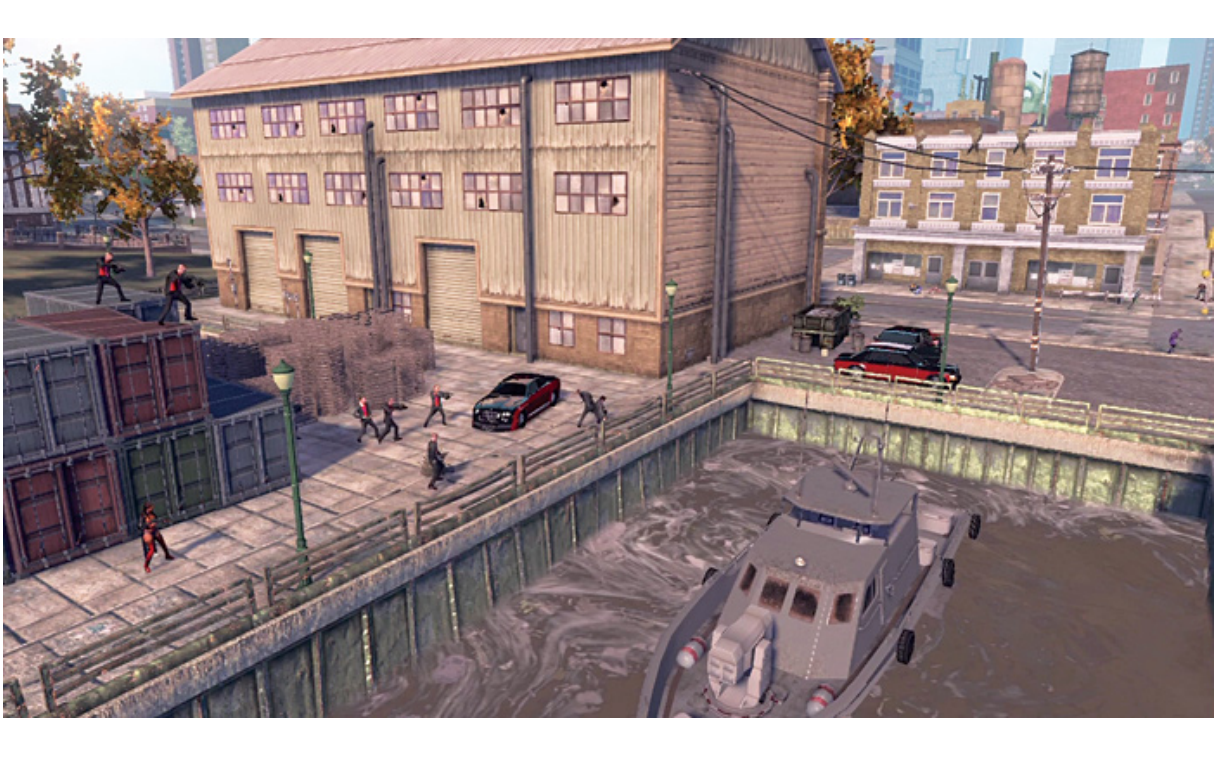
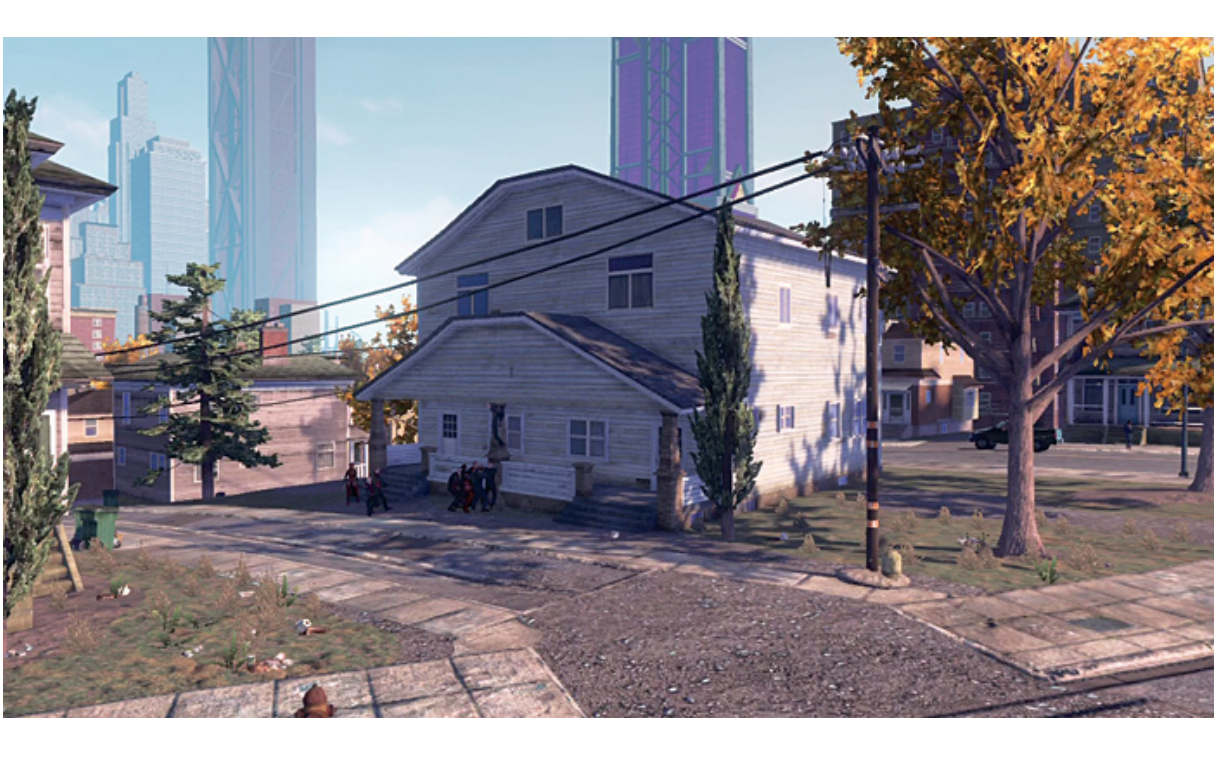


Gang Operation 30



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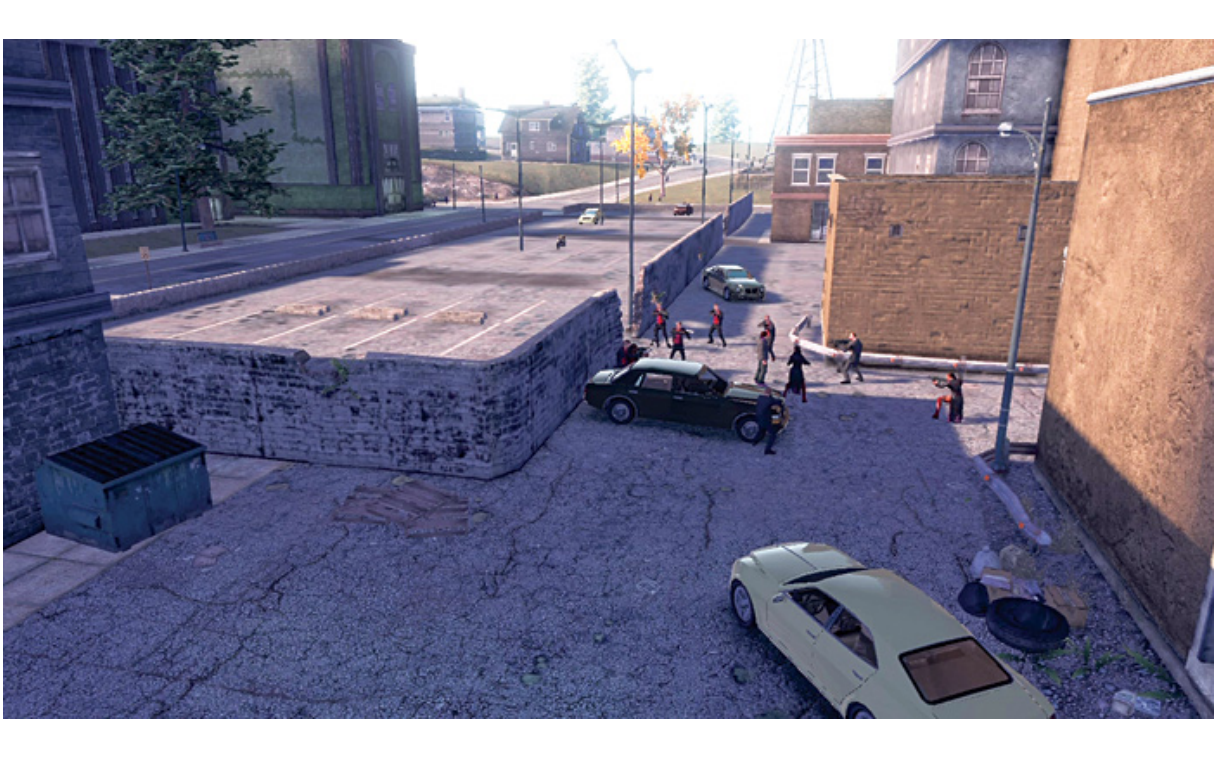
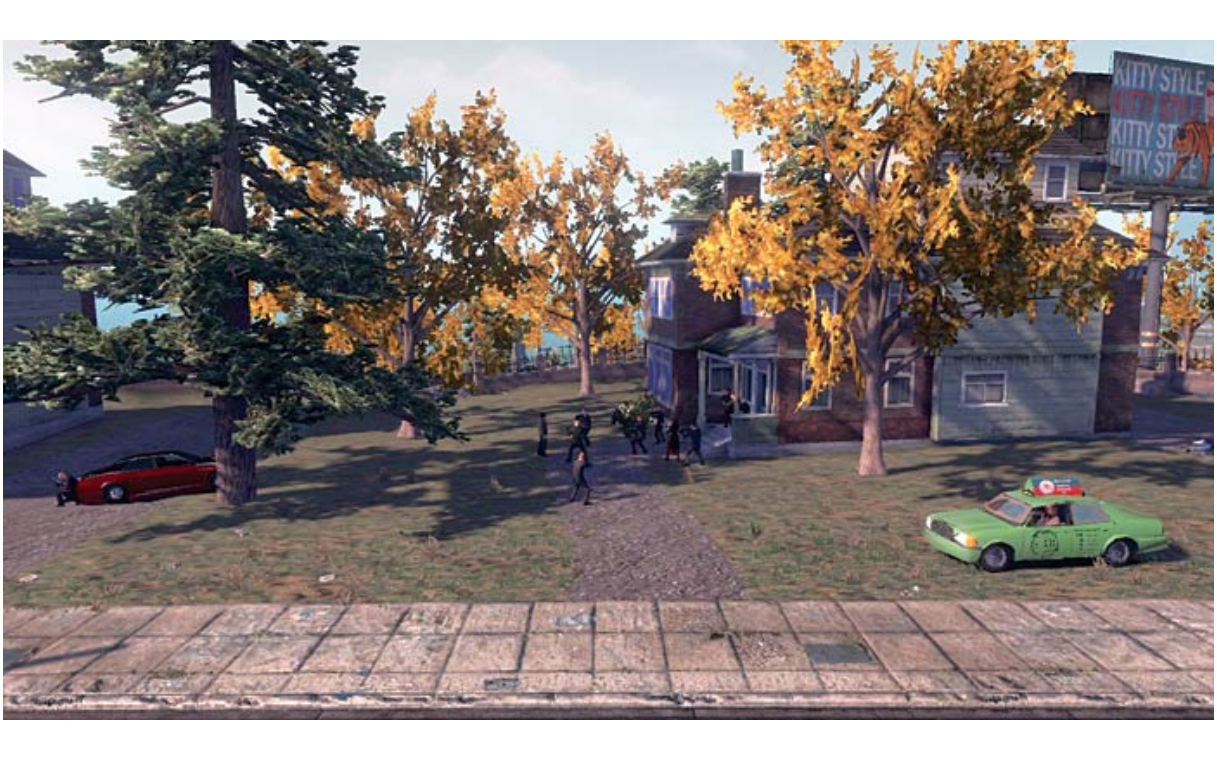


Gang Operation 32



Saints Book

Assassinations

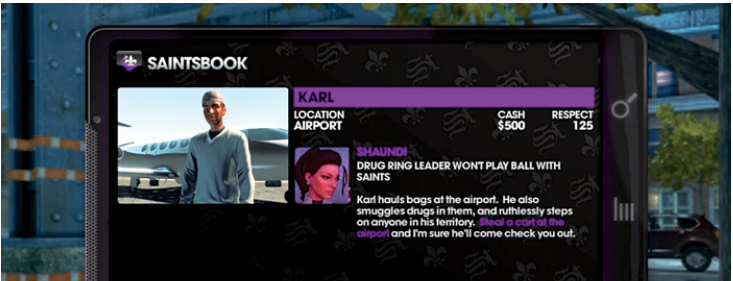
Assassinations are exactly what they sound like: the targeted killing of an individual who has raised the concern or ire of the party employing your services. It's never quite as simple as just walking up to the target discreetly in public, killing them, and escaping without being seen. Almost every hit has some sort of task you must accomplish to draw the target out of hiding and into the open where you can get at them. However, once the target is out in the open, you can use just about any means at your disposal to eliminate them, which makes the Assassination missions very free-form in nature.

For example, say you need to draw out a target who is hiding in a helicopter in flight, by stealing an aircraft. You can go to the airport and take a plane from there and kamikaze the target, bailing out of your stolen plane at the last minute. Or you can invade the local Guard base, steal an attack chopper, chase the target down and blow him out of the sky, and then fly your new ride back to a crib for safekeeping. Either way gets the job done, just remember that once you've drawn out the target, there's no specific rules that govern how you do them in. Just remember that you have many tools available at your disposal, all provided at Steelport's expense!

Hits do not always go smoothly, regardless of your methods. A rival hitman from another organization could be on the job, or you could be walking into an ambush. Or there could be multiple decoys and you'll have to suss out who is the legitimate target. This is why no matter how simple a hit sounds on paper, it never hurts to go into each mission loaded for bear and prepared for any eventualities on the way to the target.

There are 36 Assassinations available from Saintsbook over the course of the game. You'll find that you can only access a portion of these early in your Steelport takeover. Once you have Kinzie, Zimos, and Angel on your side, another group of Assassinations becomes available. The final set appears after STAG has made their presence felt in the city. Other than these limitations, all Assassinations can be accomplished at any time during the story, but keep in mind that once STAG is involved, certain hits will be made a lot more difficult until you have dealt with them.

Target: Karl



KARL

LOCATION
AIRPORT

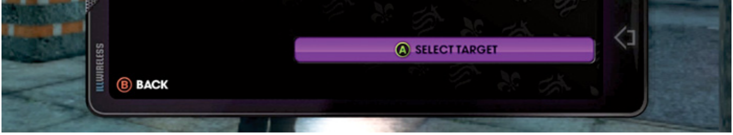
CASH
$500

RESPECT
125

SHAUNDI

DRUG RING LEADER WONT PLAY BALL WITH SAINTS

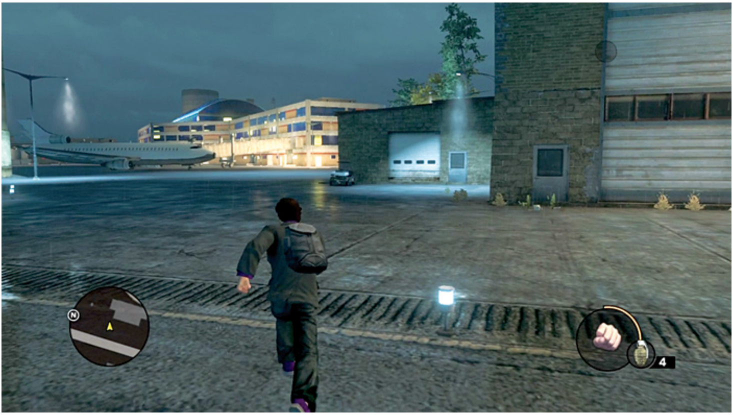
Karl hauls bags at the airport. He also smuggles drugs in them, and ruthlessly steps on anyone in his territory. Steal a cart at the airport and I'm sure he'll come check you out.



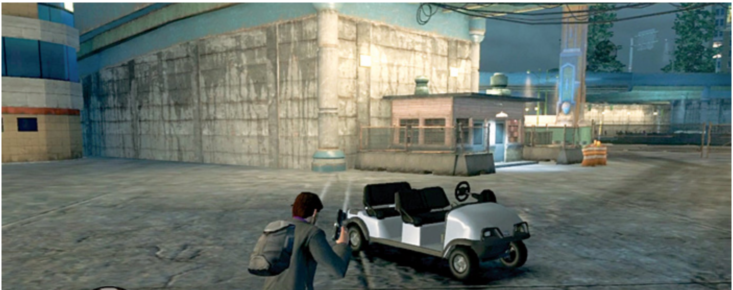
Hired by: Shaundi
Location: Airport
Cash Earned: $500
Respect Earned: 125

Overview: Drug ring leader won’t play ball with Saints

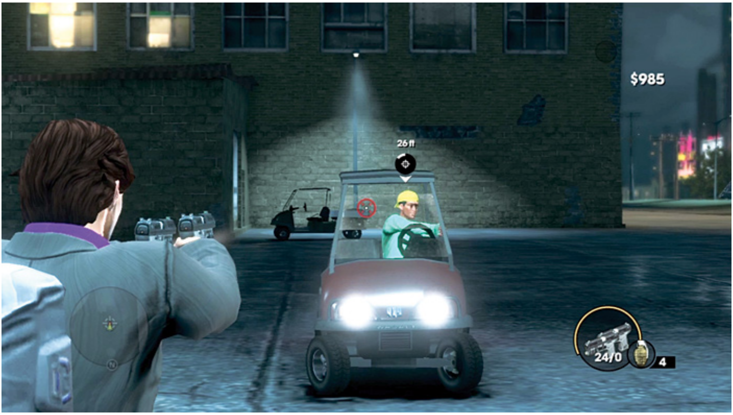
“Karl hauls bags at the airport. He also smuggles drugs in them, and ruthlessly steps on anyone in his territory. Steal a cart at the airport and I’m sure he’ll come check you out.”



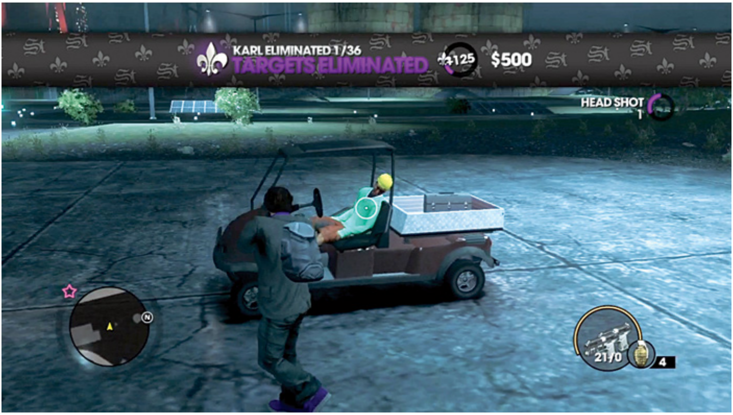
As one of your earliest available hits, Karl is pretty easy. This Assassination serves as a sort of training ground, emphasizing that you’ll often have to do something to get the target to come out. And the something in this case is pretty easy.



You need to get to the airport. Not just to the terminal, but to the side where all the planes are currently sitting, awaiting passengers. Apart from any antics you might get involved with between the moment when you accept the hit and when you arrive at the airport, you do not arouse any police or gang ire. You should try to keep it that way for all hits. Unless a job requires you to start a fight, your life is much easier the less trouble you cause before the actual kill.

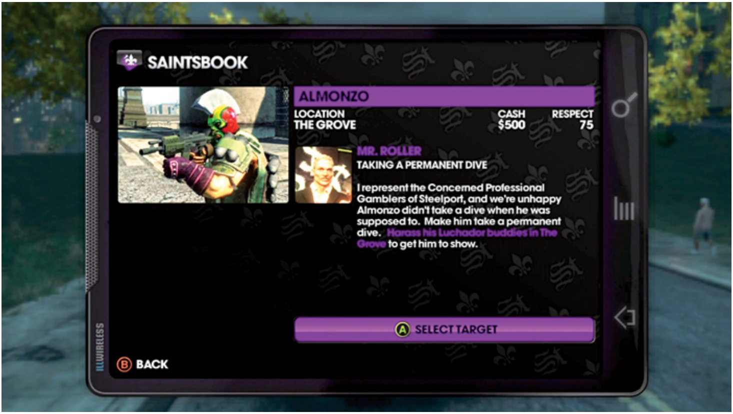


Once at the airport tarmac, look around for any small carts you can jack. Usually, they are parked near maintenance buildings, but you can also find some near the airliners, too.



Within moments of taking a cart, Karl comes looking for you in his own cart. He tends to come straight for you, so if you have a sniper rifle and are a steady shot, you can plug him from far away. If he's already too close, any weapon will do. The cart he shows up in provides practically no protection for him whatsoever, so he should be an easy kill.

Target: Almonzo



ALMONZO

LOCATION
THE GROVE

CASH
$500

RESPECT
75

MR. ROLLER

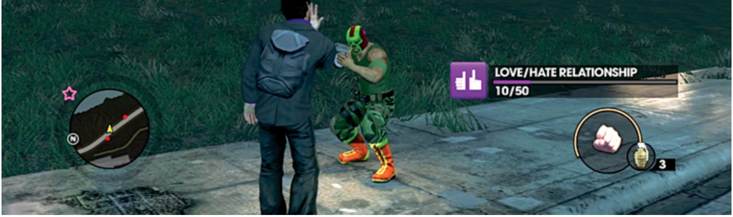
TAKING A PERMANENT DIVE

I represent the Concerned Professional Gamblers of Steelport, and we're unhappy Almonzo didn't take a dive when he was supposed to. Make him take a permanent dive. Harass his Luchador buddies in The Grove to get him to show.

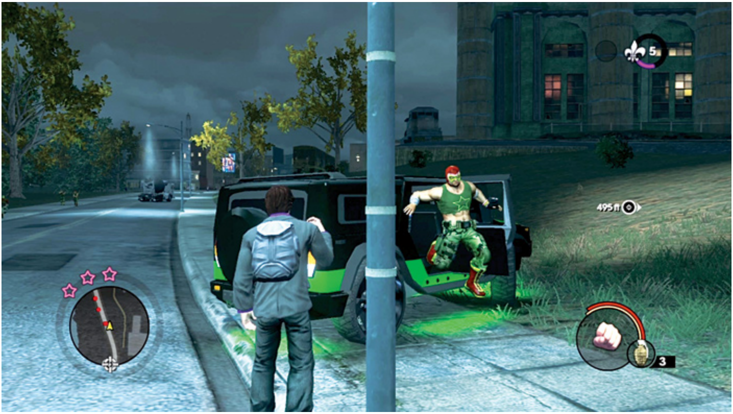
Hired by: Mr. Roller
Location: The Grove
Cash Earned: $500
Respect Earned: 75

Overview: Taking a permanent dive

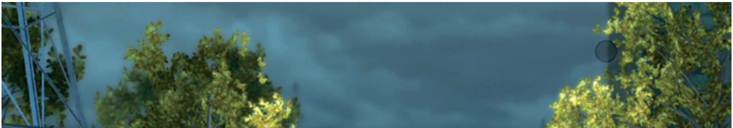
"I represent the Concerned Professional Gamblers of Steelport, and we're unhappy Almonzo didn't take a dive when he was supposed to. Make him take a permanent dive. Harass his Luchadore buddies in the Grove to get him to show."

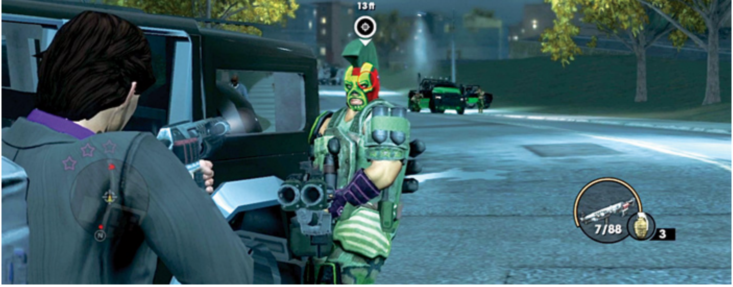


This hit can be surprisingly dangerous for an early job. The Luchadores do not skimp on firepower, with their specialists wielding rapid-fire grenade launchers. You'll be deep in their territory actively trying to tick them off, so don't be too discouraged if you take the job early on and find yourself ground underfoot by massive Luchadore trucks.

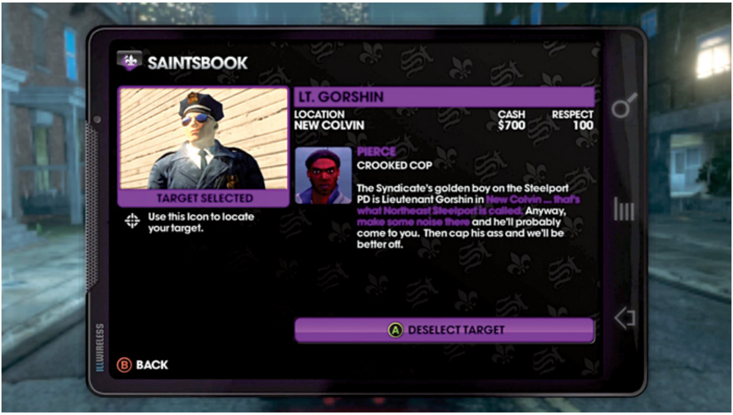


To get Almonzo to come out, you need to get the Luchadores riled up. Once you find a Luchadore, you can walk up to him and use your Boss's taunt on the guy. This will invariably cause him to get a little upset, and he'll likely draw his gun and start shooting at you. Killing him draws other Luchadores to you.





And if you taunt and kill enough of them, Almonzo himself will eventually appear.



LT. GORSHIN

LOCATION
NEW COLVIN

CASH
$700

RESPECT
100

PIERCE
CROOKED COP

The Syndicate's golden boy on the Steelport PD is Lieutenant Gorshin in New Colvin ... that's what Northeast Steelport is called. Anyway, make some noise there and he'll probably come to you. Then cap his ass and we'll be better off.

Use this Icon to locate your target.

He can be pretty dangerous, as he comes to the party equipped with one of the aforementioned grenade launchers. If you're out in the streets and you're in a vehicle, you can run him over with a car, but a grenade or point-blank shotgun blasts can also do the job nicely.

Target: Lt. Gorshin

5
STEELPORT
POLICE

Hired by: Pierce
Location: New Colvin
Cash Earned: $700
Respect Earned: 100

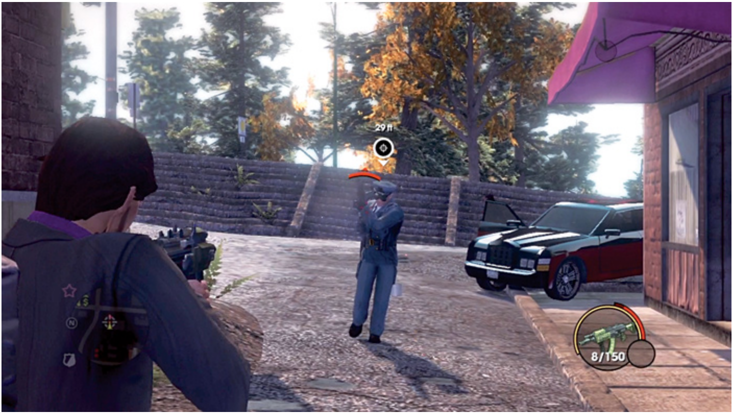
Overview: Crooked cop

PORT
POLICE
1/86

“The Syndicate’s golden boy on the Steelport PD is Lieutenant Gorshin in New Colvin . . . that’s what Northeast Steelport is called. Anyway, make some noise there and he’ll probably come to you. Then cap his ass and we’ll be better off.”

5
ONCOMING LANE
295 ft

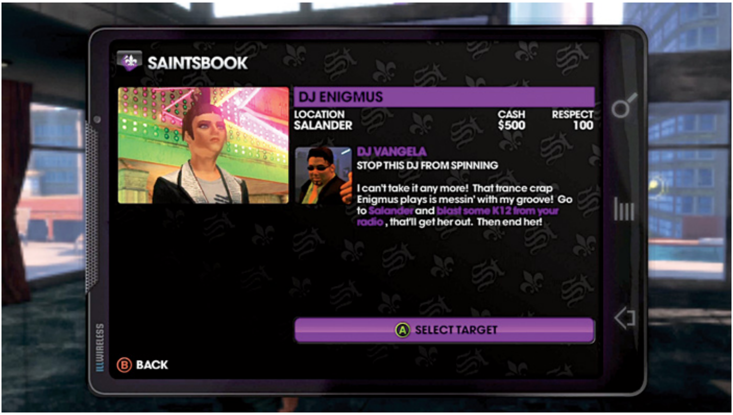
Pierce basically takes you off the leash on this one. Head on up to New Colvin and start trouble in the way you know best. Targeting the street cops in the area will draw him out the quickest, so if you don't see any nearby, persuade them by putting bullets into civilians.



Once the Lieutenant appears, try to take him out at a fair distance. If you're early in the game, you probably don't have the health to handle too many of his shotgun blasts up close.

LT. GORSHIN ELIMINATED 3/36
TARGETS ELIMINATED
+100

Target: DJ Enigmus


SAINTSBOOK

DJ ENIGMUS

LOCATION SALANDER

CASH $500

RESPECT 100

DJ VANGELA

STOP THIS DJ FROM SPINNING

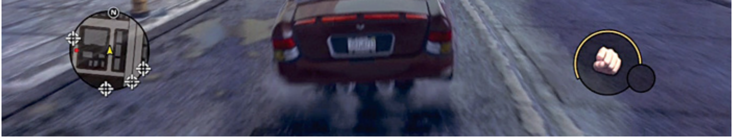
I can't take it any more! That trance crap Enigmus plays is messin' with my groove! Go to Salander and blast some K12 from your radio, that'll get her out. Then end her!

Hired by: DJ Vangela
Location: Salander
Cash Earned: $500
Respect Earned: 100

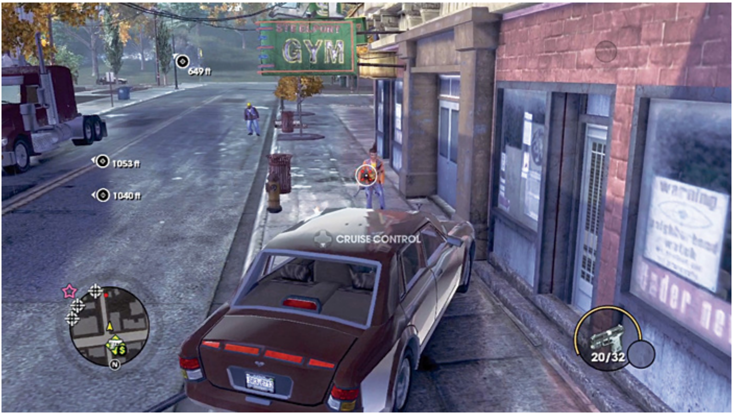
Overview: Stop this DJ from spinning

Follow the contact's instructions to draw out the target

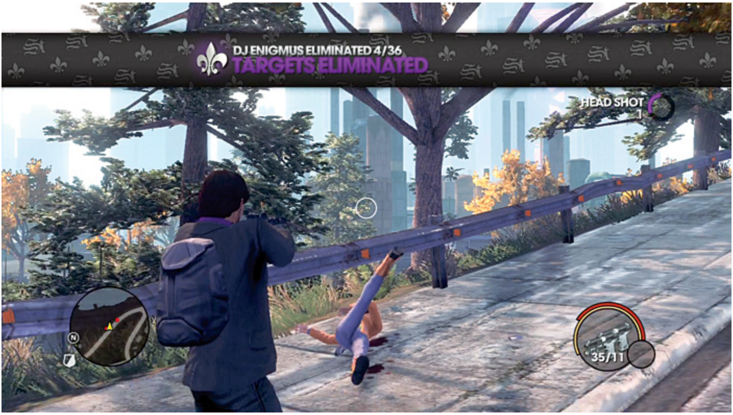
5
221 ft
564 ft
544 ft
SALANDER



“I can’t take it anymore! That trance crap Enigmus plays is messin’ with my groove! Go to Salander and blast some K12 from your radio, that’ll get her out. Then end her!”

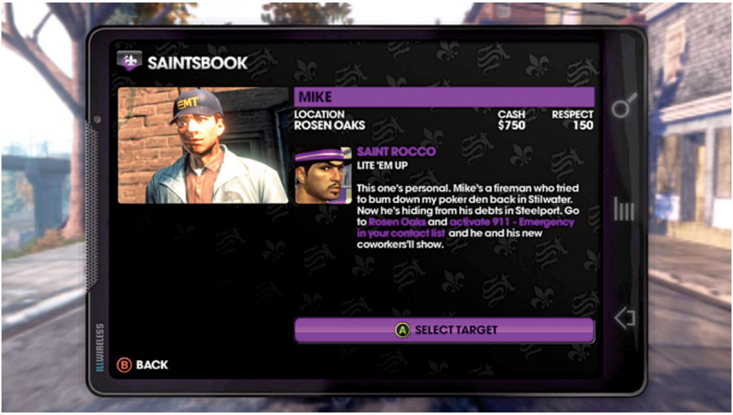


While seemingly basic on the surface, this hit provides a bit of a twist with the introduction of decoys. As you drive through Salander blasting some K12, you’ll notice that not one, but four target indicators appear on the minimap.



Decoys are not particularly dangerous on their own, however, they do waste your time, and can give you some notoriety with the police or the local gang, which intensifies the nature of the job. If the first target you hit is a decoy, just move on as quickly as you can to the next. You're bound to find DJ Enigmus sooner or later.

Target: Mike



SAINTSBOOK

MIKE

LOCATION
ROSEN OAKS

CASH
$750

RESPECT
150

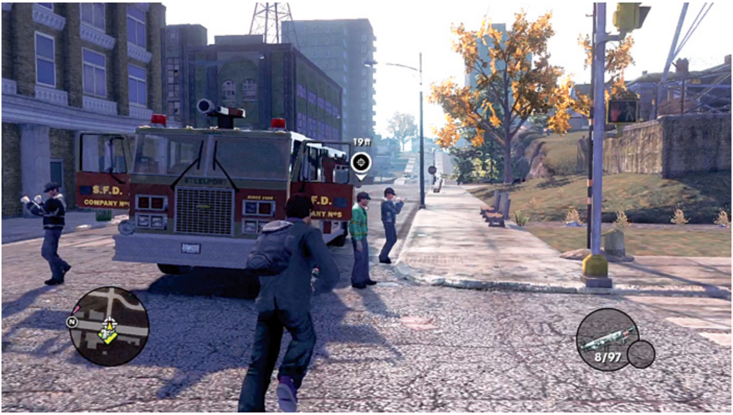
SAINT ROCCO

LITE 'EM UP

This one's personal. Mike's a fireman who tried to burn down my poker den back in Stilwater. Now he's hiding from his debts in Steelport. Go to Rosen Oaks and activate 911 - Emergency in your contact list and he and his new coworkers'll show.

Hired by: Saint Rocco
Location: Rosen Oaks
Cash Earned: $750
Respect Earned: 150

Overview: Lite 'em up

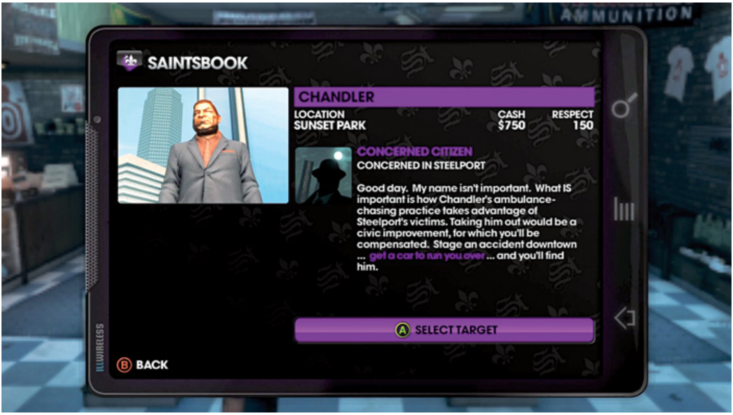


"This one's personal. Mike's a fireman who tried to burn down my poker den back in Stilwater. Now he's hiding from his debts in Steelport. Go to Rosen Oaks and activate 911—Emergency in your contact list and he and his new coworkers will show."

STEELPORT
SFD
7/97

This job should appeal to anyone who likes setting up ambushes. Drive into the Rosen Oaks hood. Anyplace with convenient street access is best so the target arrives sooner. Within moments of calling 911—Emergency, Mike arrives in a fire truck with a number of fellow firefighters, and he tends to be the driver. If you've got a sniper rifle or rocket launcher, you can try to nail him as he pulls up, or do it after he's disembarked. There's nothing wrong with bringing a more personal, up-close touch to the proceedings!

Target: Chandler



CHANDLER

LOCATION
SUNSET PARK

CASH
$750

RESPECT
150

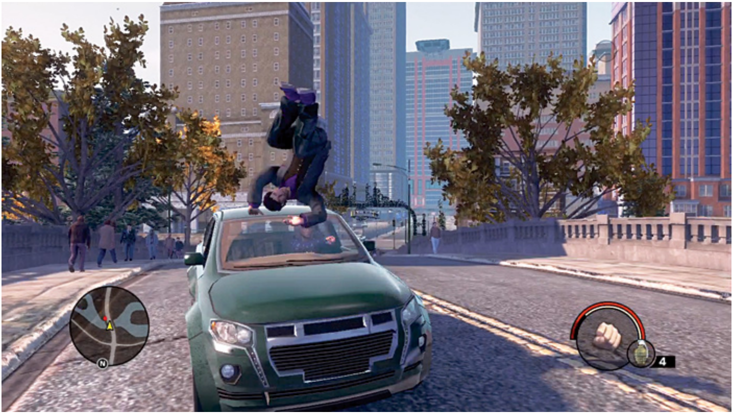
CONCERNED CITIZEN
CONCERNED IN STEELPORT

Good day. My name isn't important. What IS important is how Chandler's ambulance-chasing practice takes advantage of Steelport's victims. Taking him out would be a civic improvement, for which you'll be compensated. Stage an accident downtown ... get a car to run you over ... and you'll find him.

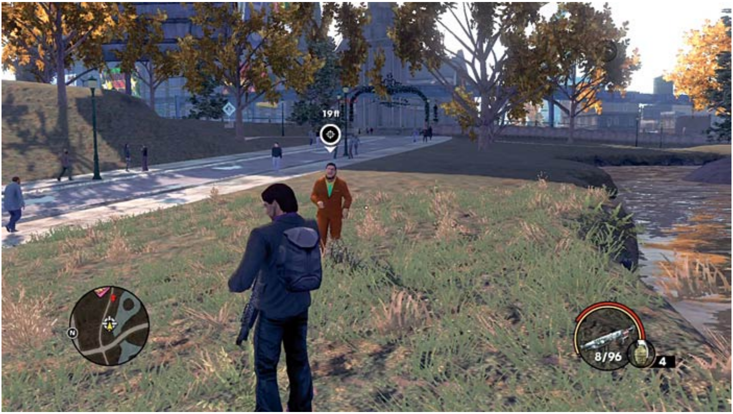
Hired by: Concerned Citizen
Location: Sunset Park
Cash Earned: $750
Respect Earned: 150

Overview: Concerned in Steelport

“Good day. My name isn’t important. What is important is how Chandler’s ambulance-chasing practice takes advantage of Steelport’s victims. Taking him out would be a civic improvement, for which you’ll be compensated. Stage an accident downtown . . . get a car to run you over . . . and you’ll find him.”



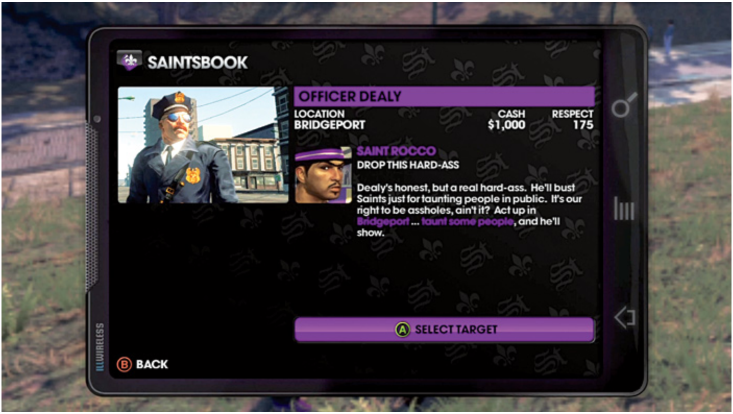
This can’t be so bad. If you’ve done some Insurance Fraud activities you’ve been run over dozens of times by now. So where the heck was this guy during all of that?



Just throw yourself into the act, Chandler will literally come running up to you.

This does not go well for him.

Target: Officer Dealy



SAINTSBOOK

OFFICER DEALY

LOCATION: BRIDGEPORT
CASH: $1,000
RESPECT: 175

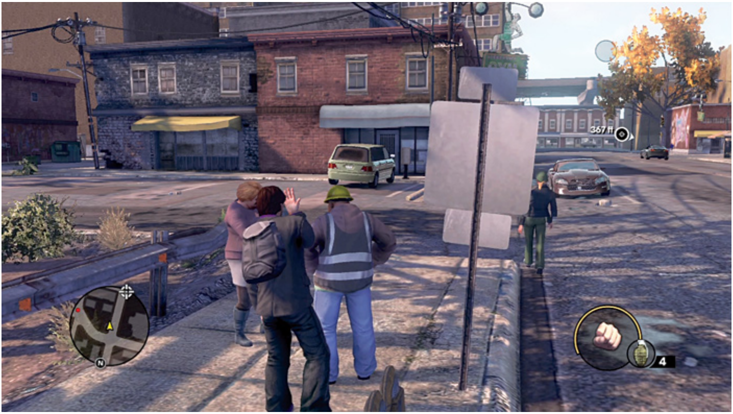
SAINT ROCCO

DROP THIS HARD-ASS

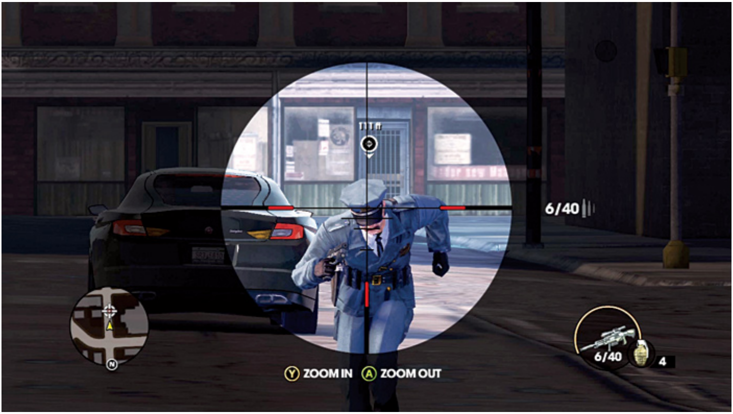
Dealy's honest, but a real hard-ass. He'll bust Saints just for taunting people in public. It's our right to be assholes, ain't it? Act up in Bridgeport ... taunt some people, and he'll show.

Hired by: Saint Rocco
Location: Bridgeport
Cash Earned: $1,000
Respect Earned: 175

Overview : Drop this hard-ass

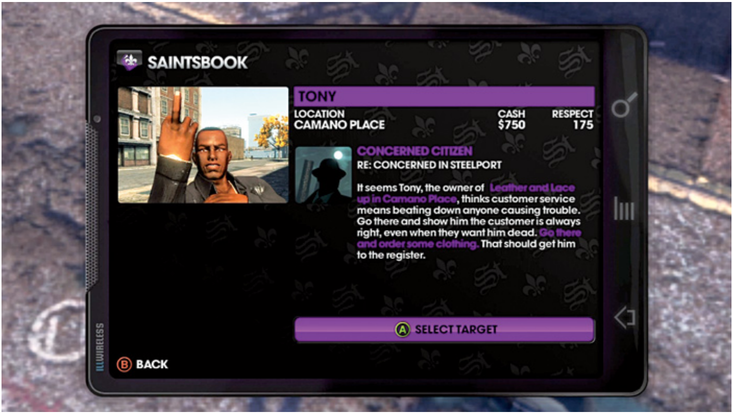


“Dealy’s honest, but a real hard-ass. He’ll bust Saints just for taunting people in public. It’s our right to be assholes, ain’t it? Act up in Bridgeport . . . taunt some people, and he’ll show.”



You’re making enemies in the wrong places, Mr. Dealy. Unlike the hit on Almonzo, when you had to taunt a Luchadore to make your hit show up, on this job you can go up to and taunt anyone to make the target show up. He’ll come running straight at you, which can be a rather unfortunate choice if you’re well equipped and he’s running down a long street with absolutely no cover between you and him. Seems like being honest doesn’t substitute for basic common sense.

Target: Tony



TONY

LOCATION
CAMANO PLACE

CASH
$750

RESPECT
175

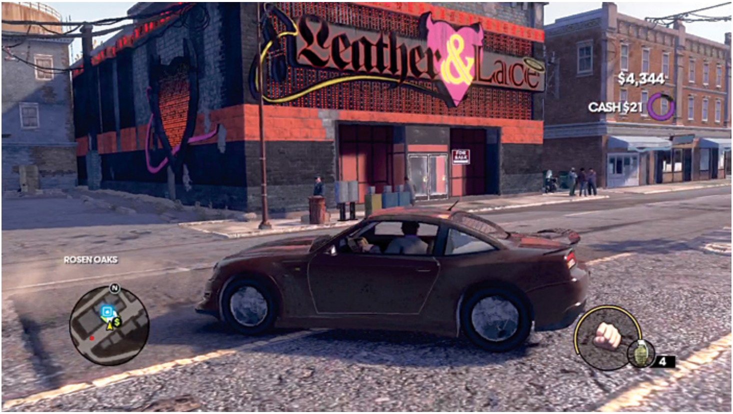
CONCERNED CITIZEN

RE: CONCERNED IN STEELPORT

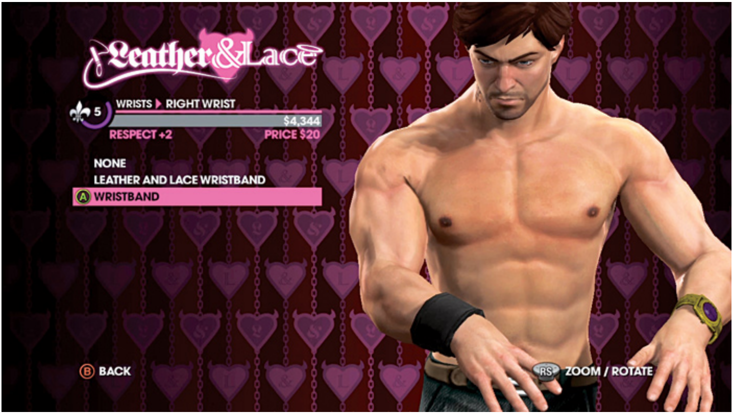
It seems Tony, the owner of Leather and Lace up in Camano Place, thinks customer service means beating down anyone causing trouble. Go there and show him the customer is always right, even when they want him dead. Go there and order some clothing. That should get him to the register.

Hired by: Concerned Citizen
Location: Camano Place
Cash Earned: $750
Respect Earned: 175

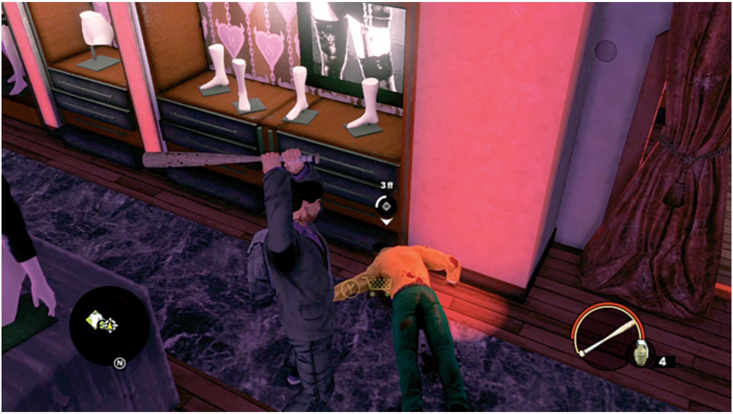
Overview: RE: Concerned in Steelport



“It seems Tony, the owner of Leather and Lace up in Camano Place, thinks customer service means beating down anyone causing trouble. Go there and show him the customer is always right, even when they want him dead. Go there and order some clothing. That should get him to the register.”

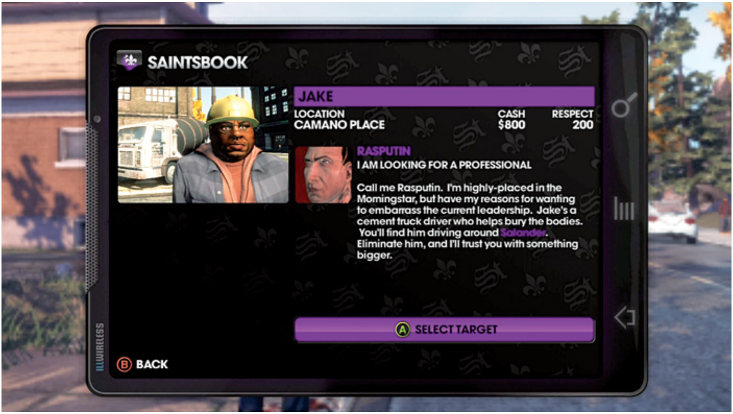


The Leather and Lace is just down the same street as Rim Jobs in the same hood. Unfortunately, you do have to buy something in order to get Tony's attention. Fortunately, it doesn't have to be very expensive.



Tony comes after you through the store entrance, armed with a baseball bat and uncontrollable rage because you dared to purchase anything at his store. He can hit pretty hard, so try to neutralize him before he goes completely nuts on you.

Target: Jake



JAKE

LOCATION
CAMANO PLACE

CASH
$800

RESPECT
200

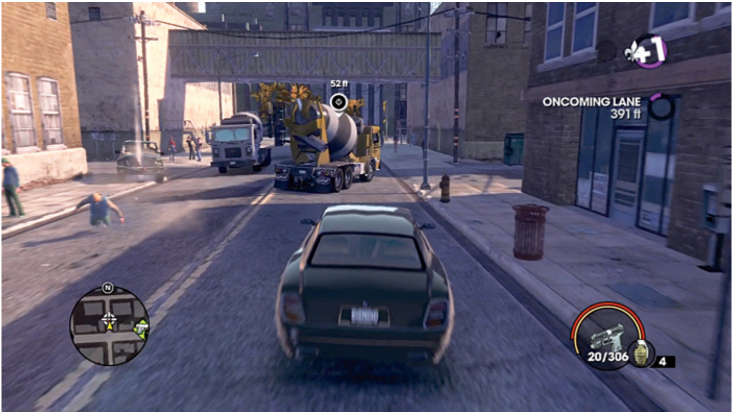
RASPUTIN

I AM LOOKING FOR A PROFESSIONAL

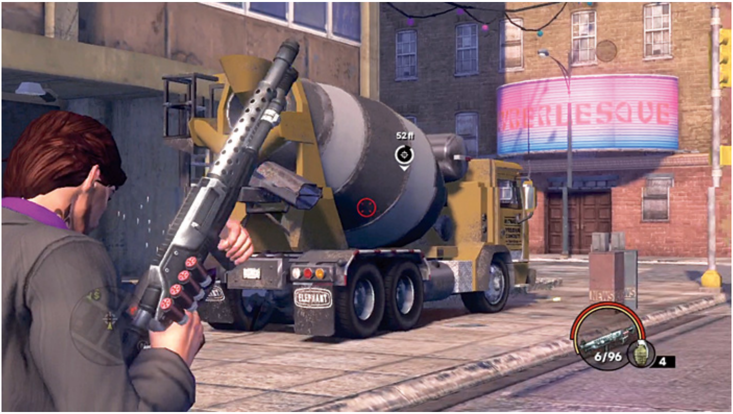
Call me Rasputin. I'm highly-placed in the Morningstar, but have my reasons for wanting to embarrass the current leadership. Jake's a cement truck driver who helps bury the bodies. You'll find him driving around Salander. Eliminate him, and I'll trust you with something bigger.

Hired by: Rasputin
Location: Camano Place
Cash Earned: $800
Respect Earned: 200

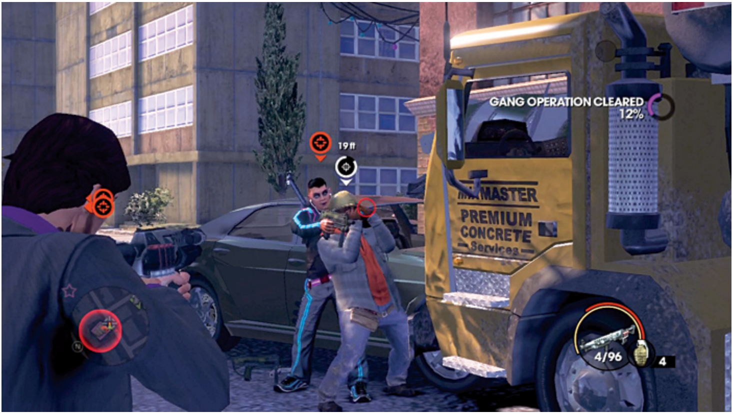
Overview: I am looking for a professional



“Call me Rasputin. I’m highly placed in the Morningstar, but have my reasons for wanting to embarrass the current leadership. Jake’s a cement truck driver who helps bury the bodies. You’ll find him driving around Salander. Eliminate him, and I’ll trust you with something bigger.”

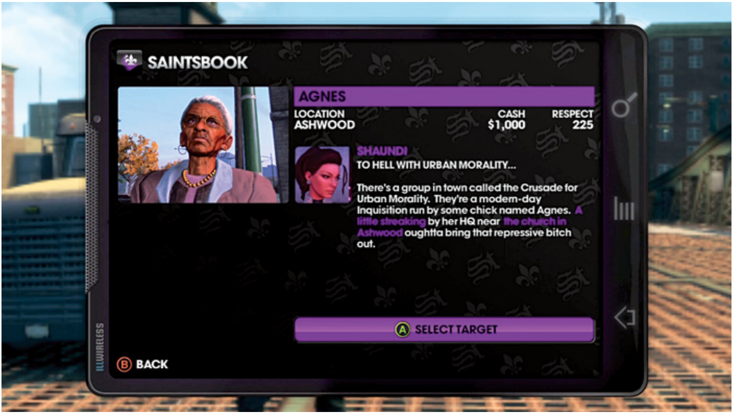


Shouldn't you be somewhat concerned that some Morningstar suit is contracting you? Heck no, that's $800 bucks, man! To find Jake, simply drive around Salander until the target appears on the minimap.



Once you see his cement mixer, you'll notice that Jake isn't stupid. As soon as he sees you coming after him, he'll drive that truck hard in an attempt to lose you. This can result in a bit of a chase. You might notice you're in Deckers territory, so watch you're driving if you don't want to raise your notoriety with them. When you eventually coerce Jake out of the vehicle (assuming you didn't blow it up outright with a rocket), a Decker might see him as a perfect opportunity to use as a human shield. At least that saves you the trouble of running him down on foot!

Target: Agnes



SAINTSBOOK

AGNES

LOCATION ASHWOOD

CASH $1,000

RESPECT 225

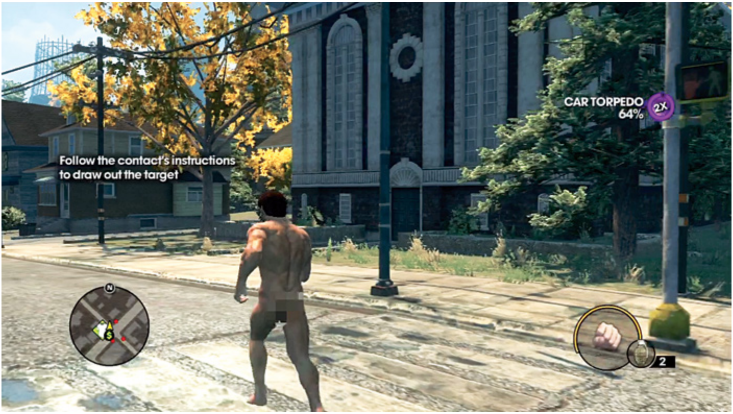
SHAUNDI

TO HELL WITH URBAN MORALITY...

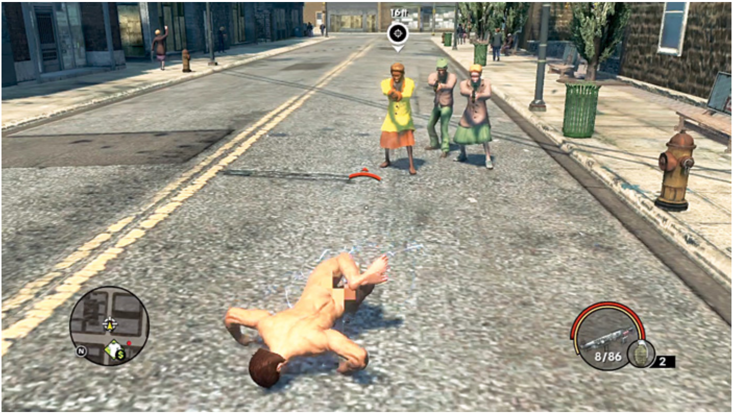
There's a group in town called the Crusade for Urban Morality. They're a modern-day Inquisition run by some chick named Agnes. A little streaking by her HQ near the church in Ashwood oughtta bring that repressive bitch out.

Hired by: Shaundi
Location: Ashwood
Cash Earned: $1,000
Respect Earned: 225

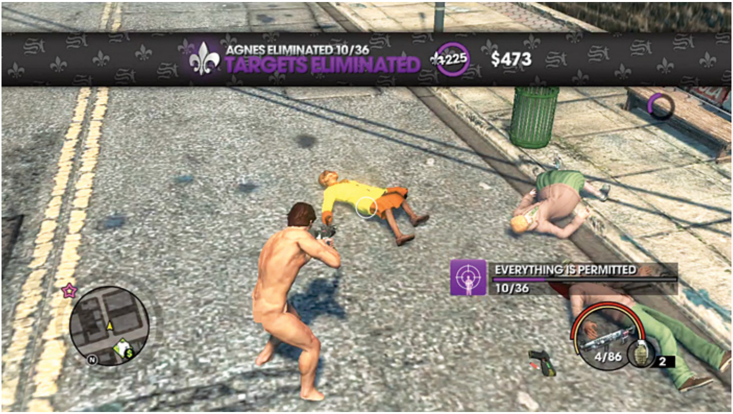
Overview: To hell with urban morality . . .



“There’s a group in town called the Crusade for Urban Morality. They’re a modern-day Inquisition run by some chick named Agnes. A little streaking by her HQ near the church in Ashwood oughta bring that repressive bitch out.”

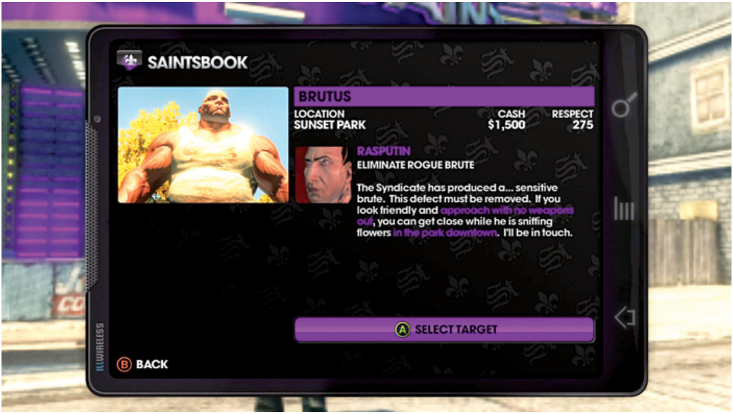


You'll need to prepare for this job, and to do that you've got to strip down at a crib. Then head on over to Ashwood and make a run past the target's church. It's across the street from a Nobody Loves Me clothing shop.



Don't underestimate her just because she's an old woman. Agnes comes strolling up to you flanked by a pair of fellow oldsters. They are not afraid of you in the slightest, and will pull out stun guns if you let them get close! As it turns out, real guns beat stun guns, so why don't you introduce her to this concept?

Target: Brutus



SAINTSBOOK

BRUTUS

LOCATION
SUNSET PARK

CASH
$1,500

RESPECT
275

RASPUTIN

ELIMINATE ROGUE BRUTE

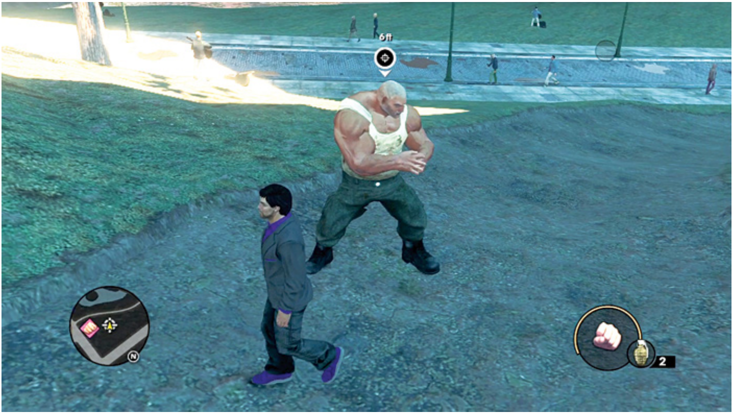
The Syndicate has produced a... sensitive brute. This defect must be removed. If you look friendly and approach with no weapons out, you can get close while he is sniffing flowers in the park downtown. I'll be in touch.

Hired by: Rasputin
Location: Sunset Park
Cash Earned: $1,500
Respect Earned: 225

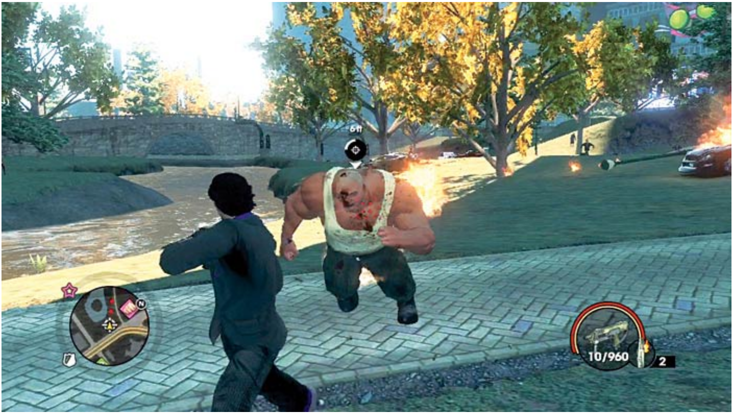
Overview: Eliminate rogue brute

SUNSET PARK
N
2

“The Syndicate has produced a . . . sensitive Brute. This defect must be removed. If you look friendly and approach with no weapons out, you can get close while he is sniffing flowers in the park downtown. I’ll be in touch.”

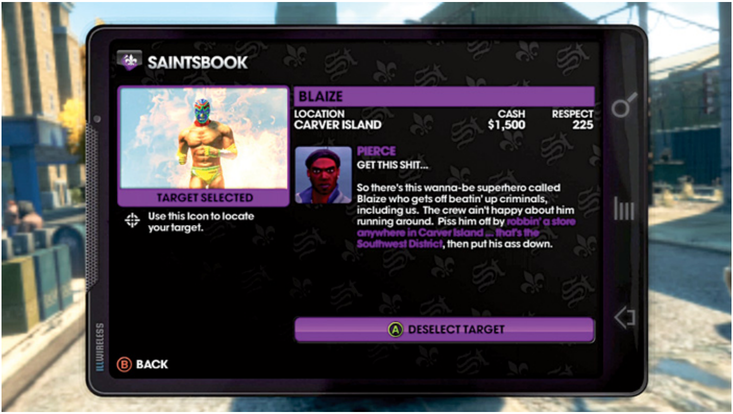


Brutus appears in the central Sunset Park as you approach it without any weapons equipped. Like Rasputin said, it is possible to approach Brutus and not raise any suspicion while unarmed. It's probably best you don't start the fight up close. As a Brute, the big guy has the usual incredible endurance and strength, making close-range combat a very dangerous prospect even if he is a defect.



If you're not particularly well equipped, this fight can drag on for a little bit. Be aware that Sunset Park also has a Gang Activity located within it, which can further complicate matters between you and Brutus if you get that cluster of Morningstar involved. Keep an eye on your minimap so you don't retreat straight into them while fighting Brutus.

Target: Blaize



BLAIZE

LOCATION CARVER ISLAND

CASH $1,500

RESPECT 225

PIERCE

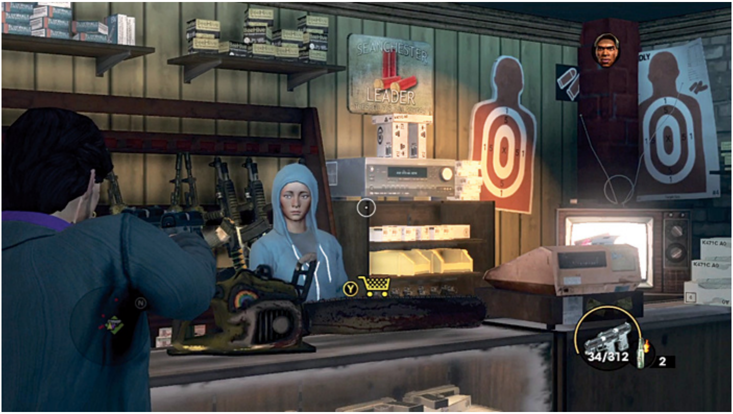
GET THIS SHIT...

So there's this wanna-be superhero called Blaize who gets off beatin' up criminals, including us. The crew ain't happy about him running around. Piss him off by robbin' a store anywhere in Carver Island ... that's the Southwest District, then put his ass down.

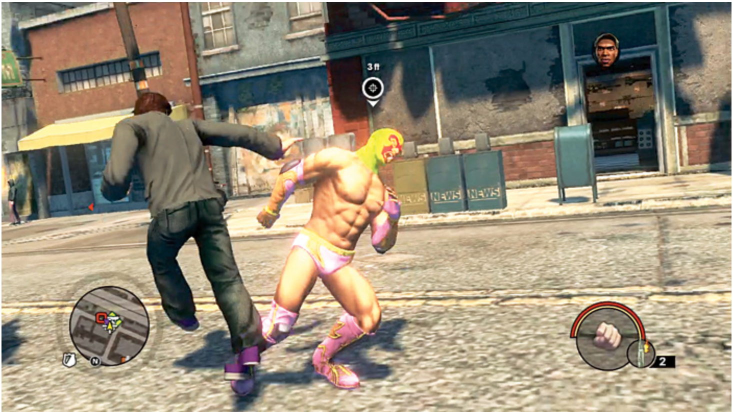
Use this Icon to locate your target.

Hired by: Pierce
Location: Carver Island
Cash Earned: $1,500
Respect Earned: 225

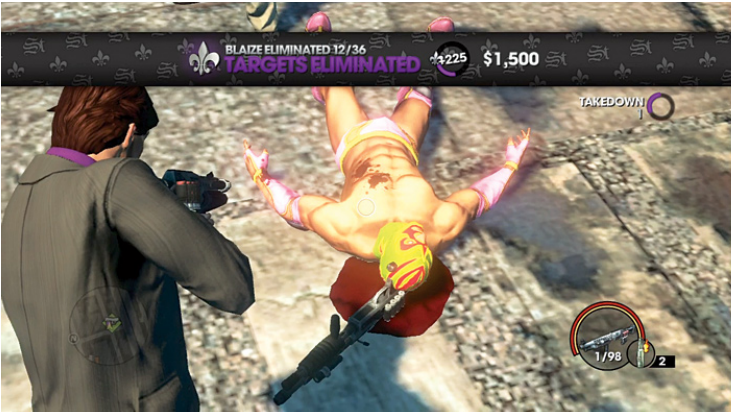
Overview: Get this shit . . .



“So there’s this wanna-be superhero called Blaize who gets off beatin’ up criminals, including us. The crew ain’t happy about him running around. Piss him off by robbin’ a store anywhere in Carver Island . . . that’s the Southwest District—then put his ass down.”

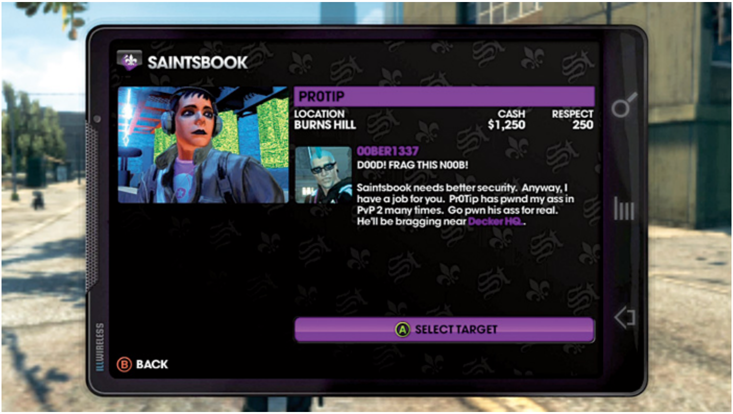


Look at her, she's practically used to getting robbed at this point!



Like Pierce says, any Carver Island store will do. Once you point a weapon at an attendant, Blaize's sixth sense kicks in and he comes running for you, usually armed with a shotgun. Don't give him a chance to use it!

Target: Pr0Tip



SAINTSBOOK

PROTIP

LOCATION
BURNS HILL

CASH
$1,250

RESPECT
250

00BER1337

D00D! FRAG THIS N00B!

Saintsbook needs better security. Anyway, I have a job for you. Pr0Tip has pwnd my ass in PvP 2 many times. Go pwn his ass for real. He'll be bragging near Decker HQ.

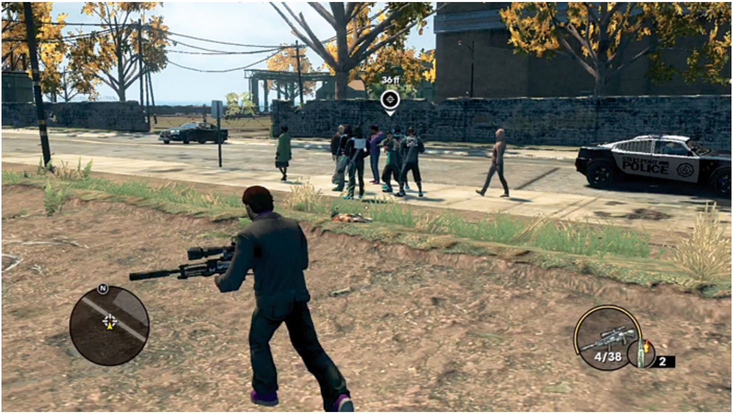
Hired by: 00BER1337
Location: Burns Hill
Cash Earned: $1,250
Respect Earned: 250

Overview: D00D! FRAG THIS N00B!

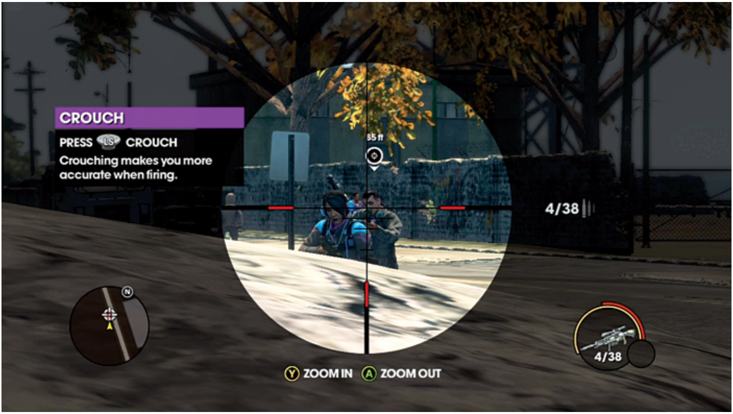
Follow the contact's instructions to draw out the target

538 ft
6
N
4/38
2

"Saintsbook needs better security. Anyway, I have a job for you. Pr0Tip has pwned my ass in PvP 2 many times. Go pwn his ass for real. He'll be bragging near Decker HQ."



Right into the belly of the beast with you! The Burns Hill nuclear reactors are at the northwestern corner of the islands, and it is the home of the Deckers. It's especially hard to miss at night, when it glows with bright blue spotlights reaching into the sky.



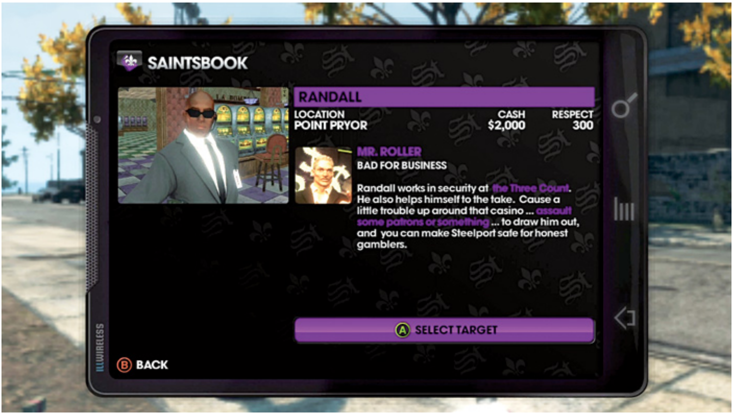
CROUCH

PRESS LS CROUCH

Crouching makes you more accurate when firing.

Getting close is not a safe choice. Pr0Tip rolls with four bodyguards, and he'll be immediately suspicious of you if he so much as sees you, with or without a weapon in hand. He's not much tougher than the average Decker, though.

Target: Randall



RANDALL

LOCATION POINT PRYOR

CASH $2,000

RESPECT 300

MR. ROLLER

BAD FOR BUSINESS

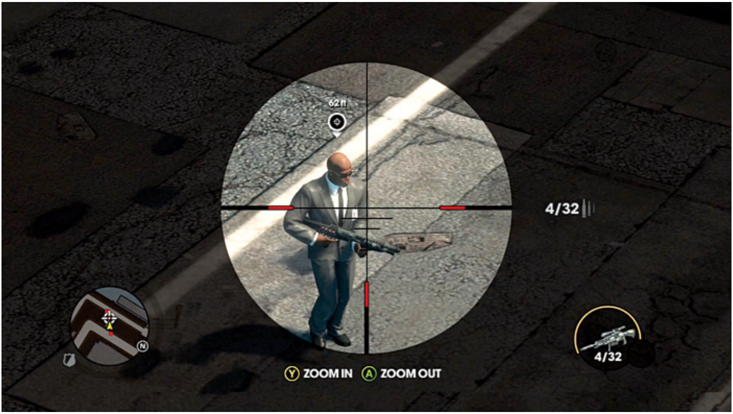
Randall works in security at the Three Count. He also helps himself to the take. Cause a little trouble up around that casino ... assault some patrons or something ... to draw him out, and you can make Steelport safe for honest gamblers.

Hired by: Mr. Roller
Location: Point Pryor
Cash Earned: $2,000
Respect Earned: 300

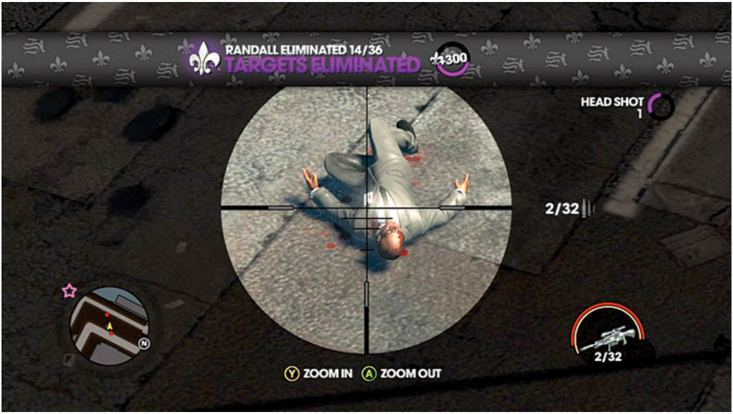
Overview: Bad for business

"Randall works in security at the Three Count. He also helps himself to the take. Cause a little trouble up around that casino . . . assault some patrons or something . . . to draw him out, and you can make Steelport safe for honest gamblers."

Far be it from us to question the idea that contract killings are making Steelport safe for gambling.

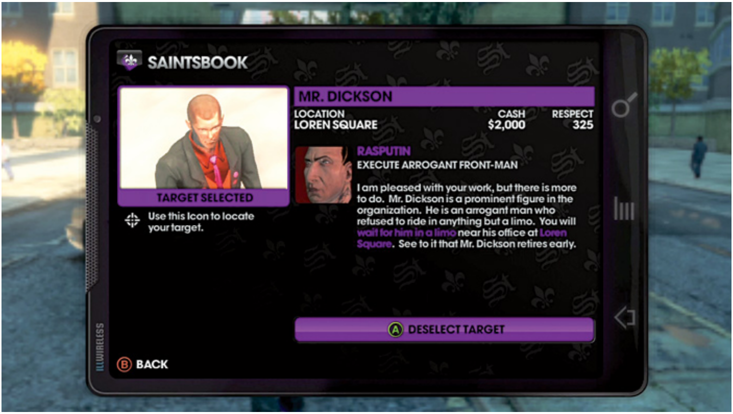


The Three Count Casino is on the southern tip of the western island—it's hard to miss, as it takes up almost all of it. Drive down there and put some hurt on citizens walking around the casino to draw Randall out.



Randall is armed with a shotgun, so keep that in mind when you go after him. He may not always appear near the casino proper; sometimes he is on the dock west of the casino. This gives you a good elevated position to snipe him from, if you so choose.

Target: Mr. Dickson



MR. DICKSON

LOCATION
LOREN SQUARE

CASH
$2,000

RESPECT
325

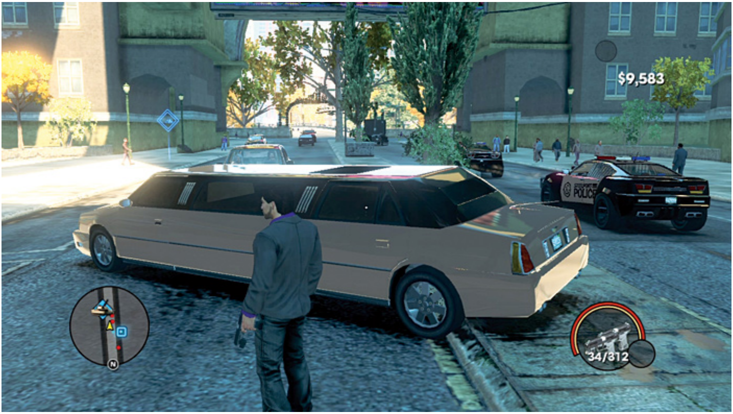
RASPUTIN
EXECUTE ARROGANT FRONT-MAN

I am pleased with your work, but there is more to do. Mr. Dickson is a prominent figure in the organization. He is an arrogant man who refused to ride in anything but a limo. You will wait for him in a limo near his office at Loren Square. See to it that Mr. Dickson retires early.

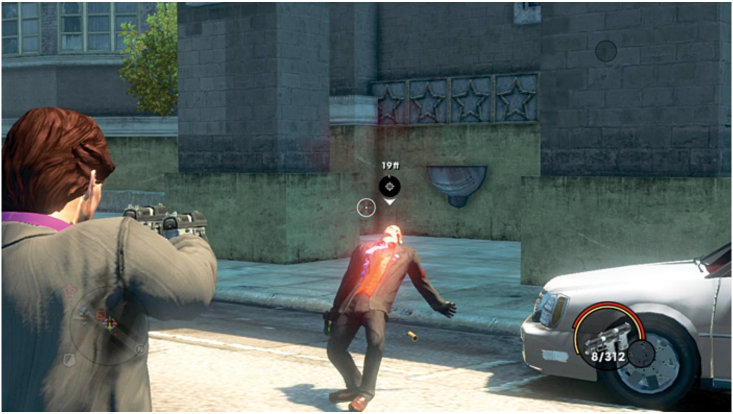
Use this Icon to locate your target.

Hired by: Rasputin
Location: Loren Square
Cash Earned: $2,000
Respect Earned: 325

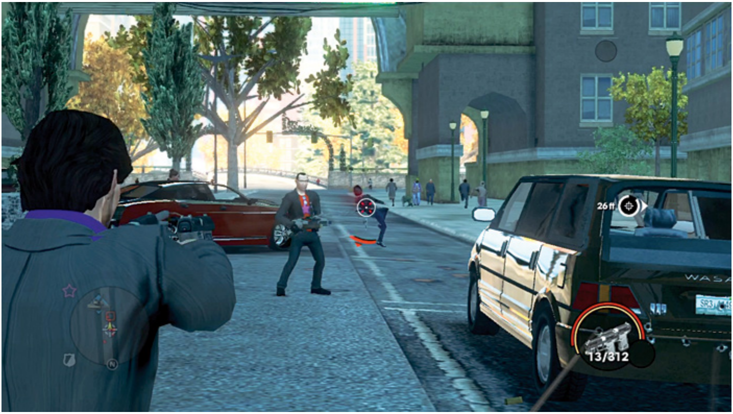
Overview: Execute arrogant front man



"I am pleased with your work, but there is more to do. Mr. Dickson is a prominent figure in the organization. He is an arrogant man who refused to ride in anything but a limo. You will wait for him in a limo near his office at Loren Square. See to it that Mr. Dickson retires early."

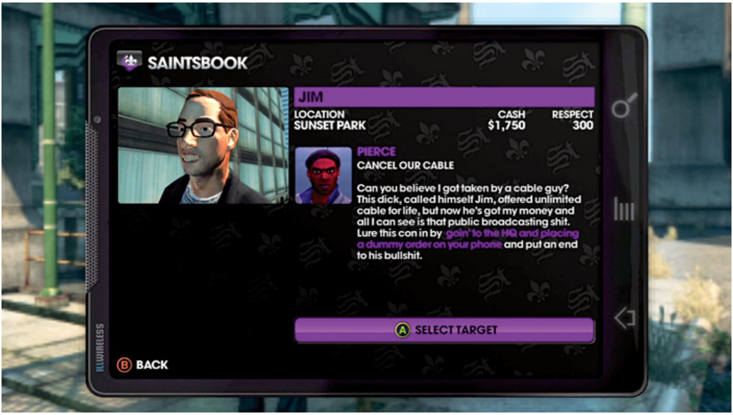


Unlike many Assassination targets, Mr. Dickson appears at a very specific spot. The really tricky part of this job is just finding a limo in the first place. Once you have that, he'll come running up to the vehicle and you can take him down from there.



A rival assassin may try to take him out before you, and if that's the case it isn't a bad idea to put down the rival first. Rival assassins are quite durable, but not enough to make killing them a real hassle. That way you can kill your target with ease.

Target: Jim



JIM

LOCATION SUNSET PARK

CASH $1,750

RESPECT 300

PIERCE

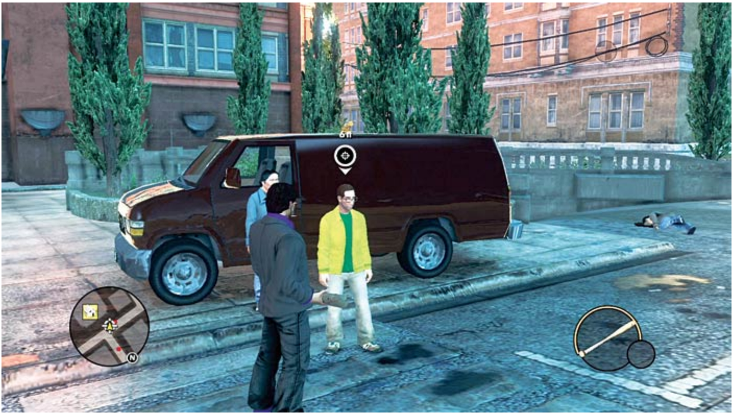
CANCEL OUR CABLE

Can you believe I got taken by a cable guy? This dick, called himself Jim, offered unlimited cable for life, but now he's got my money and all I can see is that public broadcasting shit. Lure this con in by goin' to the HQ and placing a dummy order on your phone and put an end to his bullshit.

Hired by: Pierce
Location: Sunset Park
Cash Earned: $1,750
Respect Earned: 300

Overview: Cancel our cable

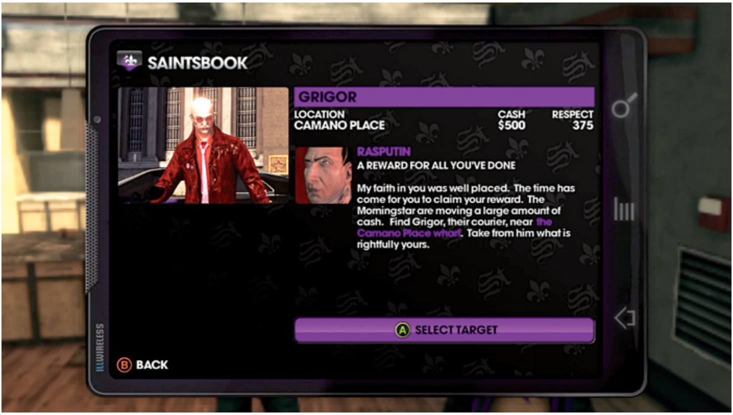
“Can you believe I got taken by a cable guy? This dick, called himself Jim, offered unlimited cable for life, but now he’s got my money and all I can see is that public broadcasting shit. Lure this con in by goin’ to the HQ and placing a dummy order on your phone and put an end to his bullshit.”



Yes Pierce, we can easily believe you were taken by a cable guy.

Make the call from in front of Saint's HQ. Jim appears in his van in short order, and you can cut his life short from there. No real muss or fuss—he comes alone to boot.

Target: Grigor



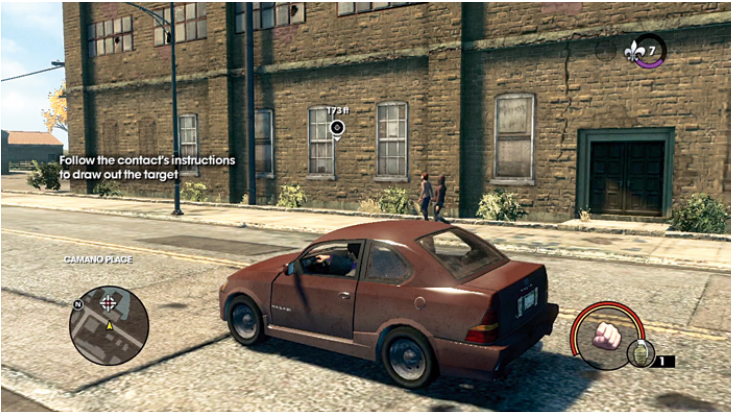
GRIGOR
LOCATION
CAMANO PLACE
CASH
$500
RESPECT
375

RASPUTIN
A REWARD FOR ALL YOU'VE DONE

My faith in you was well placed. The time has come for you to claim your reward. The Morningstar are moving a large amount of cash. Find Grigor, their courier, near the Camano Place wharf. Take from him what is rightfully yours.

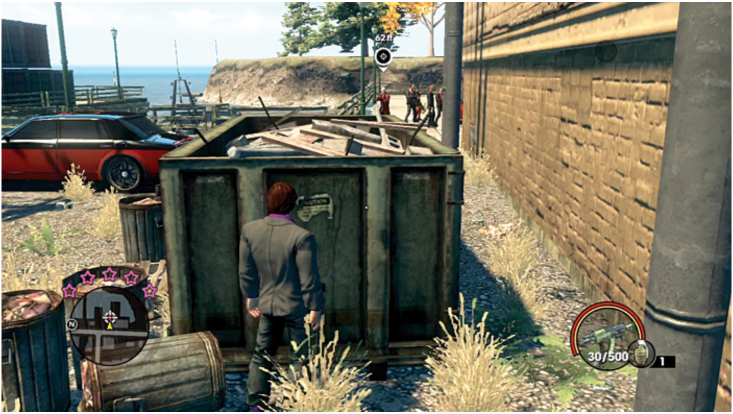
Hired by: Rasputin
Location: Camano Place
Cash Earned: $500
Respect Earned: 375

Overview: A reward for all you've done

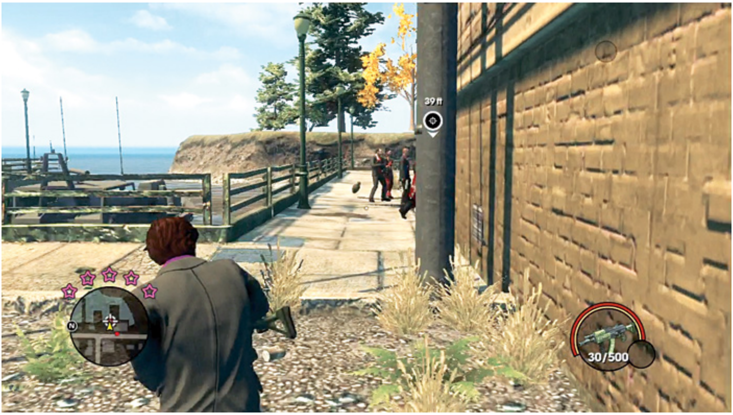


Follow the contact's instructions to draw out the target

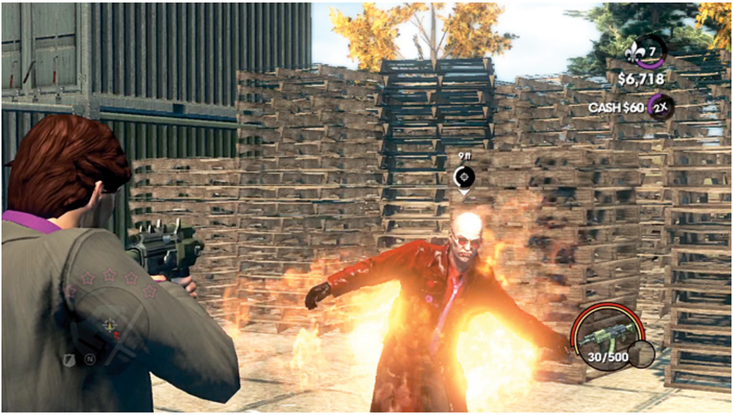
“My faith in you was well placed. The time has come for you to claim your reward. The Morningstar are moving a large amount of cash. Find Grigor, their courier, near the Camano Place wharf. Take from him what is rightfully yours.”



It’s a pretty low reward for dealing with Grigor, but it’s hard to pass up the opportunity within this job. Drive on over to the Camano Place wharf marked on your GPS; Grigor should appear on the map as you get close.



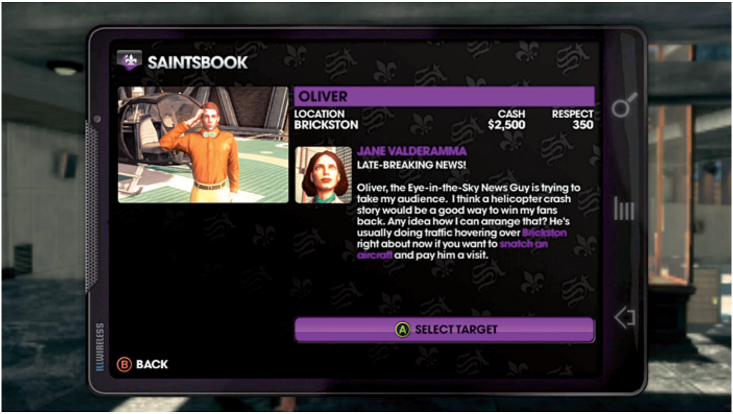
That's a lot of guys waiting for you. Grigor is placed amid a Morningstar Gang Activity location, and to make matters worse, the moment you're noticed, you also gain full notoriety with the Morningstar—which means that this isn't some mere courier you've been sent to eliminate. This is a trap.



Get the party started with a grenade. A good toss can eliminate many of the guards surrounding Grigor before you move in for the kill. He's armed with an AR-55, so he can not only hit hard, but hit accurately as well. You don't have much time to kill him from the moment you trigger the ambush and before reinforcements arrive, so be quick about your business. Then get the heck out of there before the figurative hammer drops on your little head.

Oh Rasputin, how short your life has just become.

Target: Oliver



OLIVER

LOCATION
BRICKSTON

CASH
$2,500

RESPECT
350

JANE VALDERAMMA

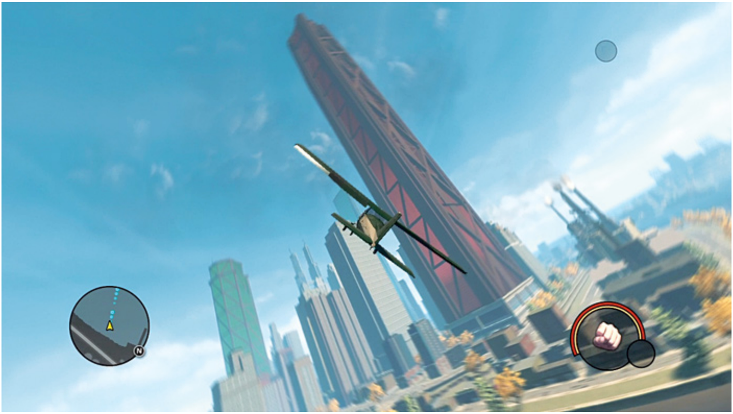
LATE-BREAKING NEWS!

Oliver, the Eye-in-the-Sky News Guy is trying to take my audience. I think a helicopter crash story would be a good way to win my fans back. Any idea how I can arrange that? He's usually doing traffic hovering over Brickston right about now if you want to snatch an aircraft and pay him a visit.

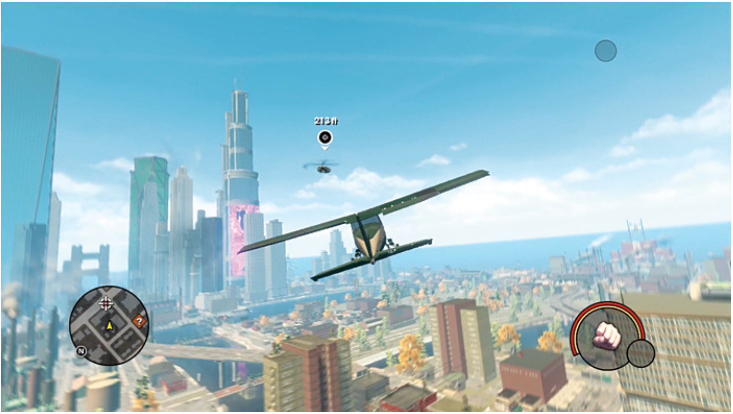
Hired by: Jane Valderrama
Location: Brickston
Cash Earned: $2,500
Respect Earned: 350

Overview: Late-breaking news!

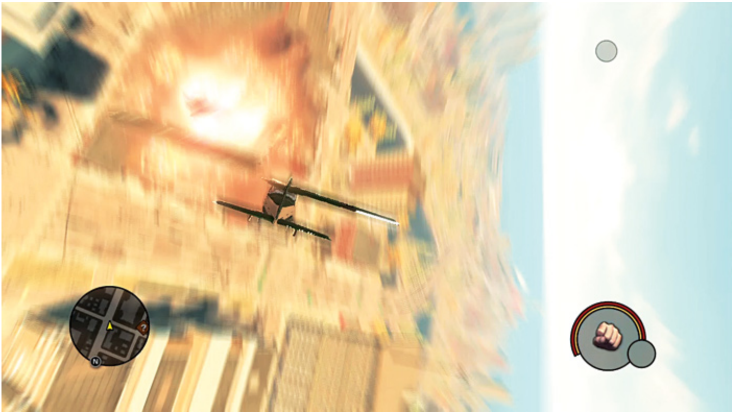
"Oliver, the Eye-in-the-Sky News Guy is trying to take my audience. I think a helicopter crash story would be a good way to win my fans back. Any idea how I can arrange that? He's usually doing traffic hovering over Brickston right about now if you want to snatch an aircraft and pay him a visit."



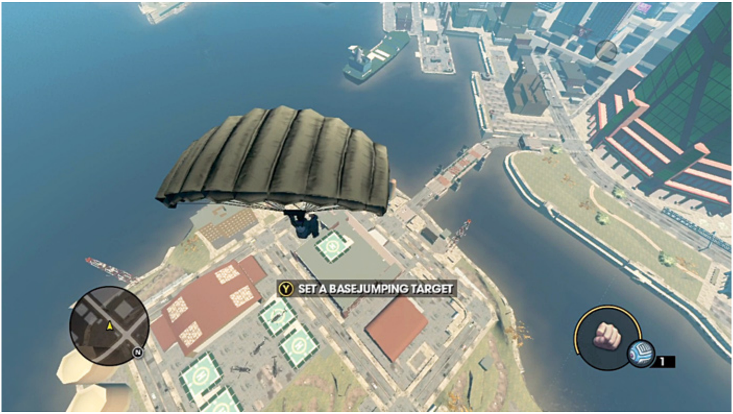
This is a really fun assignment that you can tackle in a number of ways. Get to the airport, and find one of the aircraft you can pilot there—a helicopter or a light fixed-wing plane like the Woodpecker, any will do—then fly to Brickston.



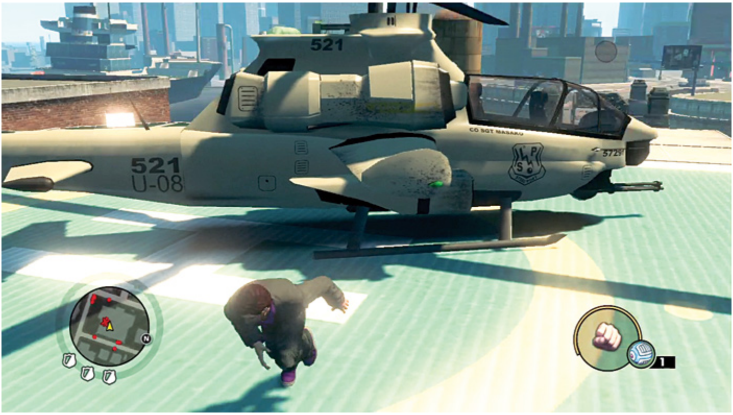
Oliver's helicopter is a small target to hit, particularly in an unarmed aircraft, but it is possible. It's just very dangerous. However, if you're willing to take on a little extra risk, you can use something with a little more kick to it.



Take an aircraft from the airport and head on over to the National Guard base on the southern tip of the eastern island. Gain some altitude to help you spot your target and also to give yourself a chance to survive incoming fire. The general vicinity of the base is a restricted zone, and being there will give you level three notoriety with law enforcement. It's especially dangerous around the military because they tend to pack heavier firepower.

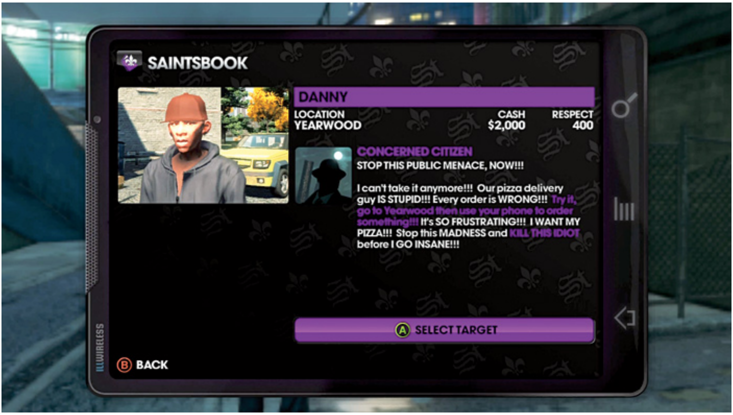


From altitude, you might notice five helipads. Four are quite close to each other. A fifth is off to the side, west of the clustered four. That helipad often contains an attack chopper, a Tornado usually.



Take it, fly to Brickston, and gun down your target. As an unintentional bonus, if you fly the chopper back to your crib and store it, you now have a Tornado to use on demand! Not too shabby.

Target: Danny



DANNY

LOCATION YEARWOOD

CASH $2,000

RESPECT 400

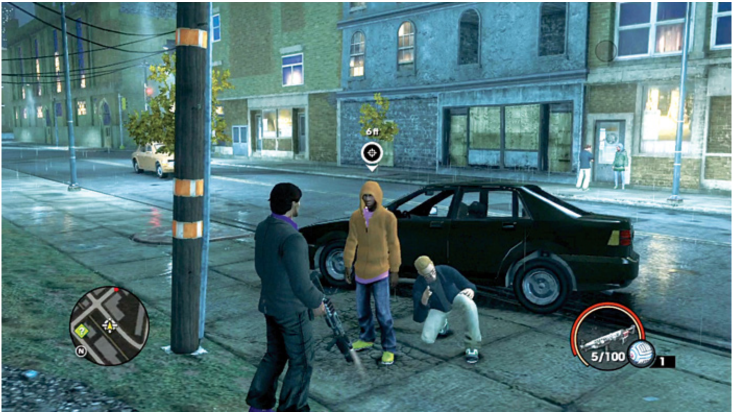
CONCERNED CITIZEN

STOP THIS PUBLIC MENACE, NOW!!!

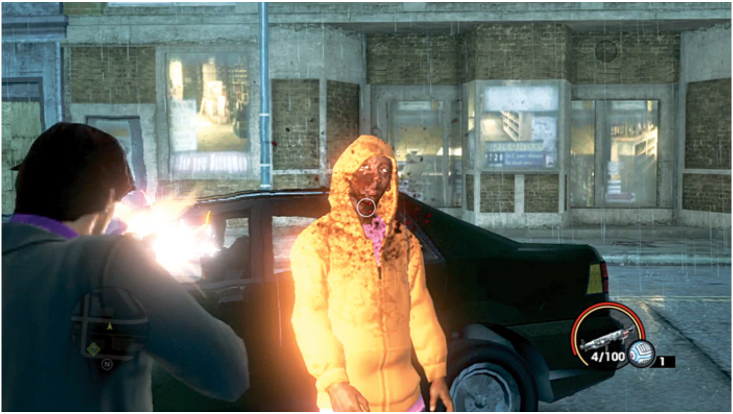
I can't take it anymore!!! Our pizza delivery guy IS STUPID!!! Every order is WRONG!!! Try it, go to Yearwood then use your phone to order something!!! It's SO FRUSTRATING!!! I WANT MY PIZZA!!! Stop this MADNESS and KILL THIS IDIOT before I GO INSANE!!!

Hired by: Concerned Citizen
Location: Yearwood
Cash Earned: $2,000
Respect Earned: 400

Overview: Stop this public menace, now!!!



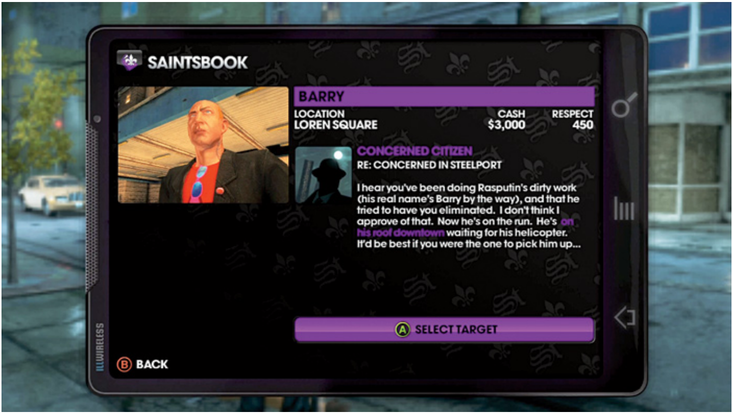
“I can’t take it anymore!!! Our pizza delivery guy IS STUPID!!! Every order is WRONG!!! Try it, go to Yearwood then use your phone to order something!!! It’s SO FRUSTRATING!!! I WANT MY PIZZA!!! Stop this MADNESS and KILL THIS IDIOT before I GO INSANE!!!”



While it’s too late to kill Danny before the client goes insane, you still get $2,000 for your work, so get on top of it.

Call out Danny using the Pizzeria option from the cell phone once you’re in Yearwood. He will drive up to your location alone. An easy $2,000.

Target: Barry



BARRY

LOCATION
LOREN SQUARE

CASH
$3,000

RESPECT
450

CONCERNED CITIZEN

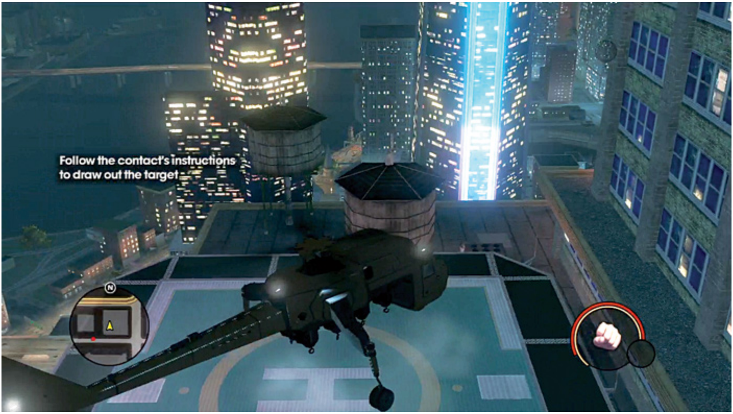
RE: CONCERNED IN STEELPORT

I hear you've been doing Rasputin's dirty work (his real name's Barry by the way), and that he tried to have you eliminated. I don't think I approve of that. Now he's on the run. He's on his roof downtown waiting for his helicopter. It'd be best if you were the one to pick him up...

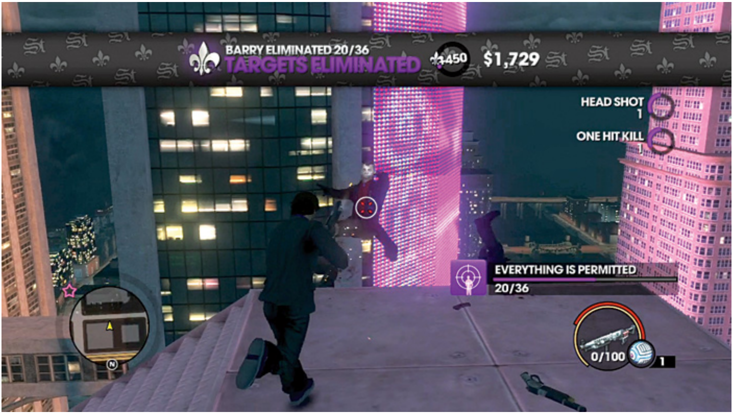
Hired by: Concerned Citizen
Location: Loren Square
Cash Earned: $3,000
Respect Earned: 450

Overview: RE: Concerned in Steelport

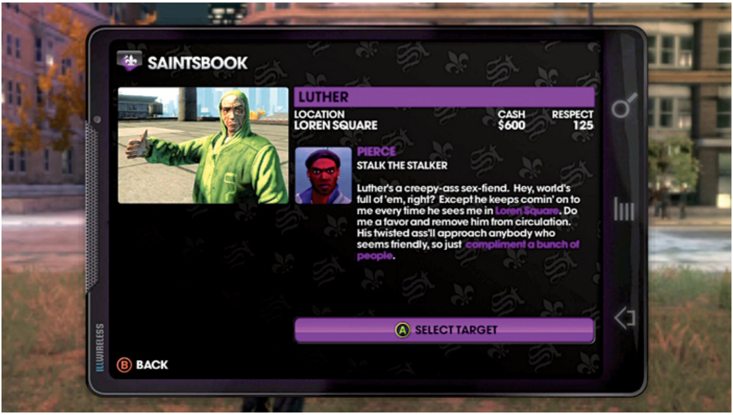
"I hear you've been doing Rasputin's dirty work (his real name's Barry by the way), and that he tried to have you eliminated. I don't think I approve of that. Now he's on the run. He's on his roof downtown waiting for his helicopter. It'd be best if you were the one to pick him up. . . ."



No wonder he called himself Rasputin. Barry is not a very intimidating name for someone placed high in the Morningstar.



Steal a helicopter (if you haven't already by this point) from the airport, and fly to the designated helipad in Loren Square. Barry appears with his bodyguards. Make an example of all them.



LUTHER

LOCATION: LOREN SQUARE

CASH: $600

RESPECT: 125

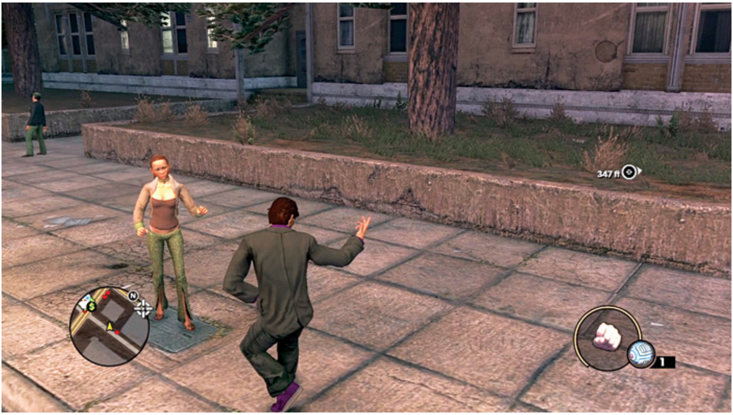
PIERCE

STALK THE STALKER

Luther's a creepy-ass sex-fiend. Hey, world's full of 'em, right? Except he keeps comin' on to me every time he sees me in Loren Square. Do me a favor and remove him from circulation. His twisted ass'll approach anybody who seems friendly, so just compliment a bunch of people.

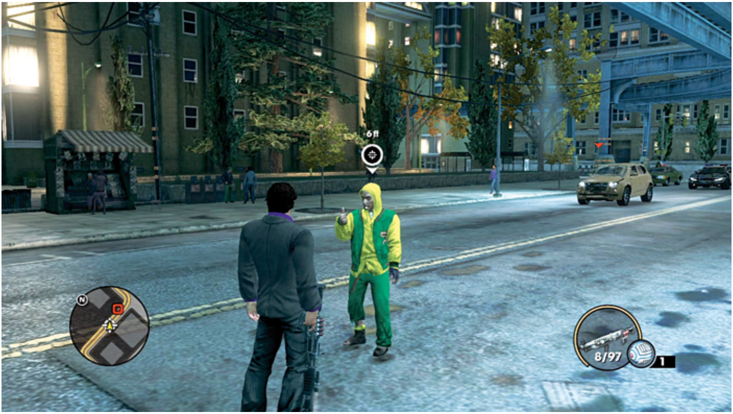
Of course, if you have managed to steal an attack chopper, the comedy option could be to put a rocket in their faces. Either way, you'll have shown Barry that the price of betrayal is much higher than any one man can possibly afford when the Saints are the ones demanding payment.

Target: Luther

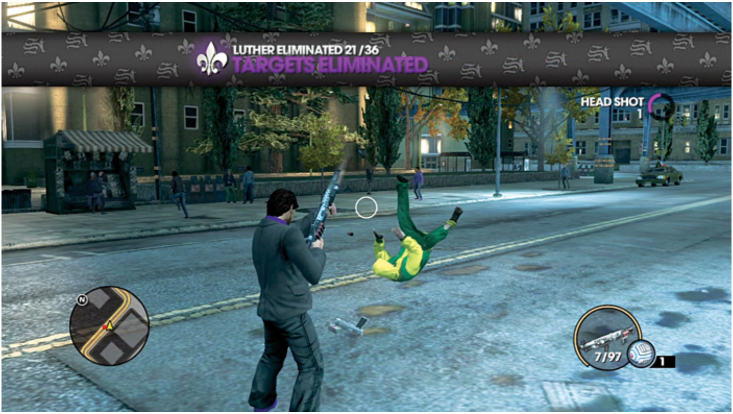


Hired by: Pierce
Location: Loren Square
Cash Earned: $600
Respect Earned: 125

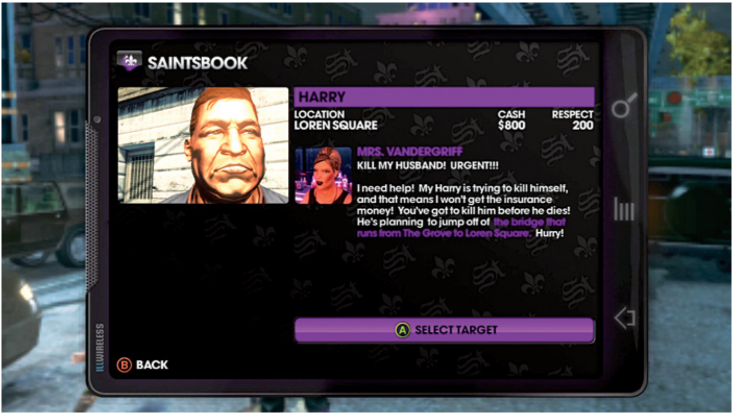
Overview: Stalk the stalker



"Luther's a creepy-ass sex fiend. Hey, world's full of 'em, right? Except he keeps comin' on to me every time he sees me in Loren Square. Do me a favor and remove him from circulation. His twisted ass'll approach anybody who seems friendly, so just compliment a bunch of people."



If you ask yourself why Pierce can't handle it himself, you might come up with answers you'll regret thinking about. Let's just get this done.



HARRY

LOCATION
LOREN SQUARE

CASH
$800

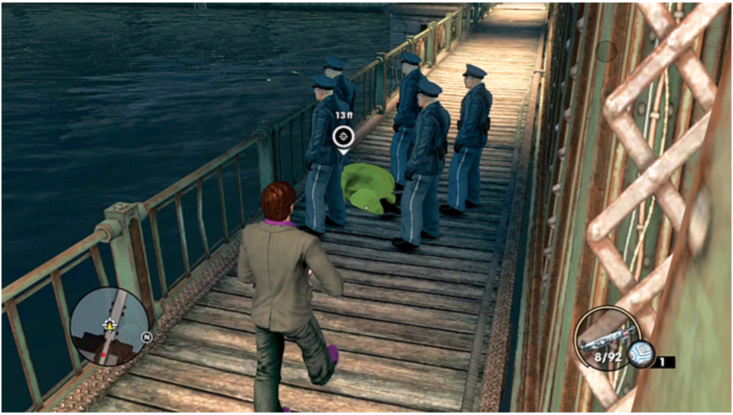
RESPECT
200

MRS. VANDERGRIFF
KILL MY HUSBAND! URGENT!!!

I need help! My Harry is trying to kill himself, and that means I won't get the insurance money! You've got to kill him before he dies! He's planning to jump off of the bridge that runs from The Grove to Loren Square. Hurry!

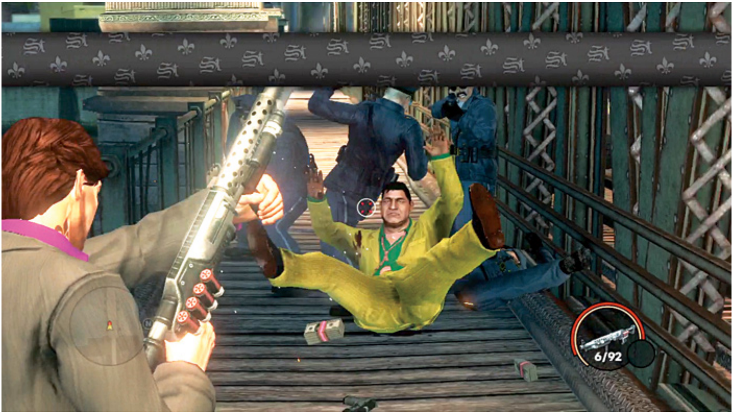
This target is really easy to draw out. Walk up to people in Loren Square and use your Compliment button to compliment as many folks as it takes to get Luther out of hiding. He comes up to you to compliment you, suspecting nothing. Put him out of his misery. A rival hitman could also be on the job, so keep an eye out for that, and get the kill before they do.

Target: Harry

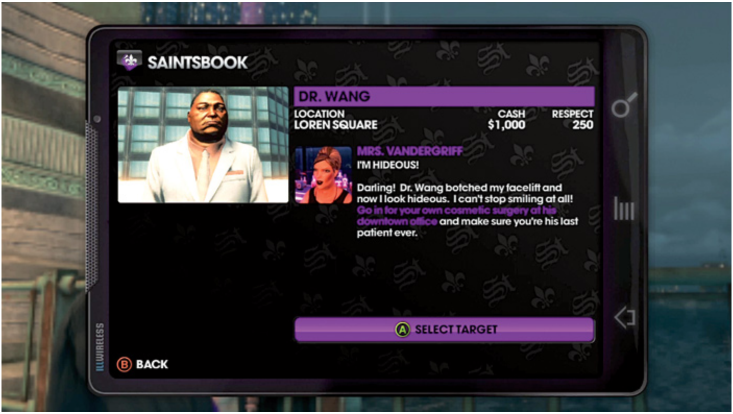


Hired by: Mrs. Vandergriff
Location: Loren Square
Cash Earned: $800
Respect Earned: 200

Overview: Kill my husband! Urgent!!!



“I need help! My Harry is trying to kill himself, and that means I won’t get the insurance money! You’ve got to kill him before he dies! He’s planning to jump off of the bridge that runs from the Grove to Loren Square. Hurry!”



DR. WANG

LOCATION: LOREN SQUARE

CASH: $1,000

RESPECT: 250

MRS. VANDERGRIFF

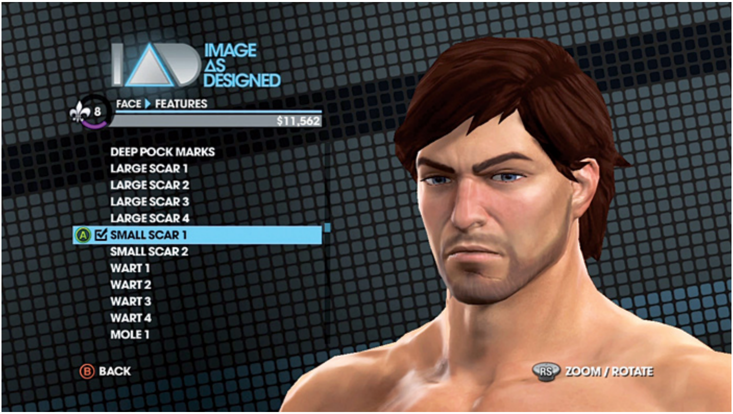
I'M HIDEOUS!

Darling! Dr. Wang botched my facelift and now I look hideous. I can't stop smiling at all! Go in for your own cosmetic surgery at his downtown office and make sure you're his last patient ever.

Oh please, a fall like that into water doesn’t phase the Boss. Harry would be fine!

When you get to the location where Harry intends to leap, he has an escort of five police officers surrounding him, which means direct action can be risky. Once Harry has appeared, you can also try sniping him from a distance.

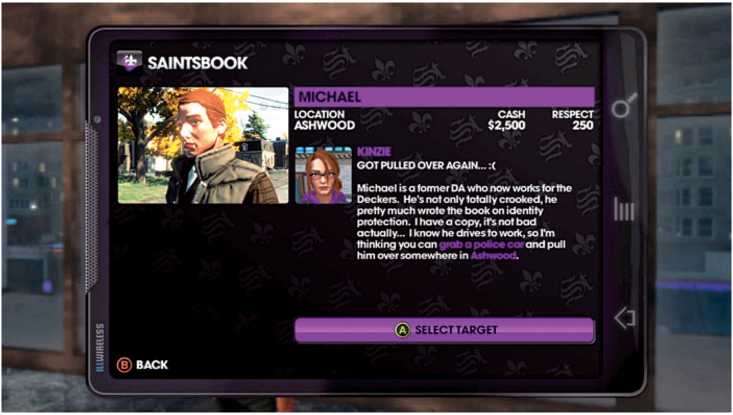
Target: Dr. Wang



Hired by: Mrs. Vandergriff
Location: Loren Square
Cash Earned: $1,000
Respect Earned: 250

Overview: I'm hideous!

"Darling! Dr. Wang botched my face lift and now I look hideous. I can't stop smiling at all! Go in for your own cosmetic surgery at his downtown office and make sure you're his last patient ever."



SAINTSBOOK

MICHAEL

LOCATION
ASHWOOD

CASH
$2,500

RESPECT
250

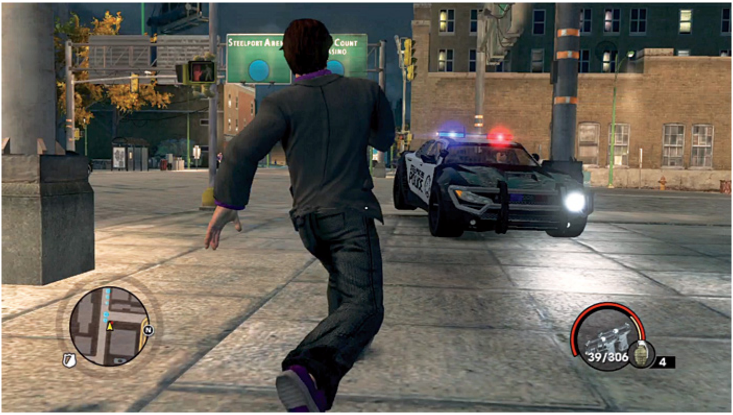
KINZIE

GOT PULLED OVER AGAIN... :(

Michael is a former DA who now works for the Deckers. He's not only totally crooked, he pretty much wrote the book on identity protection. I have a copy, it's not bad actually... I know he drives to work, so I'm thinking you can grab a police car and pull him over somewhere in Ashwood.

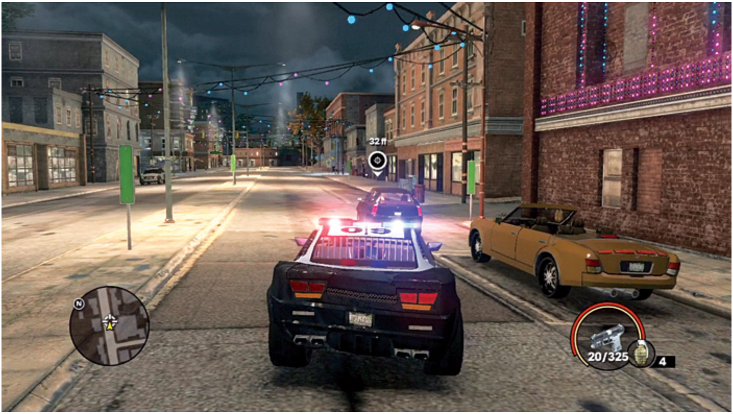
You can take this hit on immediately after killing Harry, so it doesn't require much in the way of travel. There's an Image as Designed office really close to where you killed the husband to make it even more convenient. Drive on over to it and get something done to your appearance—it doesn't even have to be extensive. Wang appears on the mini-map in short order. Get over to him and make the kill.

Target: Michael

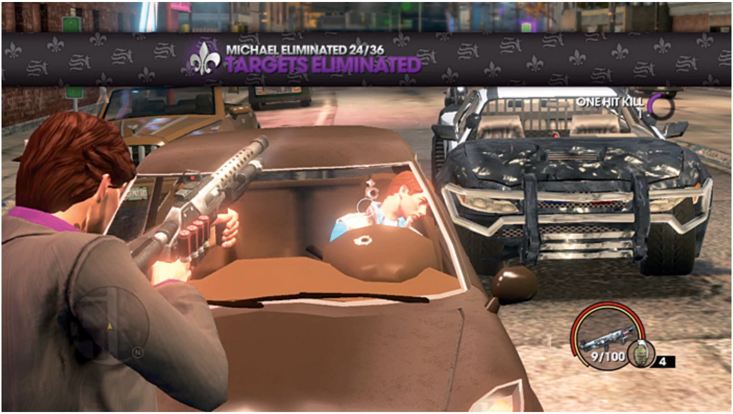


Hired by: Kinzie
Location: Ashwood
Cash Earned: $2,500
Respect Earned: 250

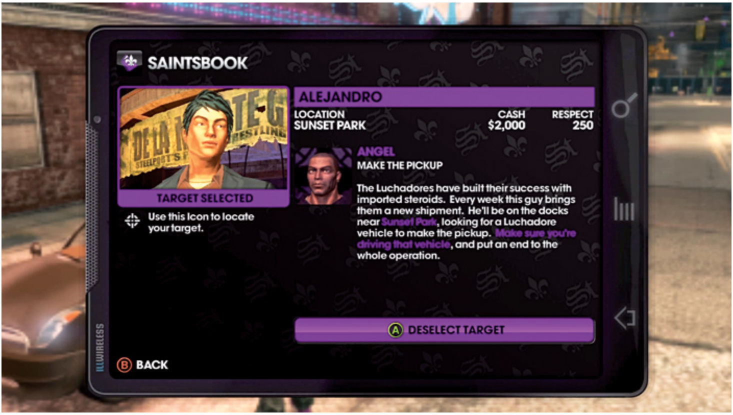
Overview: Got pulled over again . . . :(



“Michael is a former DA who now works for the Deckers. He’s not only totally crooked, he pretty much wrote the book on identity protection. I have a copy, it’s not bad actually. . . . I know he drives to work, so I’m thinking you can grab a police car and pull him over somewhere in Ashwood.”



Police are on near-constant patrols of the city, so it shouldn’t take long to find one. Of course, if you’re having trouble, you can always make trouble and they will show up sooner or later.



ALEJANDRO

LOCATION
SUNSET PARK

CASH
$2,000

RESPECT
250

ANGEL

MAKE THE PICKUP

The Luchadores have built their success with imported steroids. Every week this guy brings them a new shipment. He'll be on the docks near Sunset Park, looking for a Luchadore vehicle to make the pickup. Make sure you're driving that vehicle, and put an end to the whole operation.

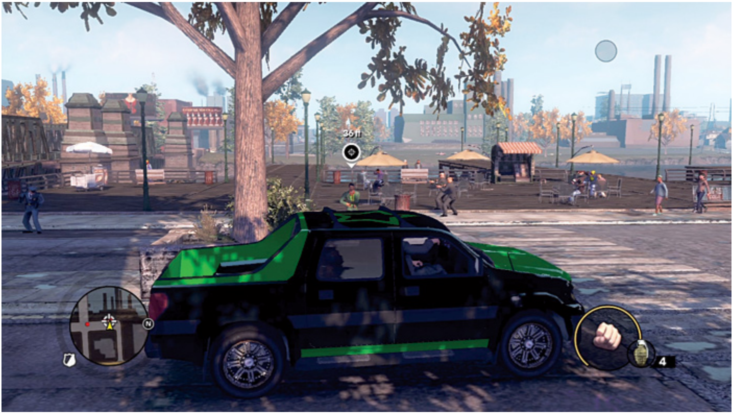
Use this Icon to locate your target.

Once you have the car, lose the heat (hide in a crib if you must), and get out to Ashwood. Once he appears on the minimap, get on his tail and use the siren on your car to pull him over. He dutifully awaits his execution.

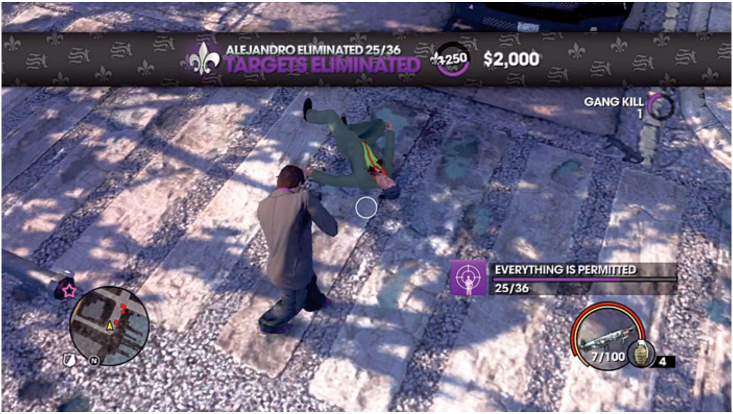
Target: Alejandro

Hired by: Angel
Location: Sunset Park
Cash Earned: $2,000
Respect Earned: 250

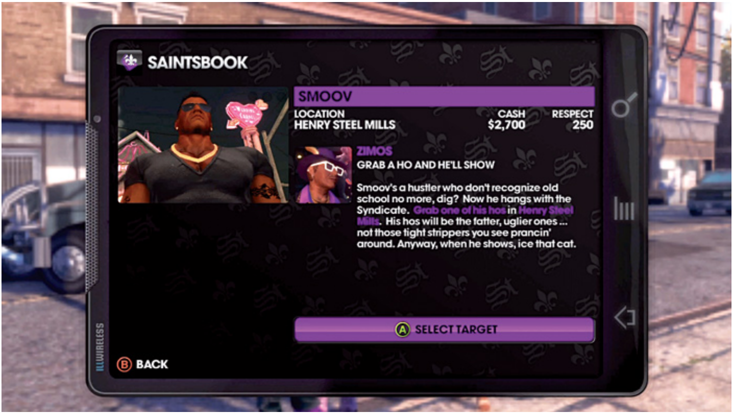
Overview: Make the pickup



“The Luchadores have built their success with imported steroids. Every week this guy brings them a new shipment. He’ll be on the docks near Sunset Park, looking for a Luchadore vehicle to make the pickup. Make sure you’re driving that vehicle, and put and end to the whole operation.”



Borrowing a Luchadore ride is easy enough if you go to the south of the western island. From there, get out to the docks by Sunset Park, close to Rondini’s Boat Dock. Alejandro should stroll up, armed with a shotgun.



SMOOV

LOCATION
HENRY STEEL MILLS

CASH
$2,700

RESPECT
250

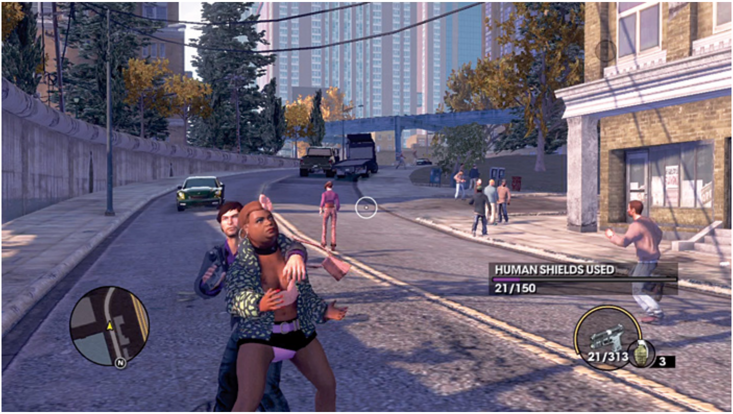
ZIMOS

GRAB A HO AND HE'LL SHOW

Smoov's a hustler who don't recognize old school no more, dig? Now he hangs with the Syndicate. Grab one of his hos in Henry Steel Mills. His hos will be the fatter, uglier ones ... not those tight strippers you see prancin' around. Anyway, when he shows, ice that cat.

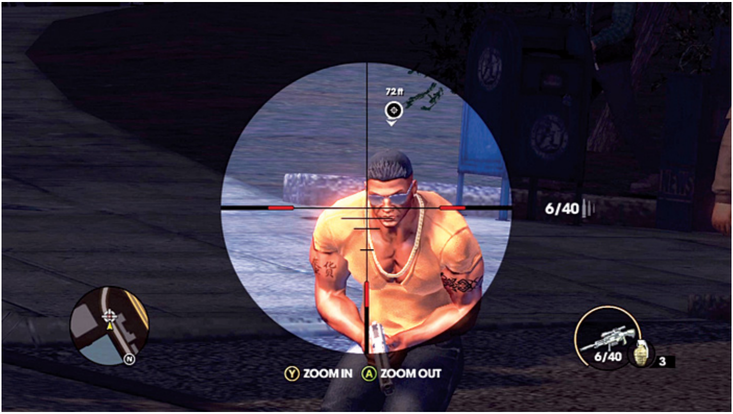
He might not suspect a thing, so take advantage of that and bring him down before he can fight back.

Target: Smoov

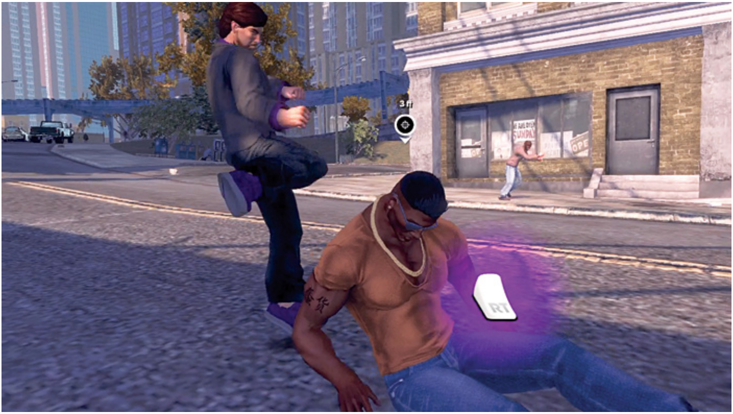


Hired by: Zimos
Location: Henry Steel Mills
Cash Earned: $2,700
Respect Earned: 250

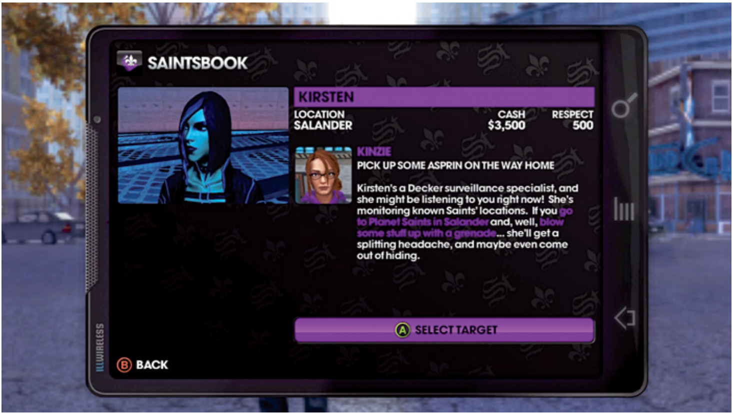
Overview: Grab a ho and he'll show



“Smoov’s a hustler who don’t recognize old school no more, dig? Now he hangs with the Syndicate. Grab one of his hos in Henry Steel Mills. His hos will be the fatter, uglier ones . . . not those tight strippers you see prancin’ around. Anyway, when he shows, ice that cat.”



This can be somewhat frustrating because it is easy to miss a fat ho among the crowds of people on the sidewalks while running or driving around Henry Steel Mills. Don’t be picky though, as soon as you see one, run up and grab her for use as a human shield.



KIRSTEN

LOCATION
SALANDER

CASH
$3,500

RESPECT
500

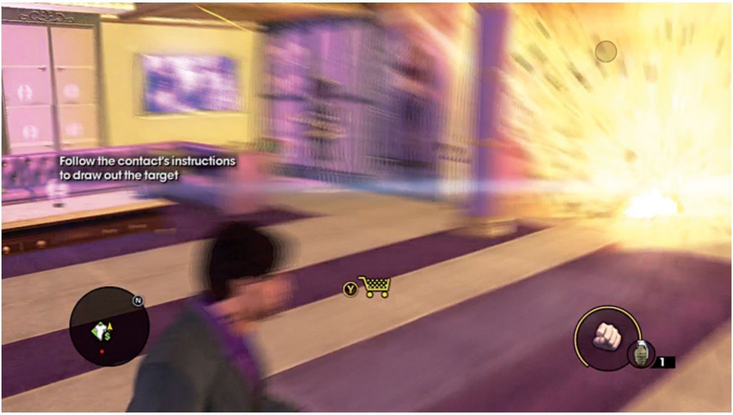
KINZIE

PICK UP SOME ASPRIN ON THE WAY HOME

Kirsten's a Decker surveillance specialist, and she might be listening to you right now! She's monitoring known Saints' locations. If you go to Planet Saints in Salander and, well, blow some stuff up with a grenade... she'll get a splitting headache, and maybe even come out of hiding.

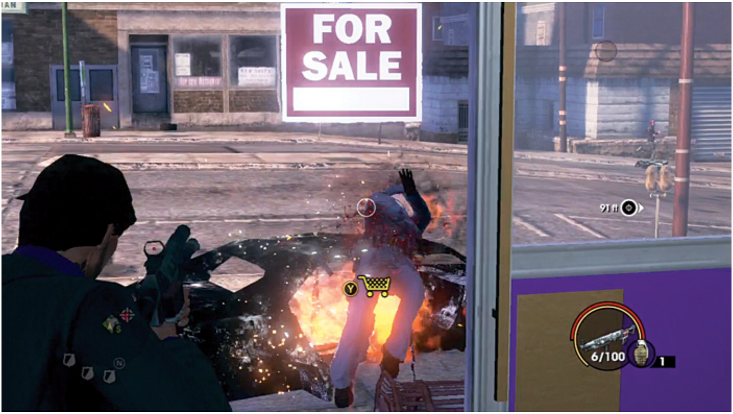
That's enough to draw Smoov out. He's only got a pistol, so you should have him outmatched for firepower if it comes down to a shootout.

Target: Kirsten

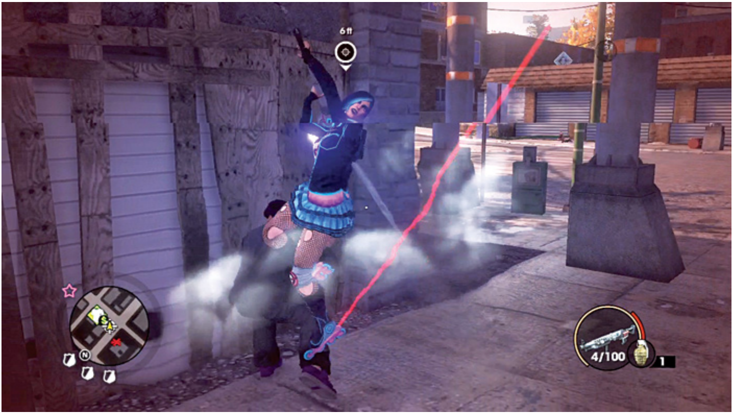

Follow the contact's instructions to draw out the target

Hired by: Kinzie
Location: Salander
Cash Earned: $3,500
Respect Earned: 500

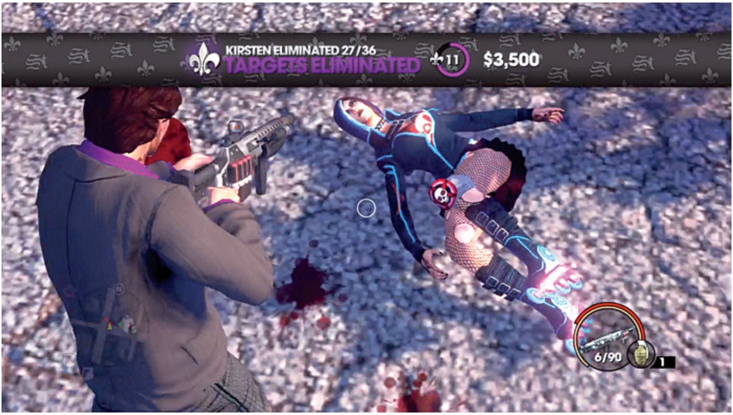
Overview: Pick up some aspirin on the way home



“Kirsten’s a Decker surveillance specialist, and she might be listening to you right now! She’s monitoring known Saints’ locations. If you go to Planet Saints in Salander and, well, blow some stuff up with a grenade . . . she’ll get a splitting headache, and maybe even come out of hiding.”

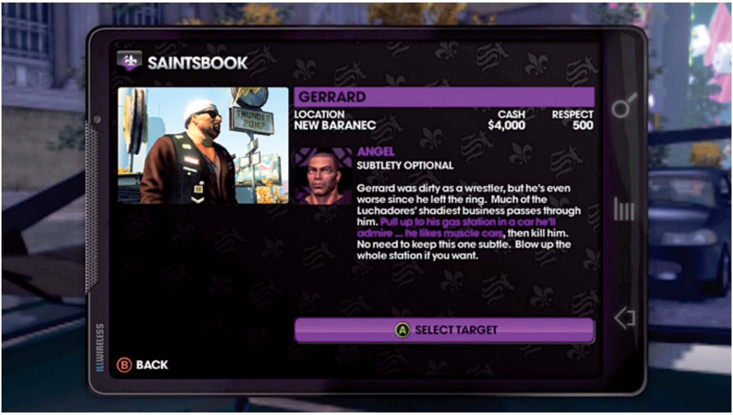


As discreet as a herd of orange elephants, head on down the Planet Saints in Salander and throw some explosives around. This counts as a robbery now, so be prepared for level three notoriety with the cops! Kirsten shows up outside of the building.



Kirsten has a pair of guards, but that doesn’t really mean much considering that she’s a full-blown Decker specialist who fights with twin SMGs, a Shock Hammer, and has the ability to speed around so quickly on her rollerblades it looks as though she’s teleporting—which she also can do. Between her and the cops, this can get really ugly. Use anything and everything at your disposal to bring her down quick. The longer this drags on, the longer you’ll be under fire from both her and the cops you’ve angered.

Target: Gerrard



GERRARD

LOCATION
NEW BARANEC

CASH
$4,000

RESPECT
500

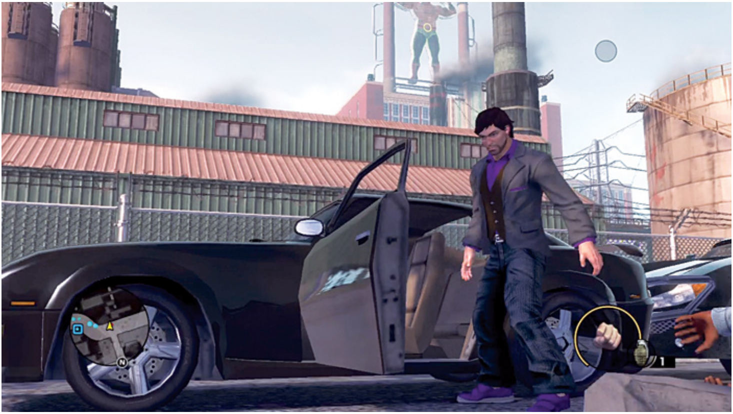
ANGEL

SUBTLETY OPTIONAL

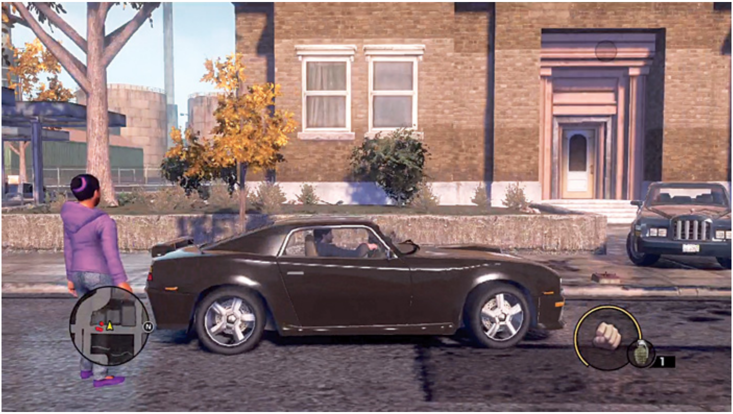
Gerrard was dirty as a wrestler, but he's even worse since he left the ring. Much of the Luchadores' shadiest business passes through him. Pull up to his gas station in a car he'll admire ... he likes muscle cars, then kill him. No need to keep this one subtle. Blow up the whole station if you want.

Hired by: Angel
Location: Salander
Cash Earned: $4,000
Respect Earned: 500

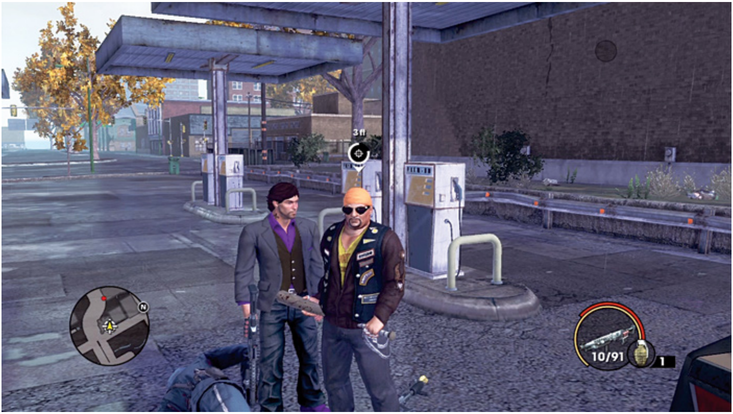
Overview: Subtlety optional



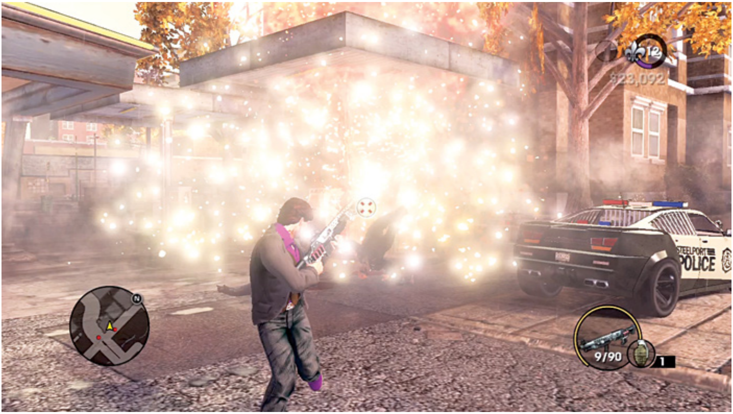
“Gerrard was dirty as a wrestler, but he’s even worse since he left the ring. Much of the Luchadores’s shadiest business passes through him. Pull up to his gas station in a car he’ll admire . . . he likes muscle cars—then kill him. No need to keep this one subtle. Blow up the whole station if you want.”



Angel is the best new gang member. Not even a day in the Saints and he wants you to blow up gas stations!

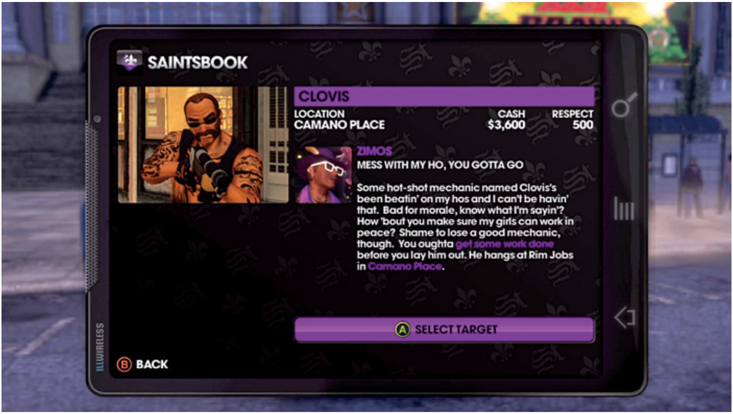


First, you'll need to acquire a muscle car. There are several on the roads of Steelport, but one of the ones common to the general vicinity of the target is the Phoenix.



Once you pull past the designated gas station in a muscle car, Gerrard makes his appearance, armed with a baseball bat, appraising your new ride for the rest of his life.

Target: Clovis



CLOVIS

LOCATION CAMANO PLACE

CASH $3,600

RESPECT 500

ZIMOS

MESS WITH MY HO, YOU GOTTA GO

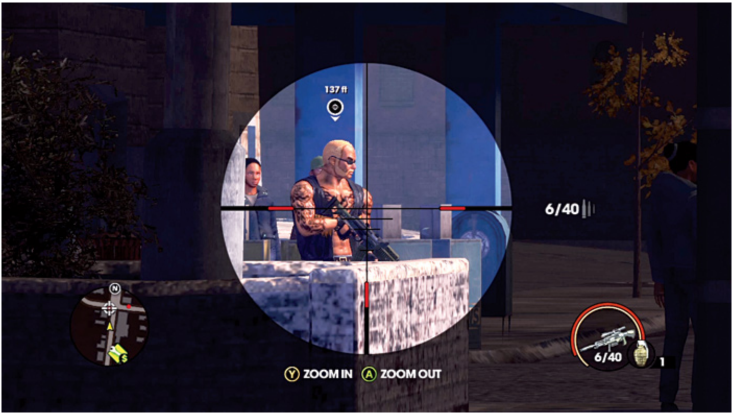
Some hot-shot mechanic named Clovis's been beatin' on my hos and I can't be havin' that. Bad for morale, know what I'm sayin'? How 'bout you make sure my girls can work in peace? Shame to lose a good mechanic, though. You oughta get some work done before you lay him out. He hangs at Rim Jobs in Camano Place.

Hired by: Zimos
Location: Camano Place
Cash Earned: $3,600
Respect Earned: 500

Overview: Mess with my ho, you gotta go

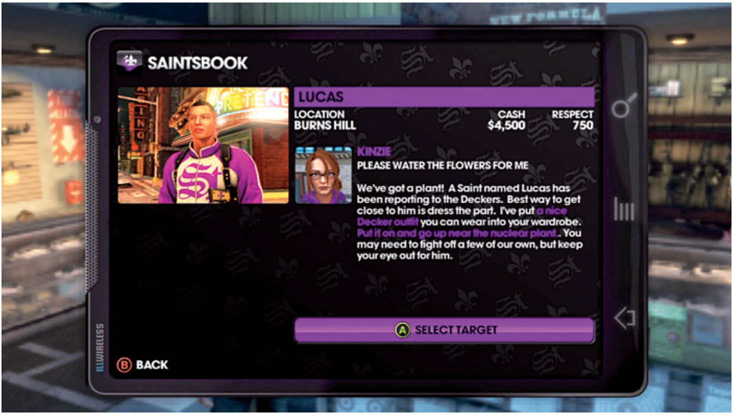
JOBS
NEAR MISS
1
POWERSLIDE
0 secs
N
1

“Some hot-shot mechanic named Clovis’s been beatin’ on my hos and I can’t be havin’ that. Bad for morale, know what I’m sayin’? How ’bout you make sure my girls can work in peace? Shame to lose a good mechanic, though. You oughta get some work done before you lay him out. He hangs at Rim Jobs in Camano Place.”



Like other missions that require you to use a service to draw out the target, it doesn't have to be expensive. Head out to the Rim Jobs marked on the map, get some work done, and Clovis shows up nearby. He's typically armed with an assault rifle, so he doesn't quite present the same threat other targets have up close.

Target: Lucas



LUCAS

LOCATION
BURNS HILL

CASH
$4,500

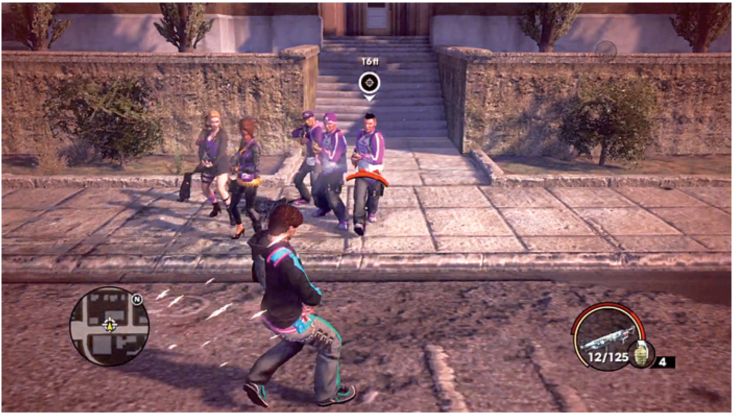
RESPECT
750

KINZIE
PLEASE WATER THE FLOWERS FOR ME

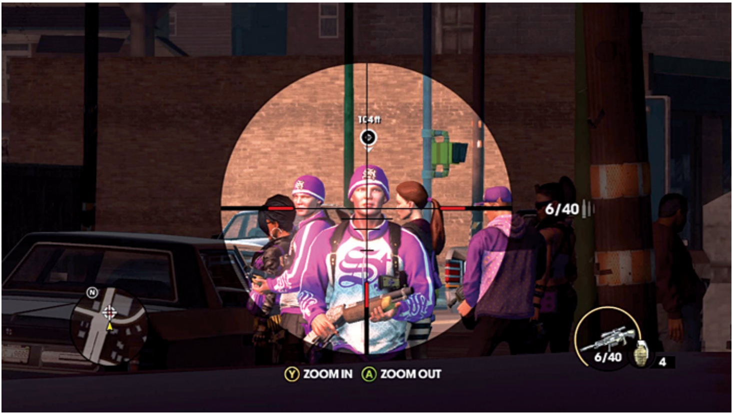
We've got a plant! A Saint named Lucas has been reporting to the Deckers. Best way to get close to him is dress the part. I've put a nice Decker outfit you can wear into your wardrobe. Put it on and go up near the nuclear plant.. You may need to fight off a few of our own, but keep your eye out for him.

Hired by: Kinzie
Location: Burns Hill
Cash Earned: $4,500
Respect Earned: 750

Overview: Please water the flowers for me



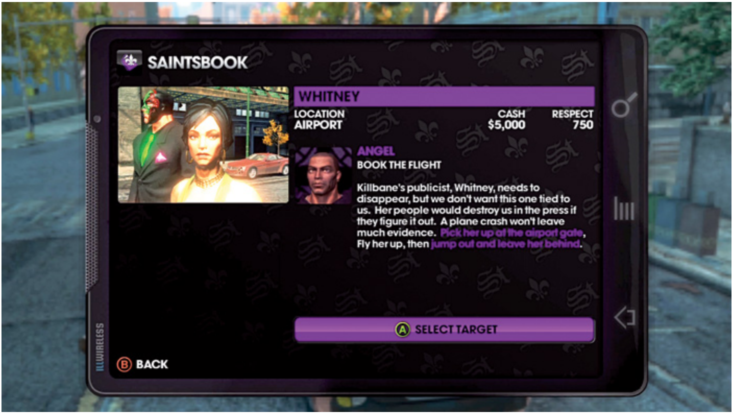
“We’ve got a plant! A Saint named Lucas has been reporting to the Deckers. Best way to get close to him is dress the part. I’ve put a nice Decker outfit you can wear into your wardrobe. Put it on and go up near the nuclear plant. You may need to fight off a few of our own, but keep your eye out for him.”



Once you change into the outfit, head on over to Burns Hill to draw Lucas out. Unfortunately for you, Lucas is rolling with a sizable number of Saints, and they will all open fire on you if you get close because you look like a Decker, and Lucas is presumably trying to maintain his cover. Explosives can thin them out.

But you may also prefer a more surgical solution to the problem.

Target: Whitney



SAINTSBOOK

WHITNEY

LOCATION
AIRPORT

CASH
$5,000

RESPECT
750

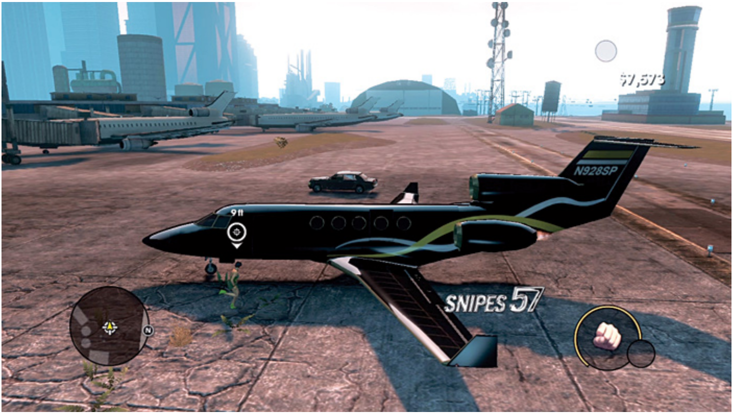
ANGEL

BOOK THE FLIGHT

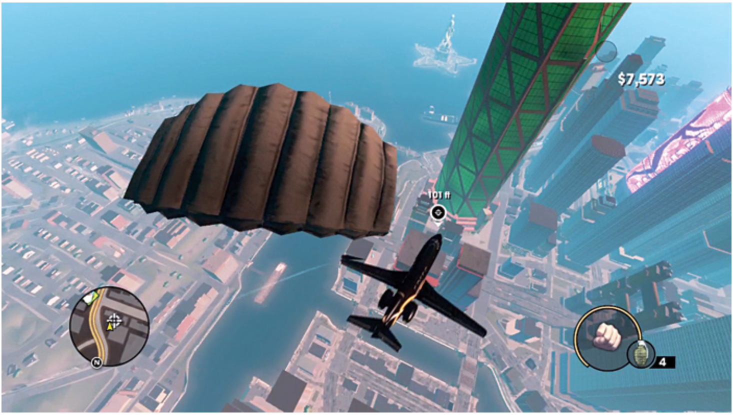
Killbane's publicist, Whitney, needs to disappear, but we don't want this one tied to us. Her people would destroy us in the press if they figure it out. A plane crash won't leave much evidence. Pick her up at the airport gate, Fly her up, then jump out and leave her behind.

Hired by: Angel
Location: Airport
Cash Earned: $5,000
Respect Earned: 750

Overview: Book the flight

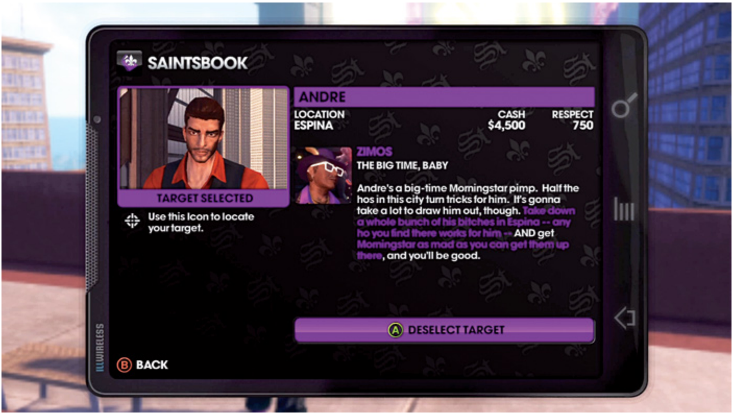


“Killbane’s publicist, Whitney, needs to disappear, but we don’t want this one tied to us. Her people would destroy us in the press if they figure it out. A plane crash won’t leave much evidence. Pick her up at the airport gate, fly her up, then jump out and leave her behind.”



No need to get too fancy. Just head out to the airport to the designated aircraft, a black Snipes 57. Whitney climbs aboard shortly after you take the plane. Once you’ve taken off, give yourself enough altitude to be able to parachute away from the aircraft, and let gravity take care of the rest.

Target: Andre



Use this Icon to locate your target.

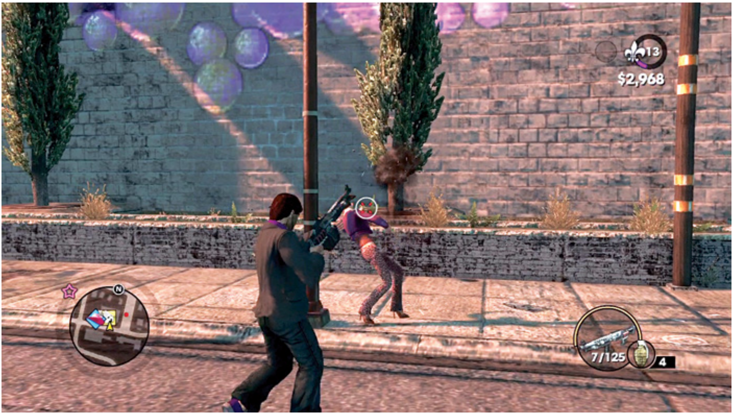
Andre's a big-time Morningstar pimp. Half the hos in this city turn tricks for him. It's gonna take a lot to draw him out, though. Take down a whole bunch of his bitches in Espina -- any ho you find there works for him -- AND get Morningstar as mad as you can get them up there, and you'll be good.

Hired by: Zimos
Location: Espina
Cash Earned: $4,500
Respect Earned: 750

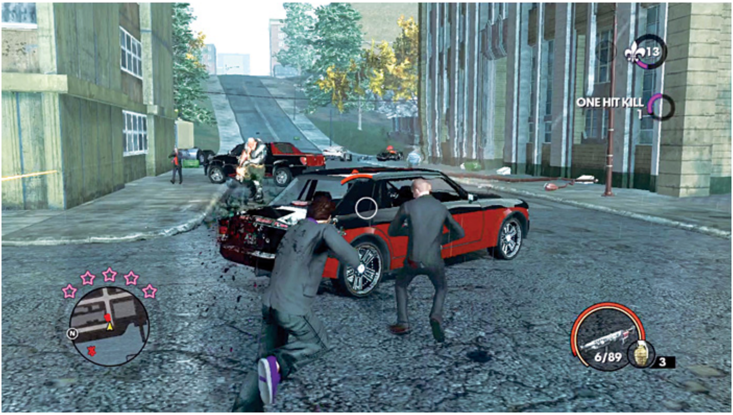
Overview: The big time, baby

“Andre’s a big-time Morningstar pimp. Half the hos in this city turn tricks for him. It’s gonna take a lot to draw him out, though.

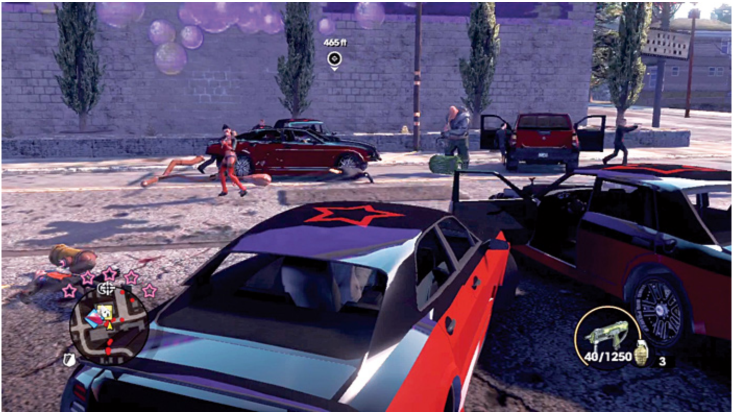
Take down a whole bunch of his bitches in Espina—any ho you find there works for him—AND get Morningstar as mad as you can get them up there, and you'll be good."



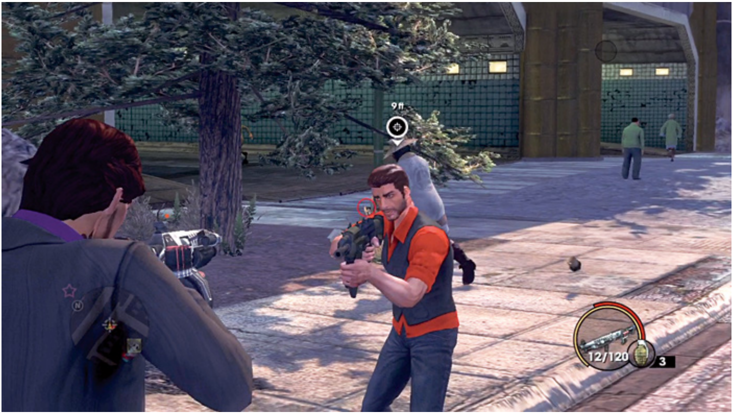
This is by all means the hardest of all 36 Assassinations simply because of the requirement to get full notoriety with the Morningstar. If you're taking on this hit at fairly low respect levels and lower grade firepower, the Morningstar will seem overwhelming at around level three or four notoriety. Still, it's possible to do it without being maxed out in some regard; you just have to play smarter.



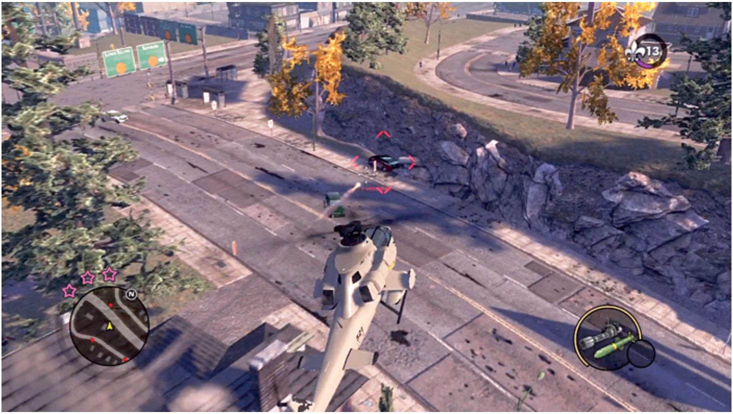
Like Zimos said, any ho in Espina is fair game, so blast a good chunk of them. No mercy, no quarter, blam, splat. You'll probably tick off the cops, too, but ignore them until you've killed five or six hos. Then retreat back to a crib (Zimos's Car Wash is a good place to use as your base for this hit) to shake off the heat. As long as you're still on the job you can duck into a crib as much as you need to, so you can meet the requirements one step at a time.



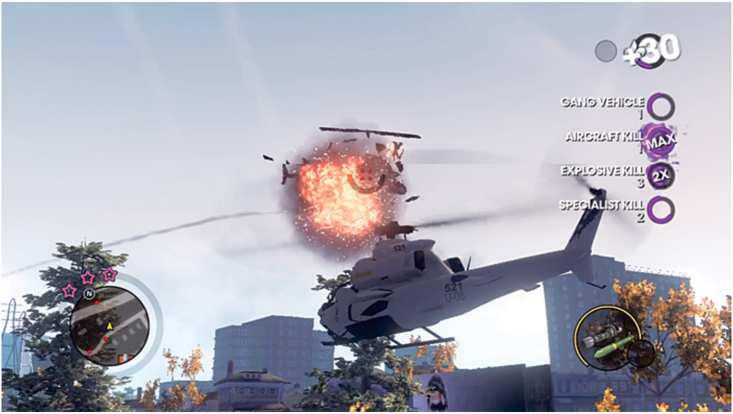
Next, target the Morningstar exclusively. The cops may still get involved, and there's little you can do to prevent that. When you begin your crusade against the Morningstar, try to pick a part of Espina that has good road access while at the same time provides you with some cover. When the choppers with snipers and Brutes come into play, you'll want a place to catch a short breather. The area around Zimos's Car Wash again is a good place to use for this crusade because as long as you don't enter the crib proper, you keep your notoriety. You can funnel the Morningstar into the parking lot in front of the car wash if things get really desperate, and duck inside the building briefly to recover health.



Once the target appears, you can actually retreat back to Zimos's crib again to lose Notoriety. The Morningstar will all forget about you, but Andre will still be out and about and vulnerable to you. Put him down and you can end this ordeal. He is immediately hostile as soon as he sees you, but without an army of his allies trying to kill you at the same time, he's just one man with a machine gun.

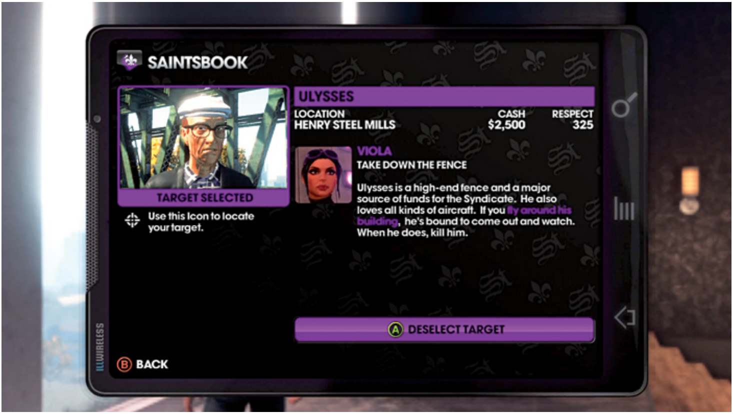


Considering how hard the Morningstar do hit you at higher levels of notoriety, there's no shame in bringing your own serious firepower to the party—and we're not just talking rocket launchers. If you haven't raided the National Guard base for your own attack chopper yet, this is a pretty darned good time to do so.



Both the Tornado and the Vulture can massacre the Morningstar, and Espina does contain a gang activity or two for you to bombard, which can really boost your notoriety quickly. The missiles that both choppers contain can also help you clear out the sidewalks of any pedestrians or hookers you might swoop past, which can make your job a lot easier.

Target: Ulysses



ULYSSES

LOCATION	CASH	RESPECT
HENRY STEEL MILLS	$2,500	325

VIOLA

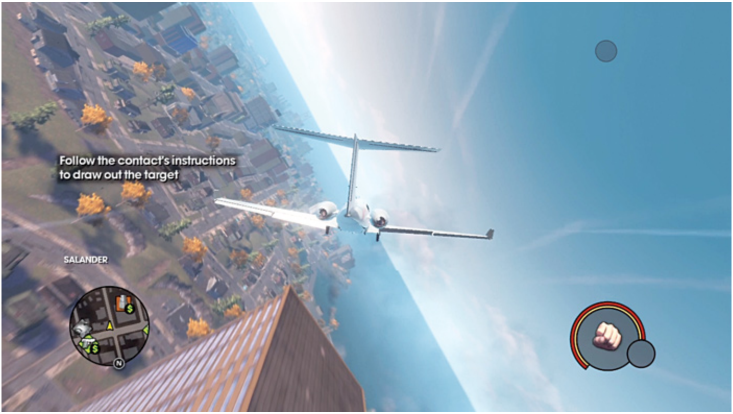
TAKE DOWN THE FENCE

Ulysses is a high-end fence and a major source of funds for the Syndicate. He also loves all kinds of aircraft. If you fly around his building, he's bound to come out and watch. When he does, kill him.

Use this Icon to locate your target.

Hired by: Viola
Location: Salander
Cash Earned: $2,500
Respect Earned: 325

Overview: Take down the fence



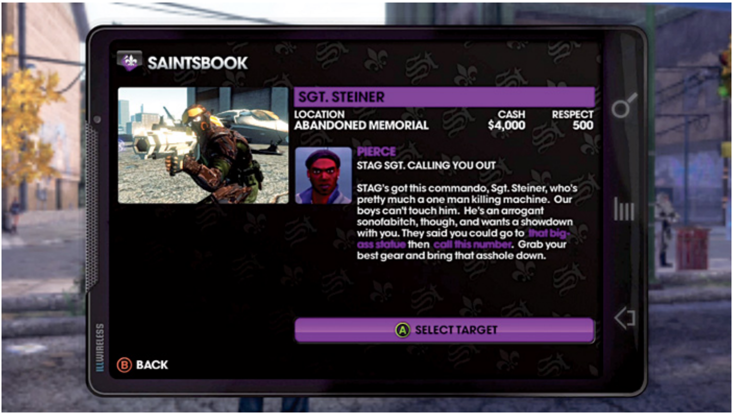
Follow the contact's instructions to draw out the target

“Ulysses is a high-end fence and a major source of funds for the Syndicate. He also loves all kinds of aircraft. If you fly around his building, he’s bound to come out and watch. When he does, kill him.”

You only get this job once you've progressed far enough into the game to have Viola as a homie, and surprisingly it's not as tough as the hit on Andre.

Any aircraft will do. Simply fly near the target's building to draw him out and kill him.

Target: Sgt. Steiner

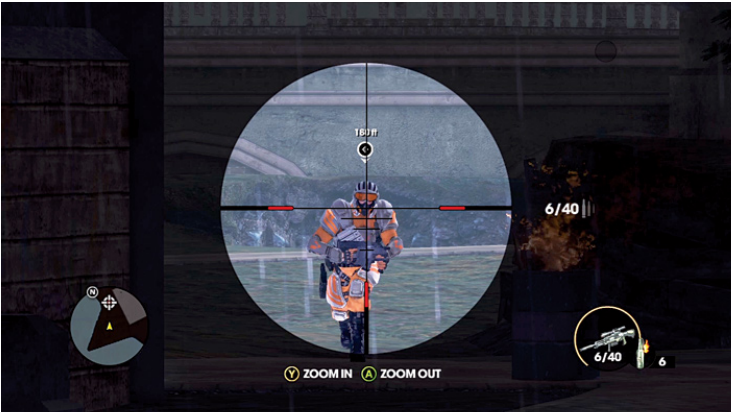


STAG SGT. CALLING YOU OUT

STAG's got this commando, Sgt. Steiner, who's pretty much a one man killing machine. Our boys can't touch him. He's an arrogant sonofabitch, though, and wants a showdown with you. They said you could go to that big-ass statue then call this number. Grab your best gear and bring that asshole down.

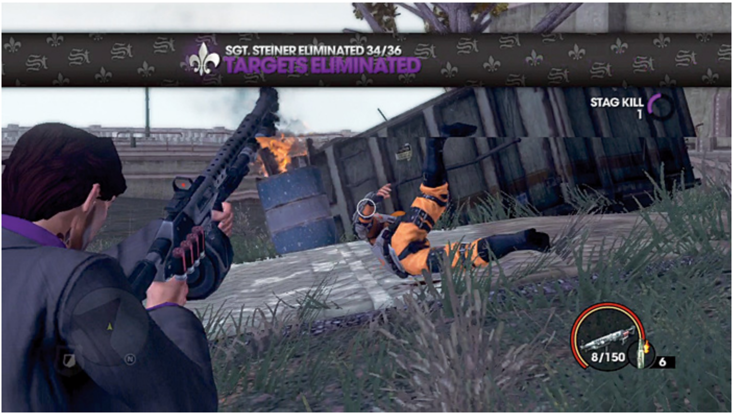
Hired by: Pierce
Location: Abandoned Memorial
Cash Earned: $4,000
Respect Earned: 500

Overview: STAG Sgt. calling you out



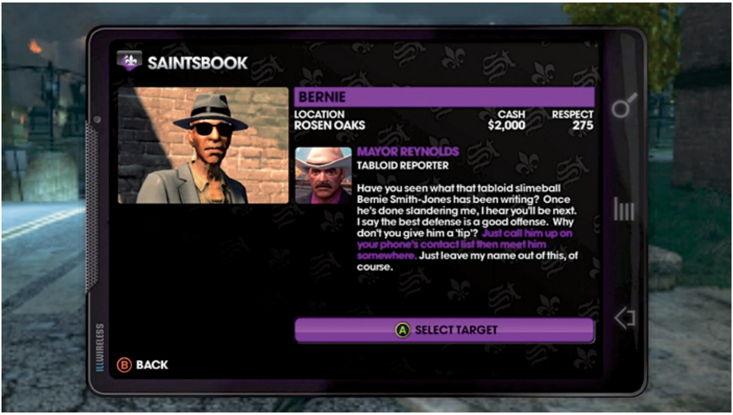
“STAG’s got this commando, Sgt. Steiner, who’s pretty much a one-man killing machine. Our boys can’t touch him. He’s an arrogant sonofabitch, though, and wants a showdown with you. They said you could go to that big-ass statue, then call this number. Grab your best gear and bring that asshole down.”

Once STAG are in town, Pierce can offer you this hit. It’s not quite as bad as it seems. Get down to the star-shaped island south of the National Guard base, and call Steiner out from your cell phone.



Steiner is tough. Even headshots from a sniper rifle don't bring him down in one hit, he can shrug off shotgun blasts even up close, and his own standard-issue STAG assault rifle cuts through you like a hot knife through butter, assuming you let him get shots off at you. Fortunately, since it's a duel, this is merely you against him, and you can bring more than just guns to the table, if you desire.

Target: Bernie


SAINTSBOOK

BERNIE

LOCATION
ROSEN OAKS

CASH
$2,000

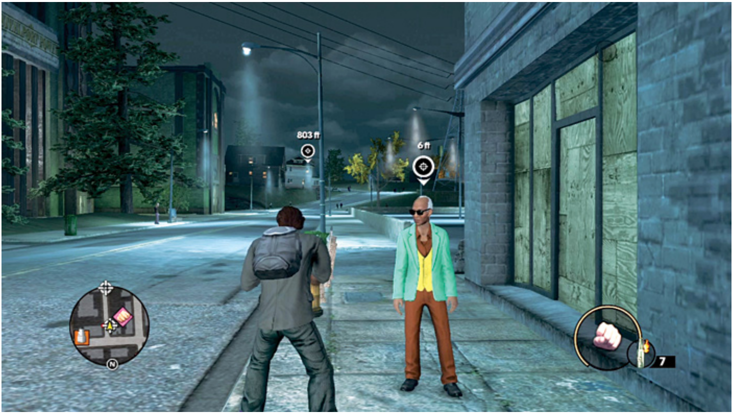
RESPECT
275

MAYOR REYNOLDS
TABLOID REPORTER

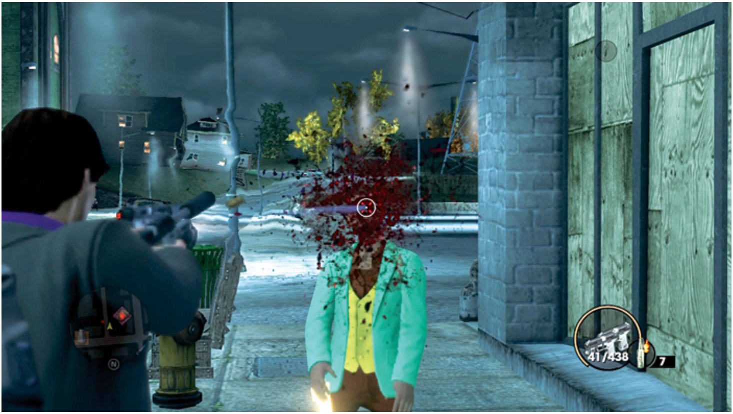
Have you seen what that tabloid slimeball Bernie Smith-Jones has been writing? Once he's done slandering me, I hear you'll be next. I say the best defense is a good offense. Why don't you give him a 'tip'? Just call him up on your phone's contact list then meet him somewhere. Just leave my name out of this, of course.

Hired by: Mayor Reynolds
Location: Rosen Oaks
Cash Earned: $2,000
Respect Earned: 275

Overview: Tabloid Reporter

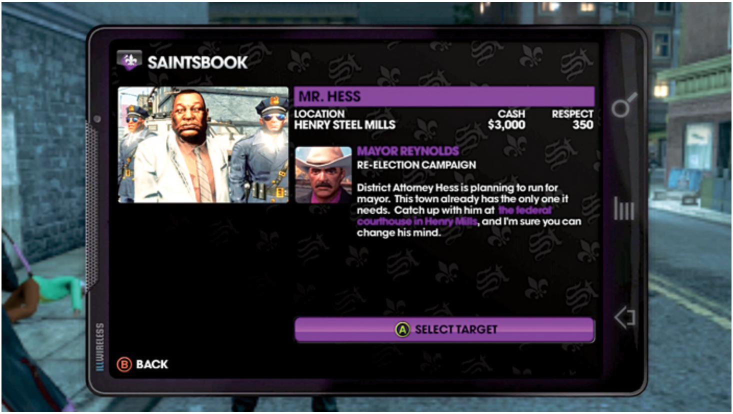


“Have you seen what that tabloid slimeball Bernie Smith-Jones has been writing? Once he’s done slandering me, I hear you’ll be next. I say the best defense is a good offense. Why don’t you give him a ‘tip’? Just call him up on your phone’s contact list, then meet him somewhere. Just leave my name out of this, of course.”BURT FREAKIN’ REYNOLDS has a job for you after you meet him and after you’ve progressed far enough into the Assassinations. Who wouldn’t want to work for Burt? And screw that Bernie guy for talking smack!



Once you call Bernie, he shows up at somewhere in Rosen Oaks, but there’s a catch: He’s got a decoy, and he could be either one. Just kill until you’re notified the job’s done.

Target: Mr. Hess



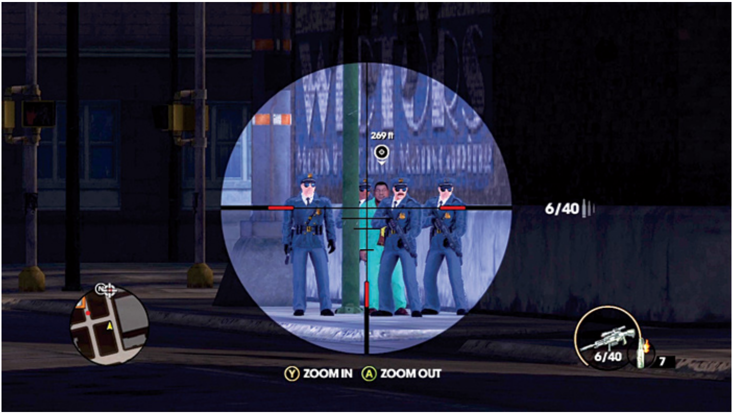
MR. HESS
LOCATION
HENRY STEEL MILLS
CASH
$3,000
RESPECT
350

MAYOR REYNOLDS
RE-ELECTION CAMPAIGN

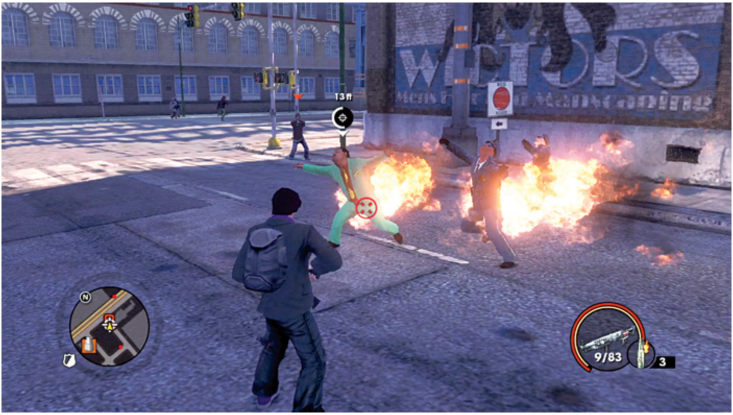
District Attorney Hess is planning to run for mayor. This town already has the only one it needs. Catch up with him at the federal courthouse in Henry Mills, and I'm sure you can change his mind.

Hired by: Mayor Reynolds
Location: Henry Steel Mills
Cash Earned: $3,000
Respect Earned: 350

Overview: Re-Election Campaign



“District Attorney Hess is planning to run for mayor. This town already has the only one it needs. Catch up with him at the federal courthouse in Henry Mills and I’m sure you can change his mind.”



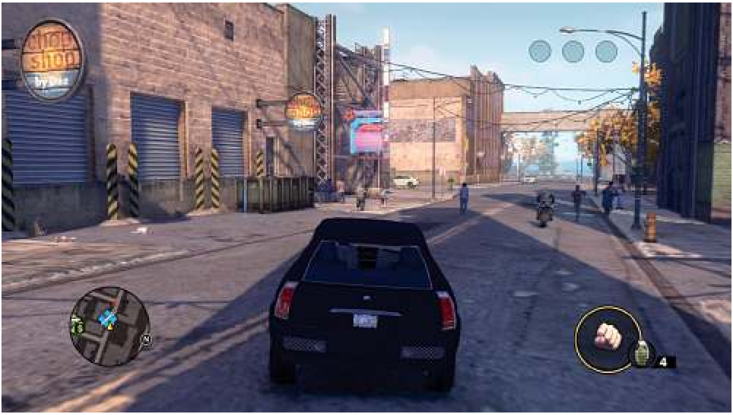
The DA who dares to challenge Mayor Reynolds can be found at that courthouse with an escort of four cops. He's prudent, if not entirely wise. Assuming you don't snipe him down from afar and go for a more direct approach, a rival hitman may complicate matters, but probably isn't enough to stop you, considering the firepower you can pack by this point.

Saints Book

Vehicle Theft

Beyond the Assassinations you can take up and the Challenges you can beat, Saintsbook provides citizens of Steelport with the ability to request Vehicle Thefts handled by the Saints. Why should the people of Steelport steal something themselves when they can hire the most influential gang in the history of the world to do it?

Steelport has five major chop shops (not including the chain of Rim Jobs you can purchase for the Saints) that all want in on your services. Each shop offers six jobs, with the difficulty increasing at each level, with some that are available only later into the story, when the STAG initiative has made it’s presence felt in the city. Others may appear at other points in the story line.



All Vehicle Thefts begin by selecting a target on your cell phone, then driving out to the hood the vehicle is said to be in. Your minimap will eventually indicate where a target vehicle has been spotted. Once you locate it, take it back to the chop shop, which will be marked on the GPS as soon as you steal it. As you have come to expect by now, very little in Steelport goes smoothly. There are always “snags” to consider when you’re on assignment.

Tips and Hints for Any Theft

Most of the vehicles you’re asked to steal are not parked some place in particular. Some are, and those are often under some form of guard, but most of the time you’re going to be jacking the vehicles from some very upset drivers. When you pick a job, you’re typically given the only the neighborhood the vehicle generally appears in, and that’s it. Read the text for the assignment to determine if it’s actually parked somewhere specific.

The cops and/or gangs will be on top of you the moment you take the target vehicle, at increasing levels of notoriety depending how far along the list you are for each chop shop. This can be problematic, to say the least, especially if you take on jobs while STAG is in town. You're going to be shot at either way, which reduces the value of the vehicle. But STAG firepower has a much higher propensity to blast you to small glowing pieces, particularly on the slower vehicles you're asked to steal. With so much incoming fire, combined with any accidents you get into on the way back to a chop shop, you might not make it back alive. This is why you have a cell phone. Call in favors to reduce your notoriety to zero to make these missions manageable.

Map out your own route to the chop shop. While it's true that the GPS tries to find the direct surface street/air/sea route to any location, this can still get you into some trouble for certain jobs. When STAG raises the bridges to enforce martial law, you'll find that some ground vehicles have trouble making those new makeshift jumps, especially without nitrous.

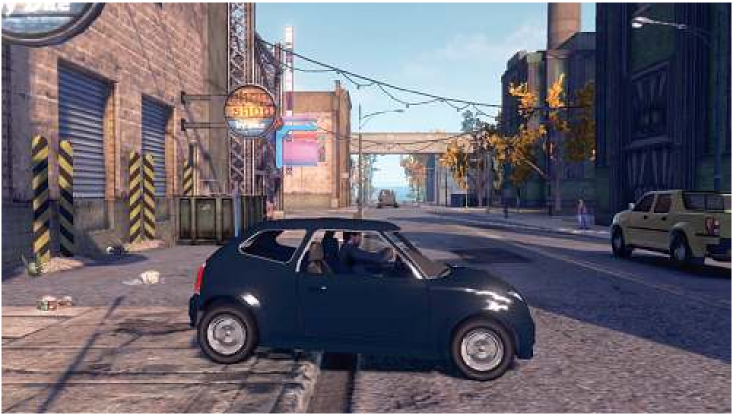
Try to avoid making the cops and gangs angrier than they may already be! The limiting factor in these jobs is how much damage you can take, and this can be made a lot shorter if you get more heat on your tail than you are able to deal with. If you've called in a favor, try to keep that notoriety down. It's a real waste of a favor to call off the cops and then run over a patrolman on a street corner!

Drive smart. It sounds obvious but it bears repeating. You might feel the urge to take extreme risks to get back to the chop shop quicker, but remember that you're rewarded based on the condition of the vehicle not the amount of time it took to retrieve it. If you get back with the ride shot up and bashed up, you may as well not have delivered at all.

Andi Dae

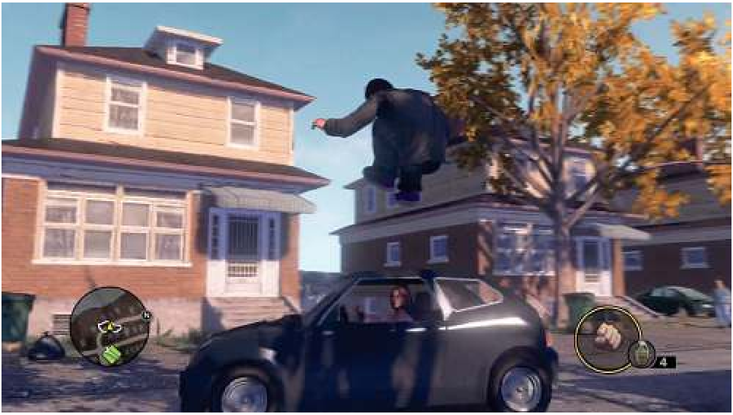
Located in the middle of Salander, deep inside Deckers territory, the Chop Shop by Dae is easy to fly past if you're in a hurry. Keep track of it on your map as you approach so you avoid missing it. Andi Dae specializes in vehicles built for speed, and failing that, vehicles that can be heavily modded for speed.

Target: Halberd

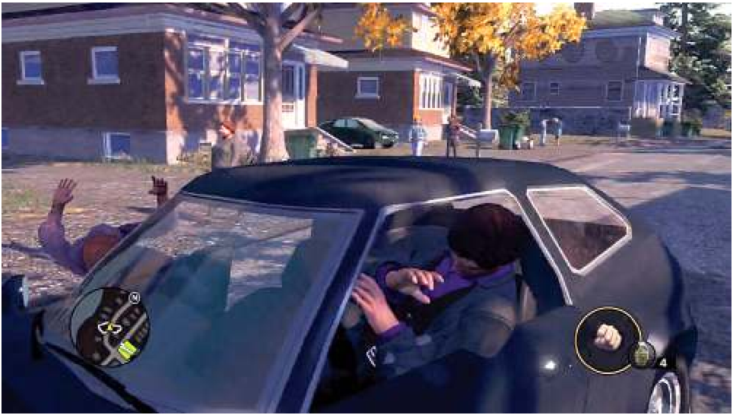


Location: Brickston
Cash Earned: $500
Respect Earned: 100
Overview: Boost me a Halberd
Threat Level: Level 2 police notoriety

"So my shop keeps the best parts in stock for Steelport's tuners. You can start with a Halberd. It's short on headroom, but entry level tuners can make it fly, ya know? Look around Brickston."



Despite its somewhat homely appearance, the Halberd is a very maneuverable machine, which gives you a good chance to just plain out-drive your pursuers. It's just not very fast.

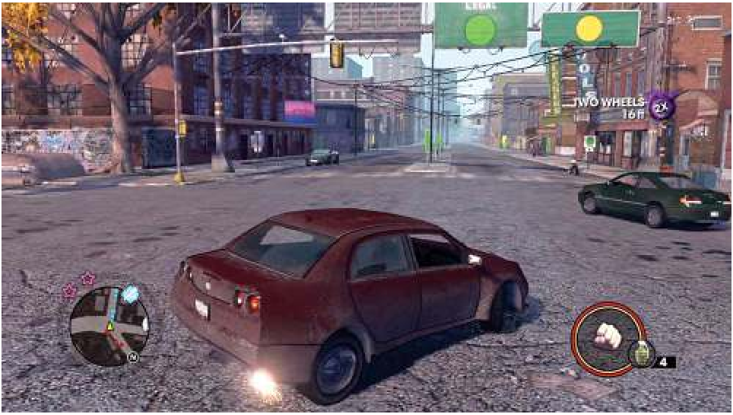


A direct route back to the chop shop isn't always the best in this car, so try to switch things up with turns to slow the cops down. If you've got nerves of steel, the compact Halberd can use tight alleys to shake off persistent cops, but you risk pretty severe damage if you screw up.

Target: Neuron

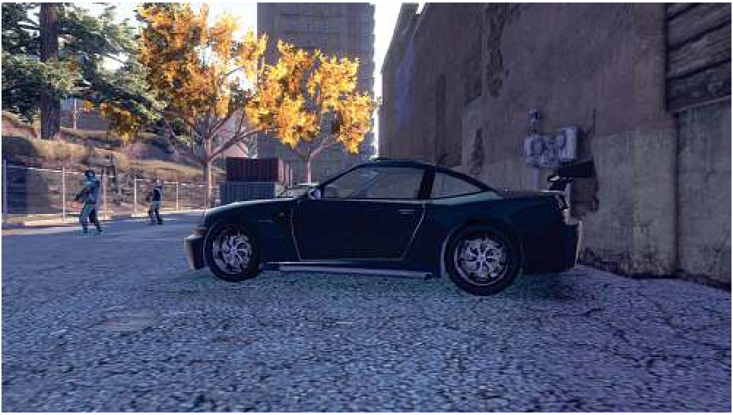
Location: Henry Steel Mills
Cash Earned: $625
Respect Earned: 125
Overview: Grab a Neuron for parts
Threat Level: Level 2 Gang Notoriety

“It isn’t a street race without a Neuron, which kinda makes their parts high-demand items. Look for them around the Henry Steel Mills.”

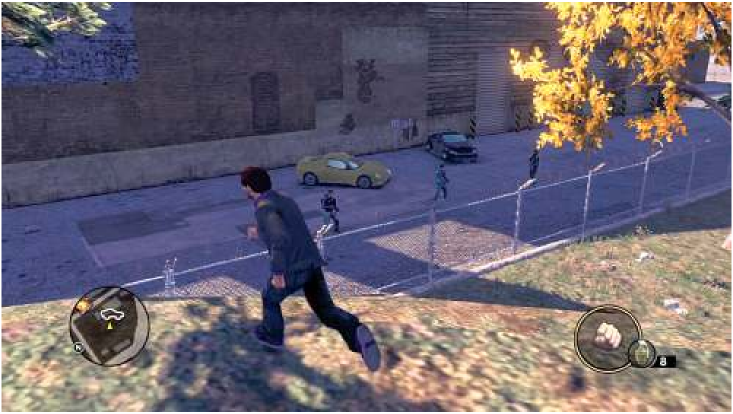


Continuing a trend, the Neuron is an agile ride. Not as small as the Halberd, but quicker in just about every respect. Henry Steel Mills is Morningstar territory, and they will be the ones to take issue with your work. The GPS will likely recommend the major freeway bridge spanning the water on the way out of the Mills, and it's a good route to take since you can probably outpace your pursuers there. Avoid taking the opposing lane, as the pursuing gangs will be shooting at you, and that makes traffic react quite unpredictably.

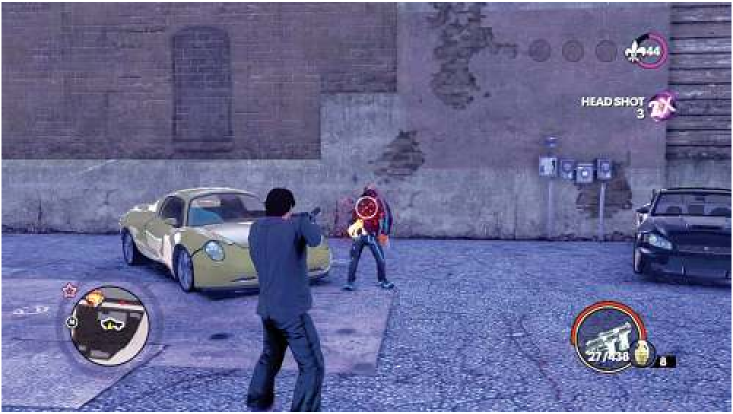
Target: Torch



Location: Ashwood
Cash Earned: $750
Respect Earned: 150
Overview: Runner up wants a Torch, too
Threat Level: Level 3 Gang Notoriety



“This particular Torch is Steelport’s street racing champion. Now the sore loser second-place finisher wants it. You’re gonna find it around Ashwood.”

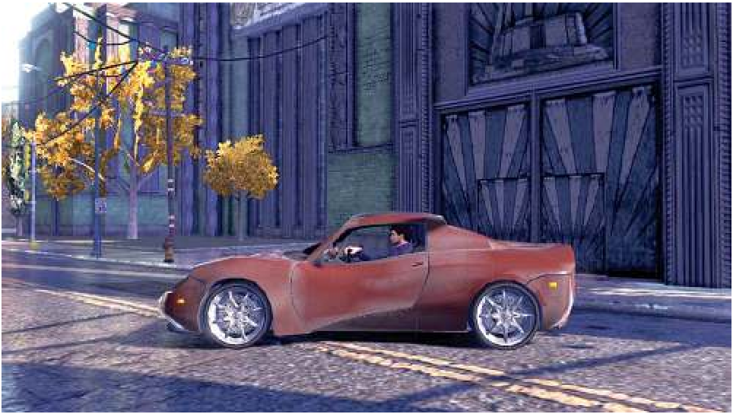


The Torch in question is parked behind a building in Ashwood. If you approach from behind the structure, you’ll notice a group of Deckers patrolling near it. As soon as they spot you, you’ll get a level of notoriety. You can choose to skip fighting them and make a run for the Torch, but either way, you’ll end up with level three notoriety with the Deckers.

PEOPLE RUN OVER
300/1000
14/451
8

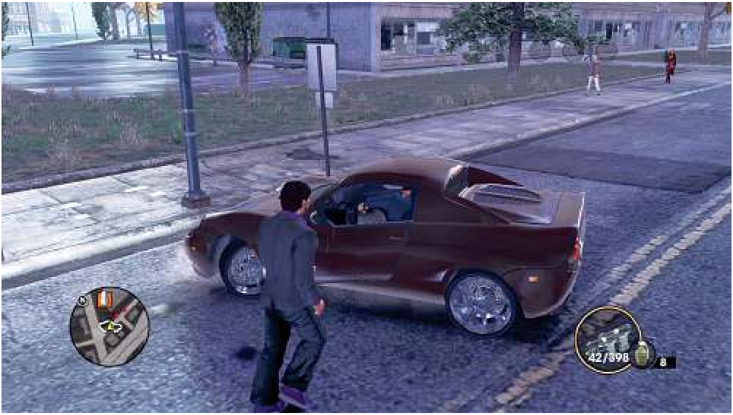
Thankfully, the drive back to Dae's is short, and the Torch is perfectly equipped for it. It can be a bit squirrely in the turns, but the car is responsive enough for you to compensate for that. It doesn't take damage too well, so you'll have to evade the gang and traffic better than you have on the previous thefts.

Target: Vortex



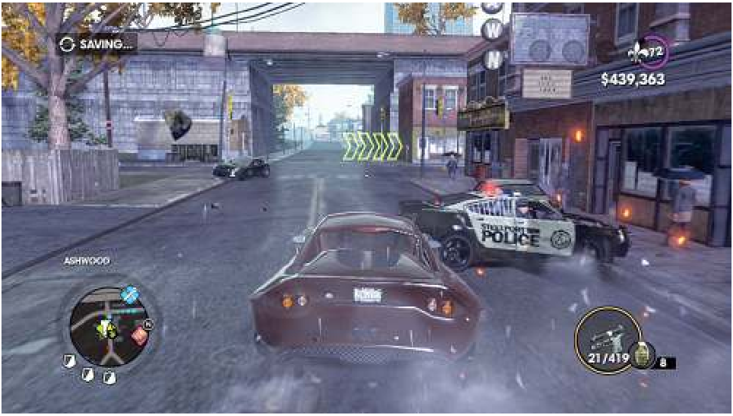
Location: Loren Square
Cash Earned: $875
Respect Earned: 200
Overview: Snatching this Vortex is a win-win
Threat Level: Level 3 police notoriety

"European roadster styling meets high resale value in the Vortex, meaning, baby, we can't lose on this one. You can find them in or around downtown."



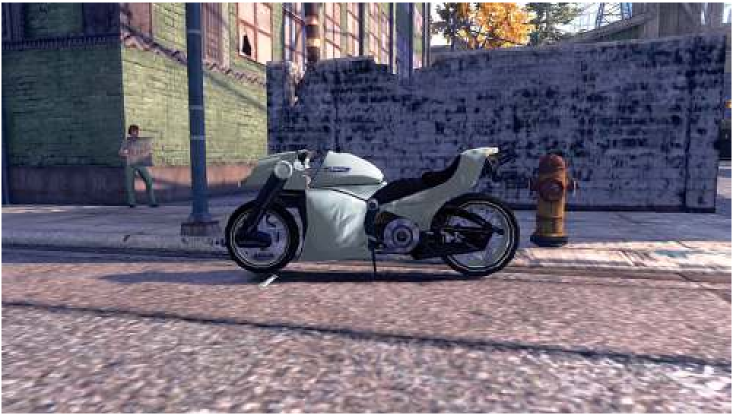
Even faster and wilder than the Torch, the Vortex is one of the fastest cars on the road, which means tracking them down in the downtown area can be a bit of a hassle. The drivers of these cars don’t waste much time leaving you in the dust if you’re not quick to jack the car, so being violently persuasive always helps.

And you will need all of that power and speed of the Vortex. Level three police notoriety brings out the snipers, and in a car as light as the Vortex, it won’t take much incoming fire to turn it to slag.



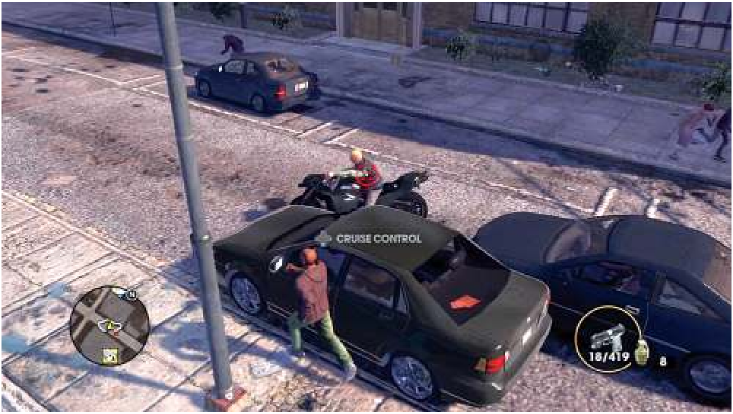
Your margin of error in this car is pretty thin, so your focus on the road needs to be solid. If you have the ability to call off the cops, don't feel bad if you resort to that. It can help preserve the value of the car and keep you in one piece.

Target: Kaneda

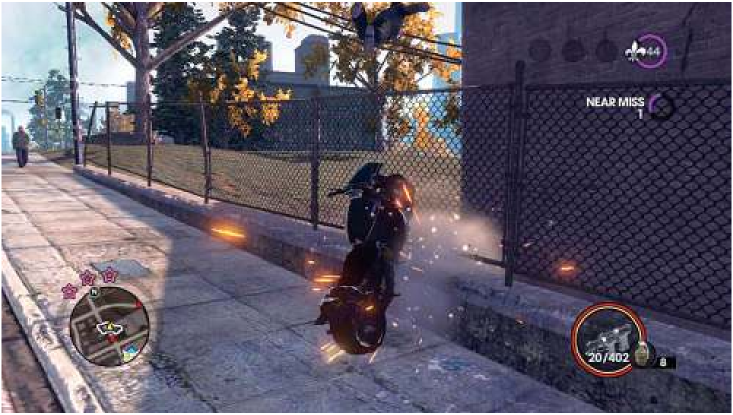


Location: Bridgeport
Cash Earned: $1,000
Respect Earned: 250
Overview: Feel like grabbing this Kaneda for me?
Threat Level: Level 4 Gang Notoriety

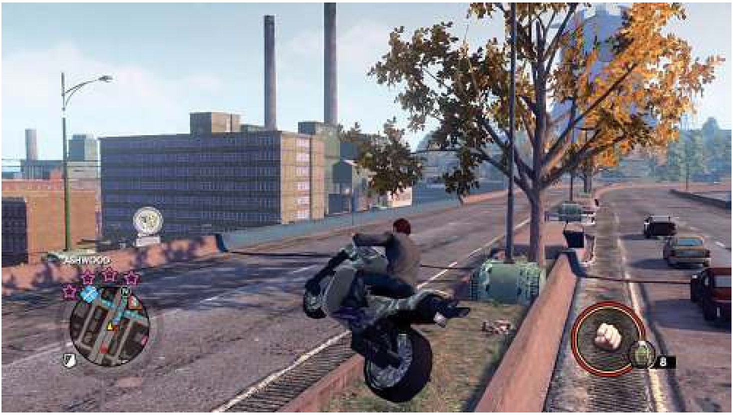
"Mint-condition Kanedas bring big bucks on the underground bike racing circuit, if you can catch one. Try looking in Bridgeport."



This is one of the hardest Vehicle Thefts in the game, and not simply because the Deckers will be out for blood the moment you steal one. No, no, that’s only part of the problem.

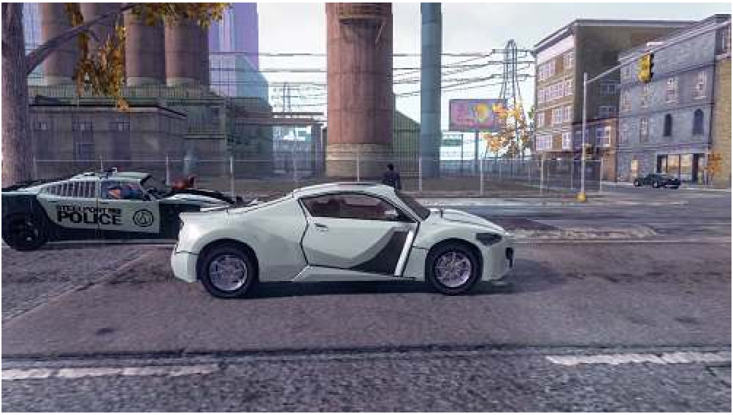


The Kaneda is a superbike. It is ridiculously fast and nimble, almost more than is reasonable to assume it is safe to drive even under less violent circumstances. While under fire, you can expect to lose the back tire very quickly, and it can lead to ... well, see above.



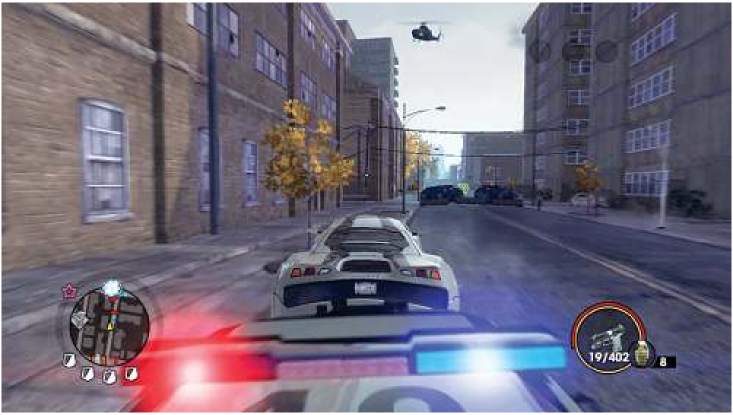
Once you get the bike, you cannot afford to slow down, otherwise the Deckers will make life difficult. Fortunately, Bridgeport isn’t too far from Salander, the real trick is just controlling the bike well enough to survive the trip there. If you have the ability to call in Gang Forgiveness, this is an excellent time to do so. This way, you can have a more relaxed ride back to the chop shop and retain most of the bike’s value.

Target: Temptress



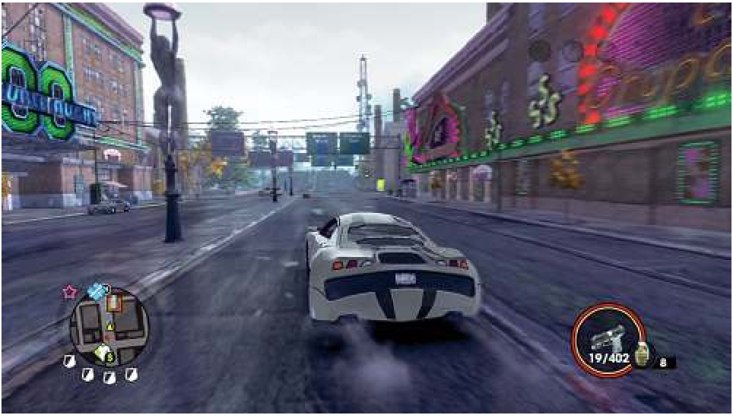
Location: New Baranec
Cash Earned: $1,250
Respect Earned: 300
Overview: Need a super-exotic Temptress pronto
Threat Level: Level 4 police notoriety

“You don’t see a lot of these . . . The Temptress is stylish, agile, and very, very fast. People pay top dollar for these machines. I will, too, yah? Try looking around the strip in New Baranec.”



Not top dollar enough, Andi. Do yourself a favor and take one of these cars to a crib and store one for yourself. Andi can wait the ten minutes it'll take for you to do that.

There was a television program that once asked if a super-car could evade the wrath of an attack chopper. In certain circumstances, yes, yes it could. Now's your chance to try it out for yourself. Expect SWAT APCs, attack choppers, and very heavy cop pursuit. Roadblocks will be the bane of your existence, with barriers set up to stop you cold.



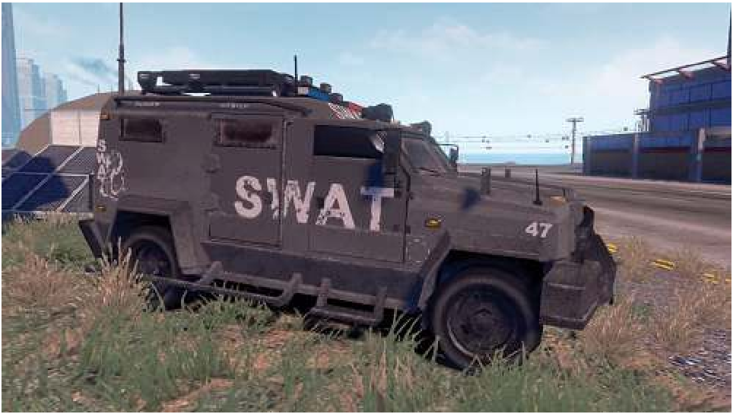
Fortunately, you're in a Temptress. This is seriously a blistering ride, and once you get out in the open, nothing but bullets will catch you, leaving you to concentrate on the road ahead. The car is fast enough and maneuverable enough that you can conceivably make it back to the shop without calling Police Forgiveness, but if you're having trouble, having the option available is a real help.

BJ Barnes

UMANITARIAN
AID, INC.
SWAT
47

Located at the airport, BJ Barnes's Humanitarian Aid, Inc. specializes in selling foreign nations top-grade military equipment, and it has to get that stock from somewhere. That somewhere is Steelport. Missions provided by BJ Barnes are a step above many other Vehicle Thefts in difficulty, not because the vehicles are tough to drive, but rather because you're gunning for hardware that requires you to awaken the military giant that protects the city. It's highly recommended for all of these missions that you have the abilities to call off the Police and military via your cell phone, otherwise you could find yourself having a very difficult time.

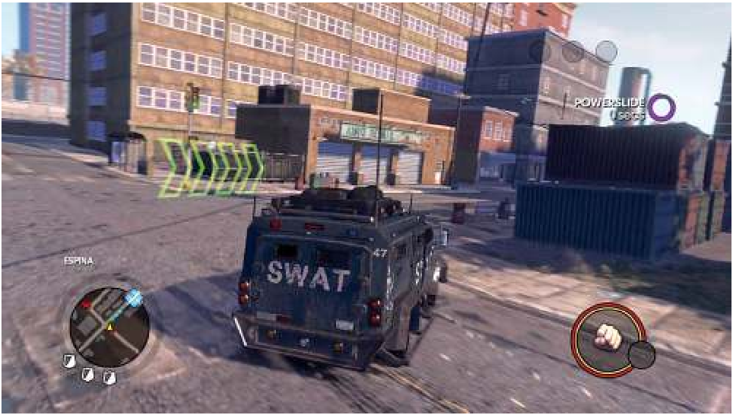
Target: Lockdown



Location: N/A
Cash Earned: $1,000
Respect Earned: 250
Overview: Humanitarian Aid, Inc.—Locking down insurgents
Threat Level: Level 3+ police notoriety

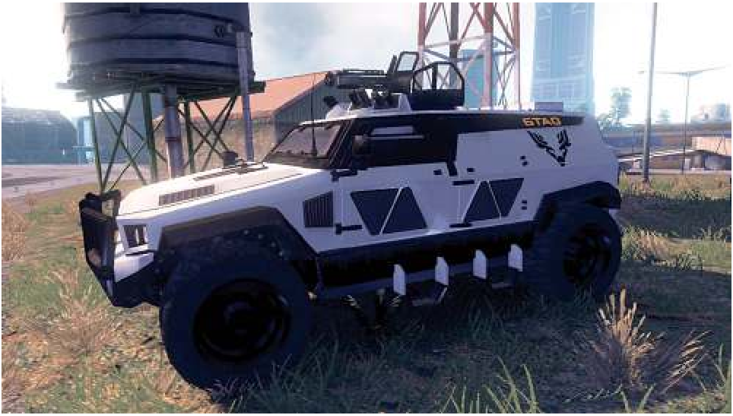
“We provide police and military-grade equipment to an exclusive Third World clientele. We’re big league, but if you can prove yourself by stealing a Lockdown van for us, we’ll enlist you further. Get law enforcement angry and take one from a roadblock.”

There’s not even an attempt at being subtle on this, Barnes wants you to attack the cops until they send SWAT after you. Give ‘em a show they won’t forget...



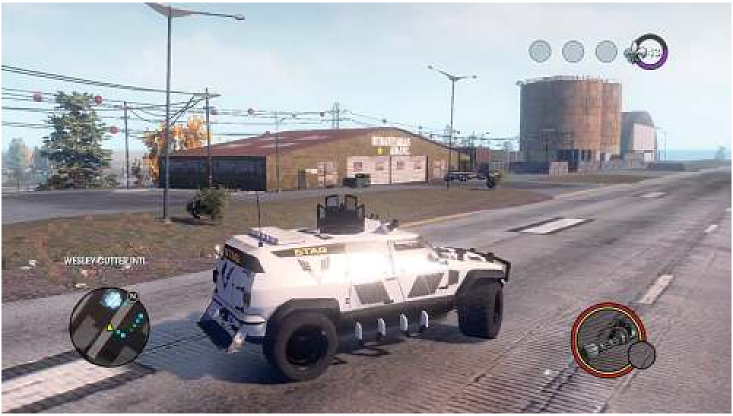
The SWAT van is tougher than most vehicles on the road, but it isn’t invincible. If you start the trip with the van from too far away, you might not make it. Save yourself some trouble, and pick the fight against the cops close to the airport. That way, if you don’t have the ability to call in a favor from the police, you can at least have a short trip. Another trick is if you have the ability to call in a SWAT team, should you have sided with the Mayor on a certain mission, you can call them in, they will arrive in a van, and you can take it for yourself with no real consequences!

Target: N-Forcer



Location: N/A
Cash Earned: $1,250
Respect Earned: 300
Overview: Bravo target designation: N-Forcer
Threat Level: Level 3+ police notoriety

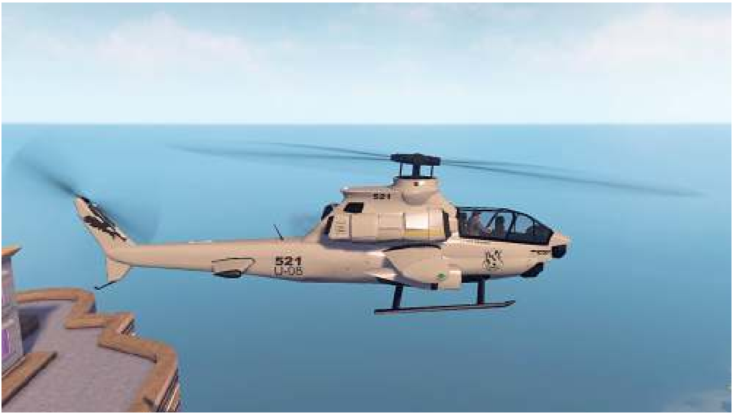
"Here at Humanitarian Aid, Inc., we think it's unfair that STAG has these monsters and our clients don't. Help even the odds. If you don't know how to get one of these N-Forcers after you by now, you're doing something wrong."



This is more or less the same as the job to steal the Lockdown, with the usual STAG twist of their much greater firepower to deal with. Make no mistake, once you take the N-Forcer, you can expect very heavy resistance. They will chase you all over town until you manage to get to the chop shop. A call for Police Forgiveness is highly recommended, otherwise STAG will probably destroy the vehicle outright if you start your trip from too far away! Start the fight at the airport, if you can. STAG's response time is faster than the police, and you'll see an N-Forcer very quickly.

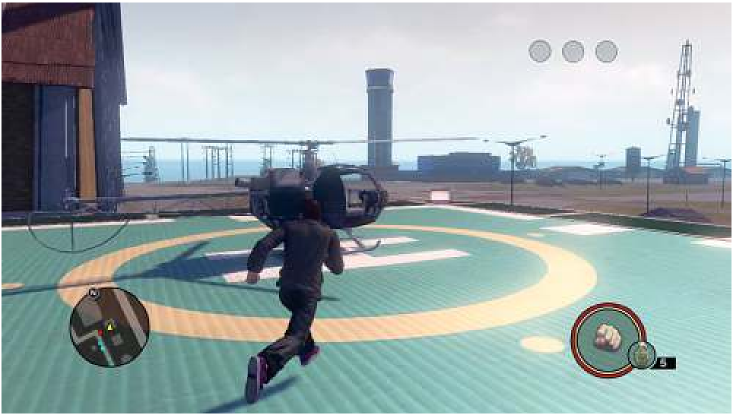
Complicating matters is also when you take the job. If you've driven STAG out of the city, N-Forcers will not be part of the response to your destructive antics. Lucky for you, you get a free N-Forcer in your crib garage for completing the infiltration and destruction of STAG's supercarrier during the story, so you can just take that one and have a pleasant drive to the airport.

Target: Tornado



Location: Sierra Point
Cash Earned: $1,500
Respect Earned: 350
Overview: Charlie target designation: Tornado
Threat Level: Level 5 police notoriety

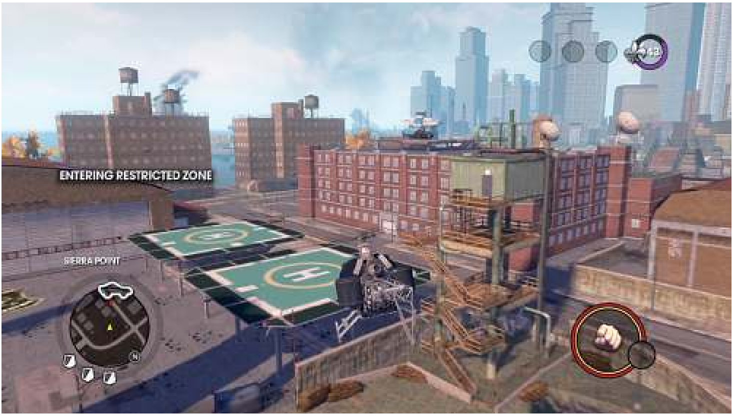
"A very big client needs a Tornado to help him win a very little war. Check the National Guard base for one."



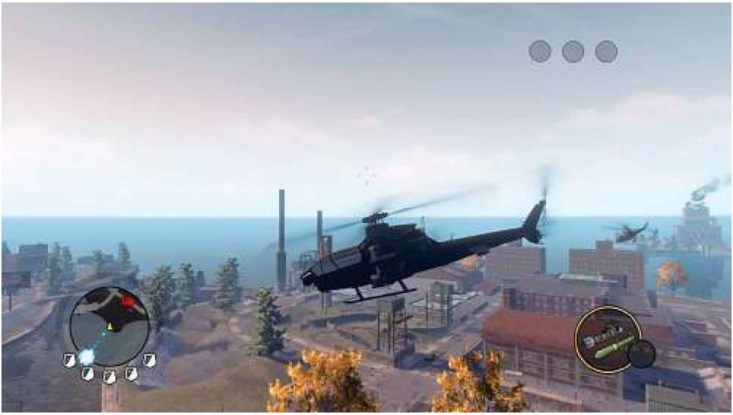
This is a fun Vehicle Theft to take on, and it rewards you if you show some creativity. You don’t have to necessarily follow the exact method detailed below, but this method does work consistently.

SAVING...
$287,036
NEAR CRASH
NEAR MISS
ESPINA

At the airport, near the actual HQ for Humanitarian Aid, there are a pair of helipads close by. Find the helipad that has a small Thompson helicopter. It’s fast, maneuverable, and will get you into the National Guard base on the southern tip of the eastern island quickly; speed is of the essence on this mission.

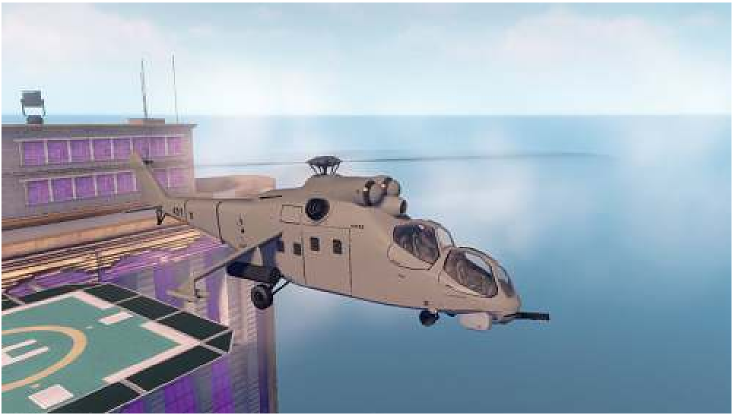


The airspace over the base is restricted, so you’ll get level three police notoriety right away, and the whole base will be swarming with troops. The Thompson will not last long under that kind of fire! Find the building near the cluster of helipads near the hangers. It has it’s own helipad on the roof, and your target is waiting there. Land on the rooftop quickly and fight your way to the waiting Tornado.

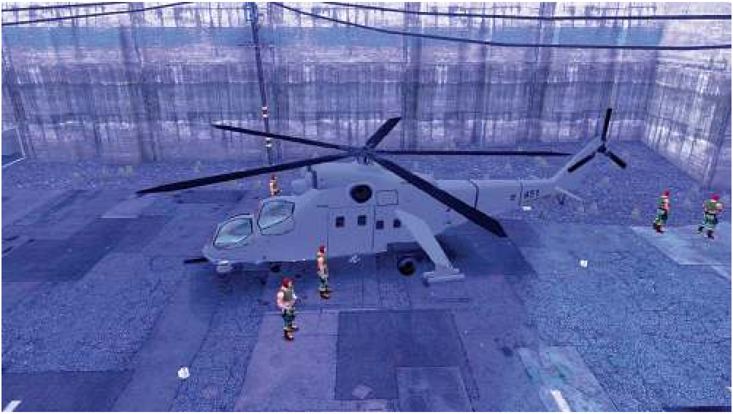


Now get the heck out of there! You'll have full notoriety as soon as you climb aboard the Tornado, so don't waste any time standing still. You can follow the canal, ducking under bridges as necessary, to get back to the airport, or fly low over the city proper. Either way, you will have a good number of helicopters chasing you, and if STAG is still in town, expect VTOLs and very heavy ground fire from APCs and N-Forcers! A call for Police Forgiveness may be in order, but if you're quick and lucky, you may not need to resort to that.

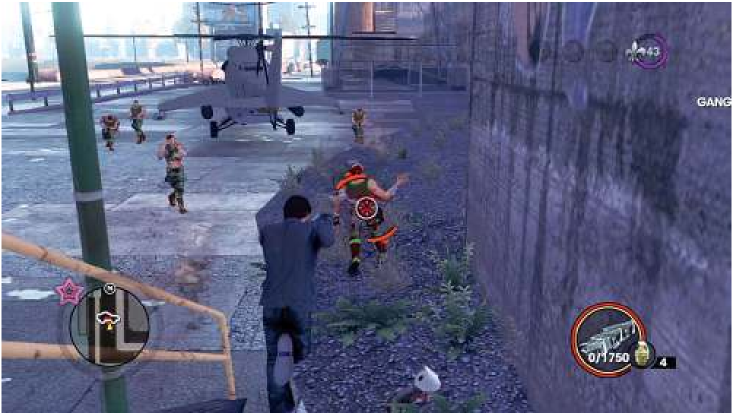
Target: Vulture



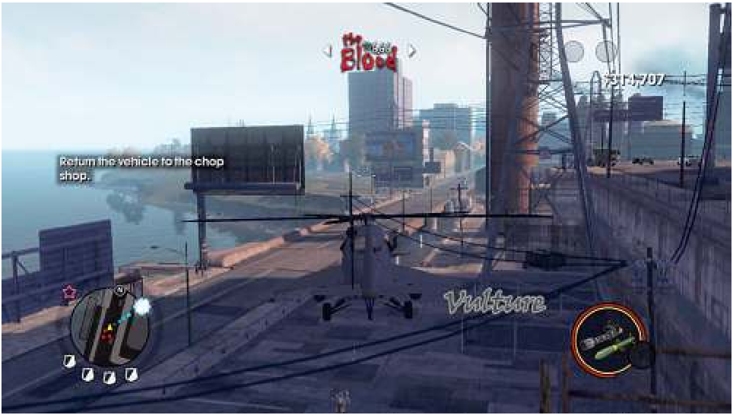
Location: Port Pryor
Cash Earned: $1,500
Respect Earned: 350
Overview: Delta target designation: Vulture
Threat Level: Level 4 police notoriety



“Killbane ordered one of these for his boys in a fit of grandiosity, but doesn’t have anyone who knows how to fly it. We’ll put this Vulture to better use. It’s parked on a dock near the 3 Count.”

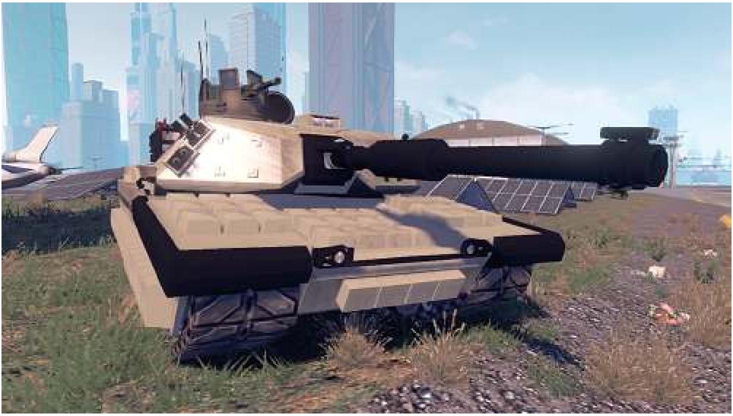


The 3 Count Casino is one of your potential cribs, depending on how far in the story you’ve come. If it is, this can make this job a bit easier, since there won’t be as much resistance from the Luchadores in the area. Located on the docks west of the casino itself, the Vulture is under heavy Luchadore guard, and they will open fire on you as soon as they see you. Cut through them and get to the chopper!



Once you are airborne, expect heavy pursuit from the law. Counter this either by gaining a very high altitude as you fly toward the airport, or by calling in Forgiveness. Either way works, but, depending on when you take this assignment, you might not have the latter option available. Take as direct a route to the airport as you can manage, and watch for attack choppers sneaking up on you if you aren't able to call off the heat.

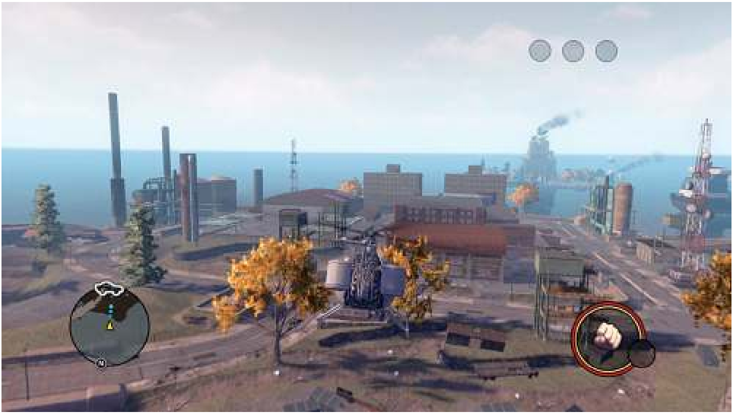
Target: Challenger



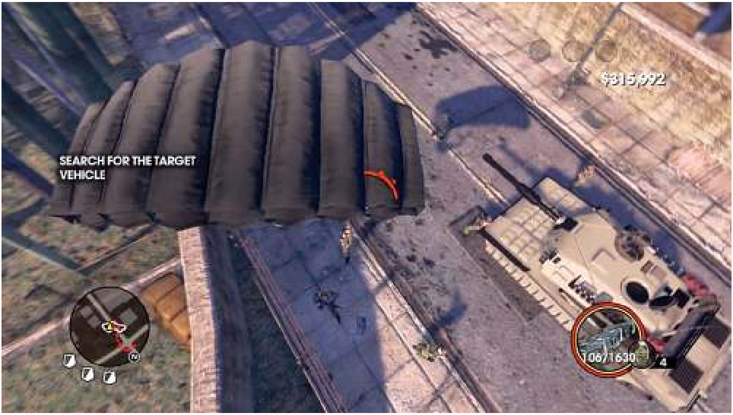
Location: Sierra Point
Cash Earned: $1,750
Respect Earned: 400
Overview: Echo target designation: Challenger
Threat Level: Level 5 police notoriety

"Yes, we want you to steal a Challenger tank. If it were easy, we wouldn't be paying you as much as we are. Try near the armory, and expect a lot more guards."

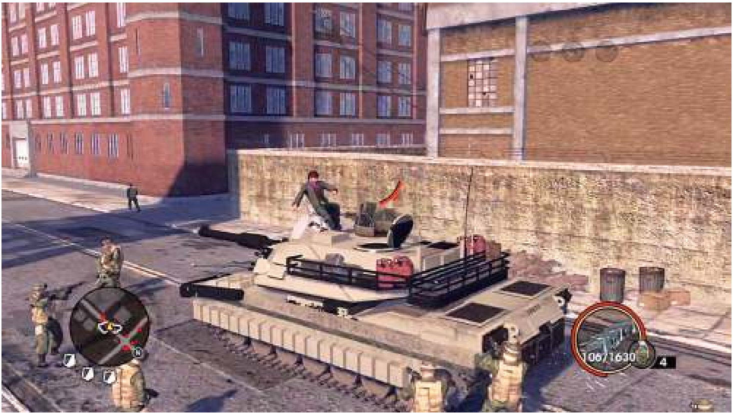
The National Guard base just hasn't been able to catch a break since the Saints got in town.



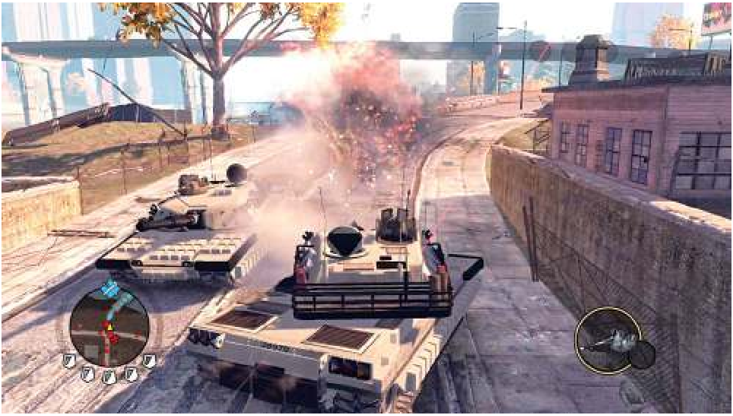
As with the mission to steal a Tornado, you want to get into the base as quickly as possible. A Thompson helicopter is a good choice, but generally anything that can get you to the base by air quickly is a solid bet. The airport is filled with options!



Once you get onto the base, the tank is parked on a road facing south, and is surrounded by military personnel. Get ready for a scuffle. Don't waste your time trying to fight them all off—just take the tank!

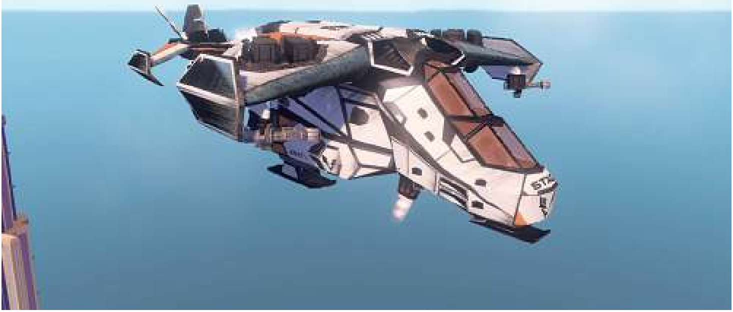


Challenger acquired, it's time to leave. You cannot call off notoriety while in a tank, so that option is out. You'll have to fight a running battle all the way to the airport. The law will send everything it has to stop you, so don't linger around in one spot to clear resistance. Roll over everything you can and keep moving! You do not want to get caught by all the tanks that are doubtlessly chasing you down.



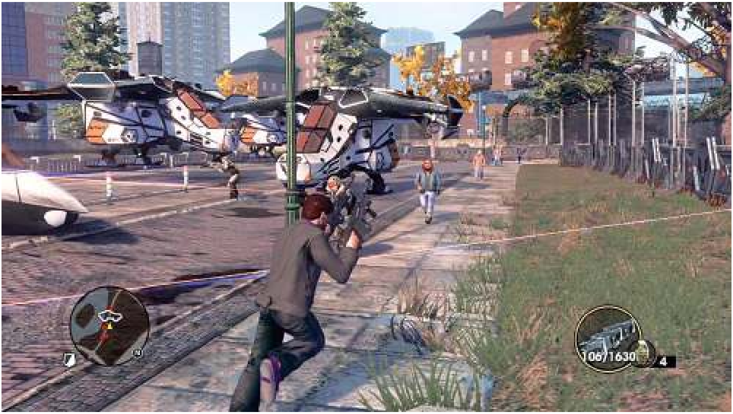
Pause the game occasionally to make sure you're following a direct route. The GPS tends to try to give you proper street routes to Humanitarian Aid, Inc., which is just asking to get killed because that is taking the long way.

Target: Condor

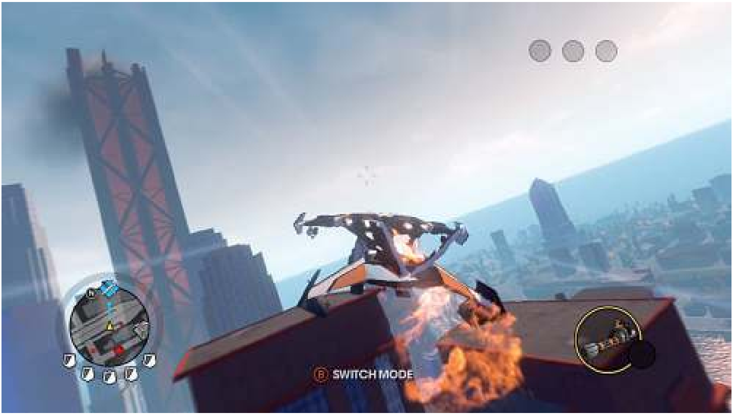


Location: Sunset Park
Cash Earned: $2,500
Respect Earned: 500
Overview: Foxtrot target designation: Condor
Threat Level: Level 5 police notoriety

“This one is the big score. STAG’s heavy lifter could make somebody the ultimate getaway vehicle. The Condor is well guarded, but you can find one near their base in Sunset Park.”



Word of warning: You will probably need to call in for Police Forgiveness or a Mayor’s Favor on this job. The Condor is a swift VTOL for its size and weight, but it’s armored with tissue paper. The moment you snag this craft, you get full notoriety with the law, and if STAG is still involved in Steelport, expect VTOL fighters to join the chase.

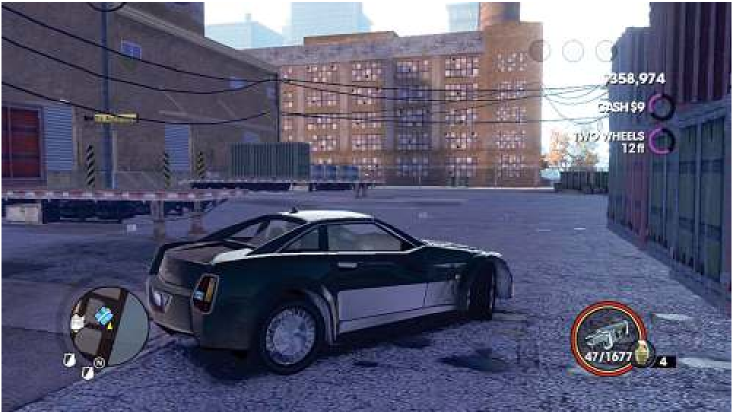


As long as you’re over the city, you’ll be getting shot at, with fairly predictable results. Even if you attempt this mission after driving STAG out of Steelport, the base you’re stealing it from will still appear at the center of Sunset Park, and you’ll take a lot of damage on takeoff from the guards and their laser weapons.

HUMANITARIAN AID, INC.
STAG
443
B SWITCH MODE

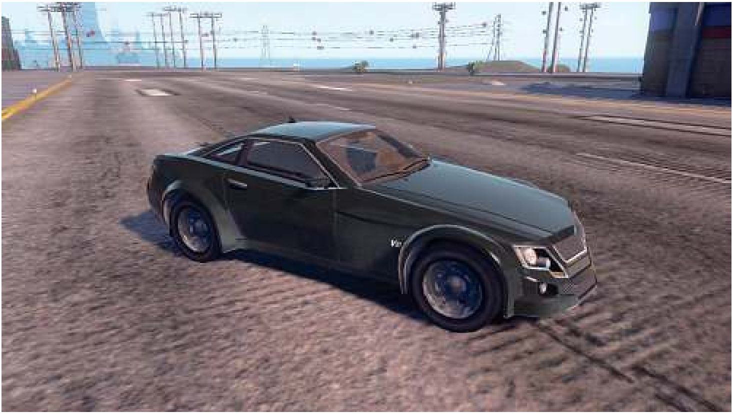
Just save yourself a headache and call in the favor. There's just too much luck involved with trying to outfly all the incoming fire from the military.

Dieter



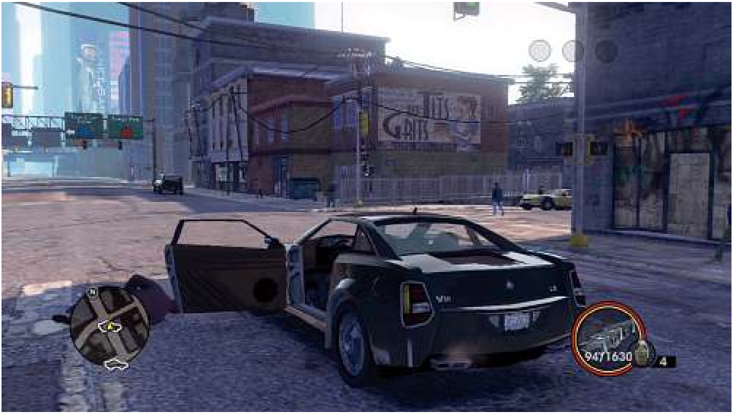
Dieter's Dis Autohaus is on the docks on the western side of Loren Square, tucked away near abandoned shipping containers. Access it via a small alley, which provides a final opportunity to damage any cars you deliver by smashing into the tight walls. It's easy to blitz past this alley if you're being chased by the cops.

Target: Sovereign

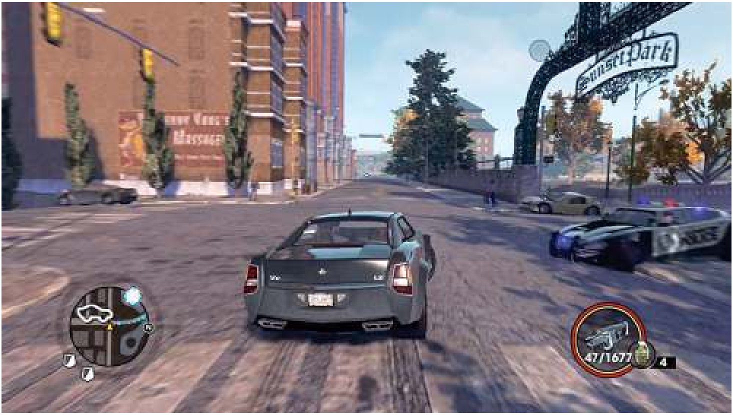


Location: Sunset Park
Cash Earned: $500
Respect Earned: 100
Overview: Dis Autohaus is in need of Sovereigns
Threat Level: Level 2 police notoriety

“You look to make an impression in this city. Dieter has heard this. Want to be known by all the right people? Find for Dieter a Sovereign. ‘Real men’ drive them, but smart men steal them. The Downtown district will provide.”

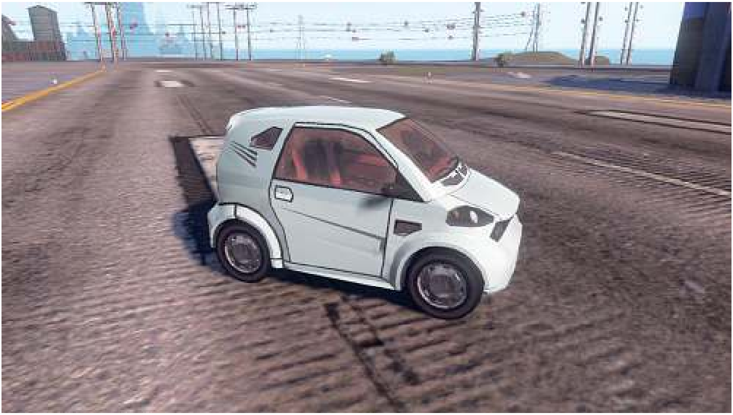


You can't walk around Sunset Park without tripping over a Sovereign, so once you enter the hood it shouldn't take long to locate and liberate one.

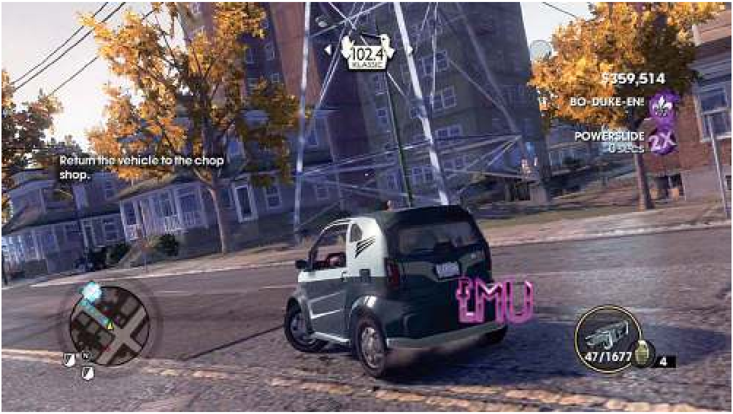


Once you have it, get back to Dieter. Sovereigns are solid all-around cars—more durable than the sports cars you can steal for Andi Dae, and nimble enough to evade level two Police notoriety with ease.

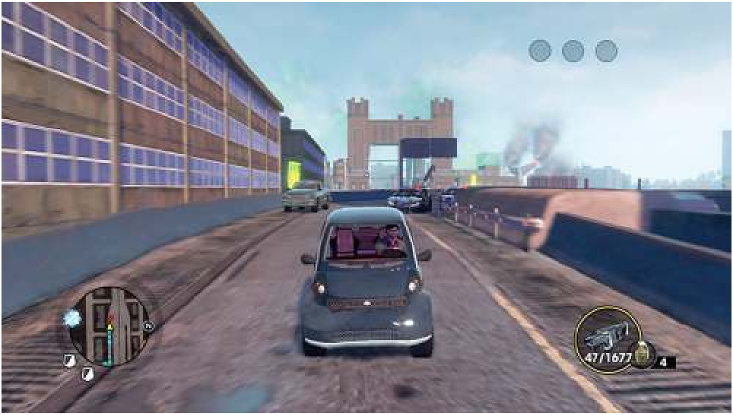
Target: Emu



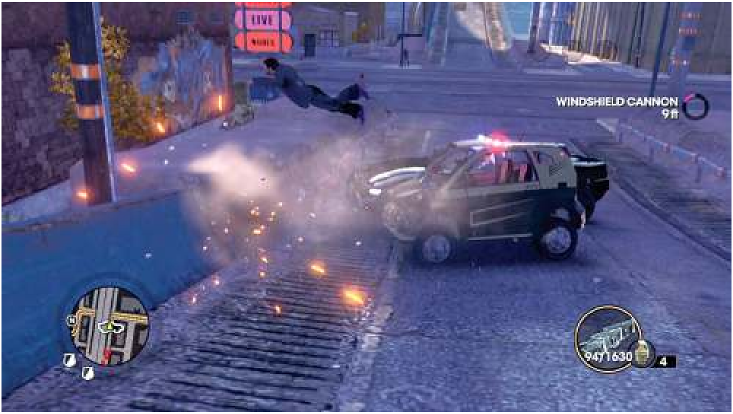
Location: Brickston
Cash Earned: $625
Respect Earned: 125
Overview: Dieter must have an Emu! For art!
Threat Level: Level 2 police notoriety


Return the vehicle to the chop shop.

"Dieter is a patron of the arts, darling. The Autohaus has commissioned a glam-trash installment piece featuring this kitschy, midtown ride. Since all the little people drive them, go looking in Brickston."



Emus are one of the smallest cars you can find in Steelport, if you don't count the carts you can snag at the airport. They are not very fast, but they can fit just about everywhere.



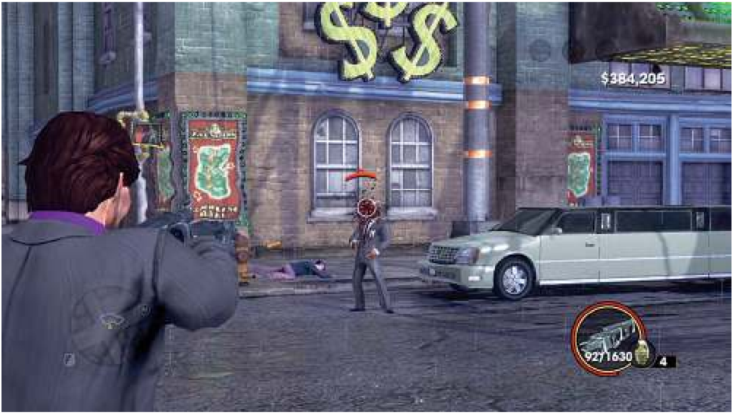
The Emu's lack of speed can be a bit problematic. The cops can easily keep up with you, and can cut you off and nudge you into compromising situations. Still, it is possible to stay just ahead of the chase long enough that the cops eventually lose you on your way to Dieter, just avoid accidents as much as possible.

Target: Status Quo

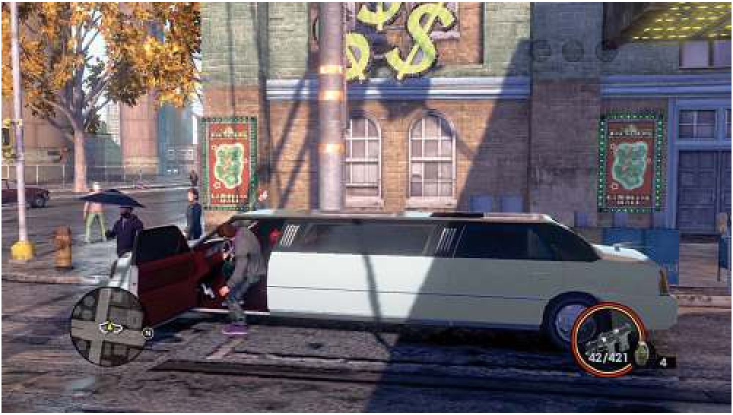
Location: New Baranec
Cash Earned: $625
Respect Earned: 125
Overview: Urgent! Dieter needs to keep the Status Quo!
Threat Level: Level 3 police notoriety

$384,205
4771677
4

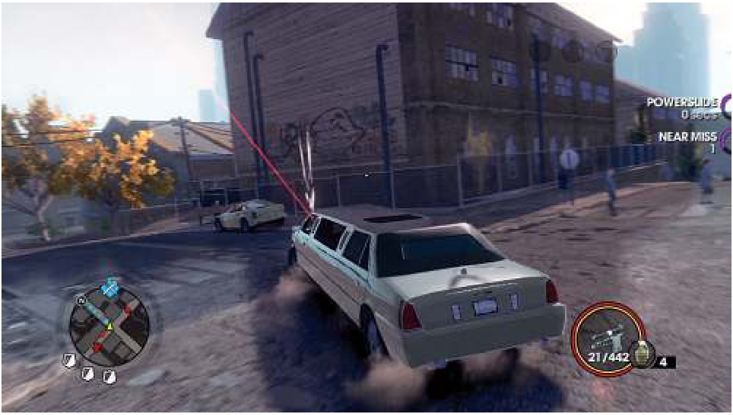
“There is a fabulous party tonight to which Dieter is invited. Whether you are closing billion-dollar deals or parading around five escorts (Dieter does both), you need a Status Quo! Look along the New Baranec strip for Dieter.”



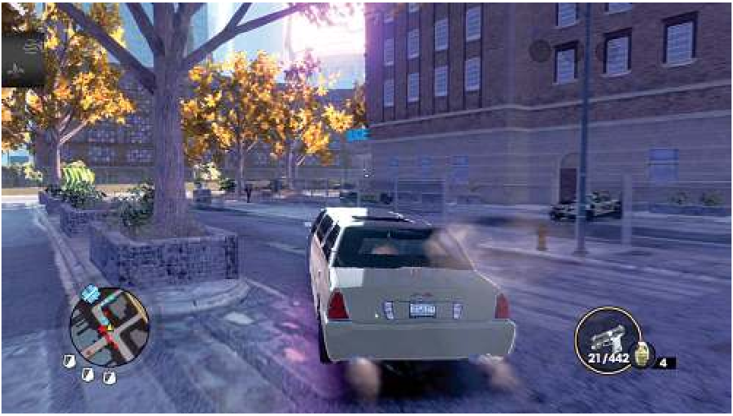
Hope he doesn't mind broken glass and a little scratch on the paint. The strip Dieter refers to is the massive four-lane street that leads into the 3 Count Casino on the southern point of the western island.



You should find a Status Quo parked near one of the many casinos on this strip, you'll probably be able to tell, when men in business suits begin fire on you, that you are closing in on the target vehicle. Deal with them accordingly.

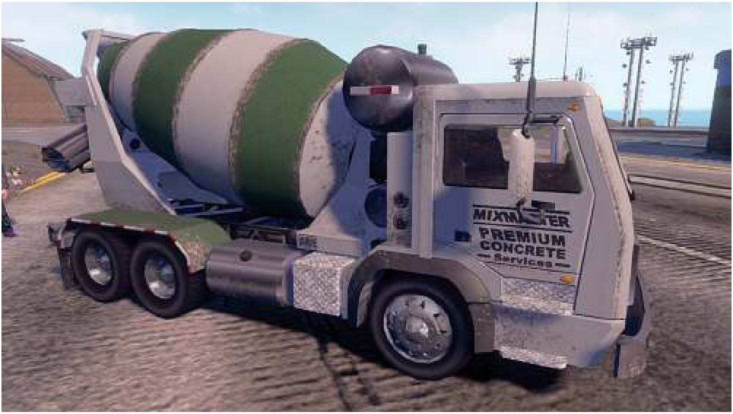


It may be fun to be driven around in a Status Quo, but to drive one yourself with level three Police notoriety dogging you every step of the way, they are considerably less entertaining. These cars are big, and handle about as well as a wounded elephant. Fortunately they have some measure of muscle, meaning you can keep some speed drifting though turns, but you'll be fighting for every turn you make.

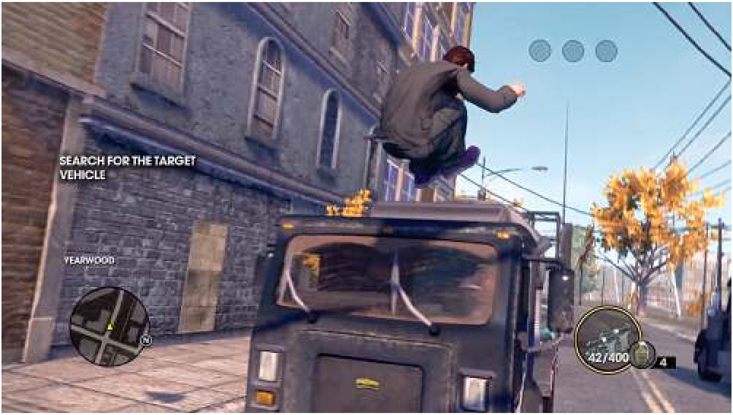


The cops aren't playing nice anymore; their snipers can do considerable damage to the Status Quo over time. Combine that with all the other potential hazards you're facing on the way back, and you're in a rough spot. You'll be taking a lot of damage on the way back to Dieter—enough that a safe trip is hardly guaranteed. Consider calling in Police Forgiveness as early as possible, if you have the ability to do so, otherwise you'll be left with little reward on this ride, if it doesn't get blown up completely!

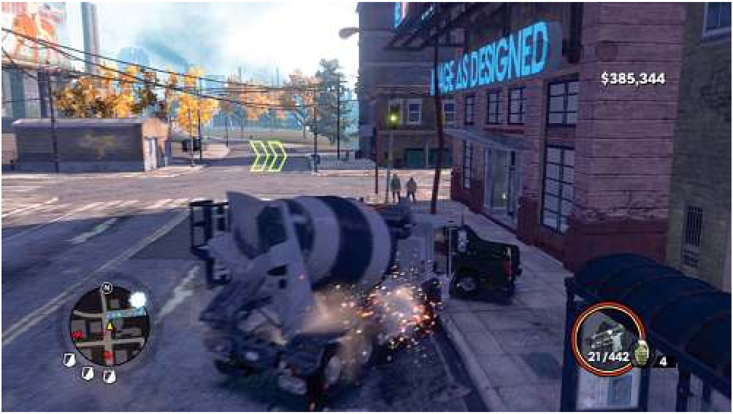
Target: Longhauler



Location: Yearwood
Cash Earned: $1,000
Respect Earned: 250
Overview: Mixmaster Solution
Threat Level: Level 3 police notoriety



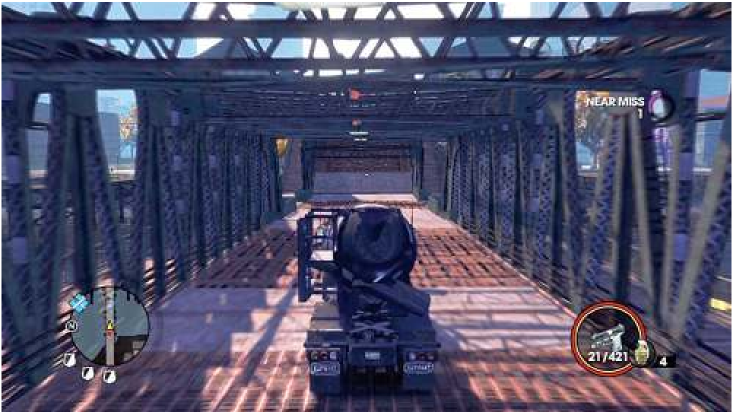
“Problem people get cement shoes. Dieter’s clients have a lot of problems. Dieter needs a lot of cement. Find a Longhauler ‘Mixmaster’ in Yearwood.”



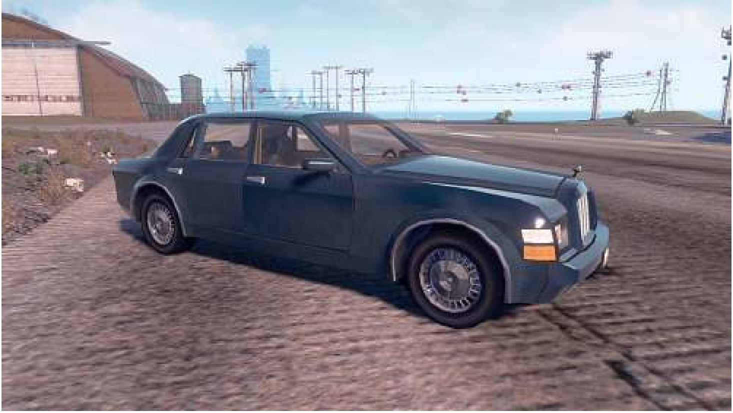
The Mixmaster is big, slow, and drives like a cow being herded to slaughter. The problem is that in Yearwood you must make a lot of turns to escape the law, and while the Mixmaster is big enough to push aside just about anything it runs into, it's not invincible.

$385,344
42/421
4

You can afford only so many crashes when the police are chasing and shooting you. There's no shame in calling in Police Forgiveness here.

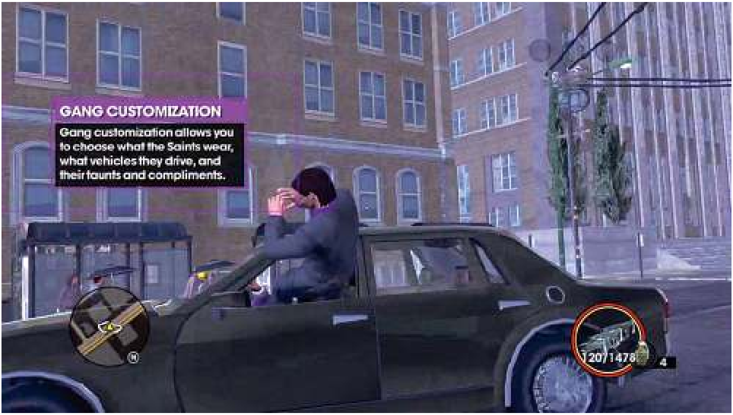


That said, it's not impossible to drive straight back to Dieter's with no favors called in. If you take the bridge closest to his chop shop that leads out of Sunset Park into Bridgeport, and keep driving straight, you will eventually drive right into Yearwood, which is marked on your minimap as a glowing blue hood. Remember this street.



If you can get a Mixmaster on this road, it's about as straight a shot as you'll find. It really helps if you also have nitrous to push the Mixmaster onward.Depending on how late in the game you are attempting this Vehicle Theft, the bridges may be up, and you'll need that speed boost to jump them.

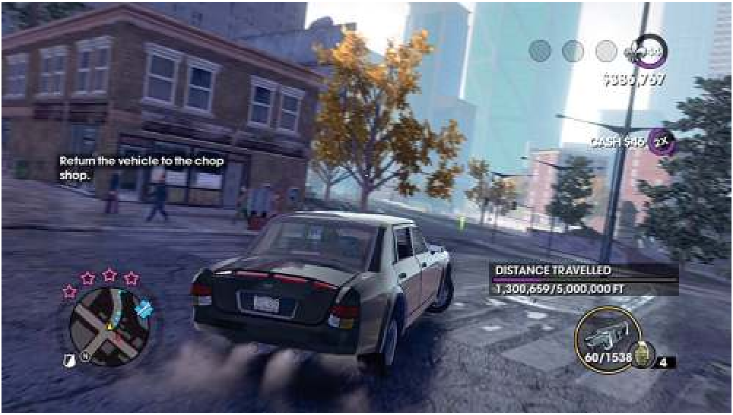
Target: Justice



GANG CUSTOMIZATION

Gang customization allows you to choose what the Saints wear, what vehicles they drive, and their taunts and compliments.

Location: Henry Steel Mills
Cash Earned: $1,000
Respect Earned: 250
Overview: Dieter wants Justice!
Threat Level: Level 4 Gang Notoriety



Return the vehicle to the chop shop.

DISTANCE TRAVELLED
1,300,659/5,000,000 FT

“I simply must have a walnut dash and heated foot pedals. Nothing will do but a Justice. Find one in Henry Steel Mills.”

POWERSLIDE
60/1538
4

Everybody wants something, and after the last two jobs Dieter sent you on, something a bit easier would be welcome.

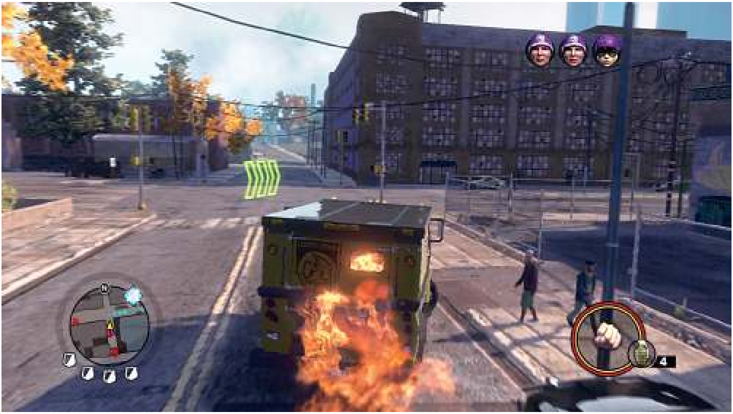
Everyone gets to be happy this time around, except for the Morningstar, who will be chasing you down with level four notoriety. It's not so bad as it sounds though. A Justice is quick enough by itself, and Henry Steel Mills is not very far from Dieter's Dis Autohaus. There is plenty of room on the streets to maneuver during the chase.

Target: Titan

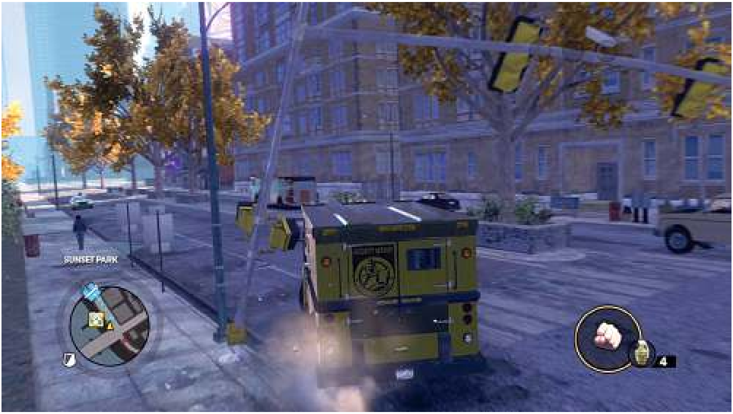
Location: Port Pryor
Cash Earned: $1,250
Respect Earned: 300
Overview: Find a Titan for me, won’t you?
Threat Level: Level 4 police notoriety

$388,239
BRIDGEPORT
60/1538
4

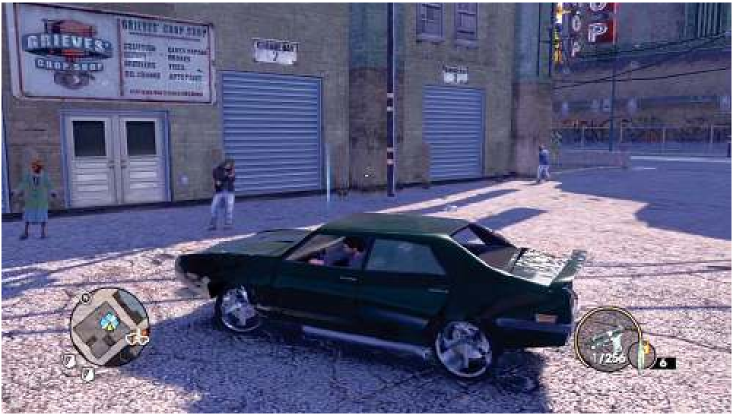
“So big, so fierce, so bulletproof. But a Titan’s most attractive feature to Dieter is how often they are filled with bags of cash. Find a few near the 3 Count, picking up the casino take no doubt.”



Two things: First, Dieter is a liar. The Titan is far from bulletproof. Level four notoriety brings out the military, with attack choppers and guard jeeps with mounted machine guns joining the cavalcade of jerks who are out to kill you for stealing one armored car.

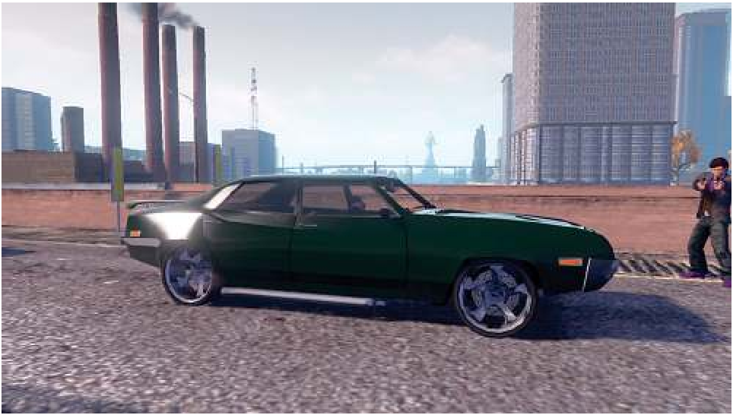


Second, call in for Police Forgiveness or Mayor's Favor as soon as the notoriety appears on the minimap. No joke, the moment you climb in the marked Titan! With that much incoming firepower aimed at you, you'll be lucky to make it back to the central island without being destroyed.



You simply can’t survive that level of sustained firepower through the whole drive back to the chop shop on any route you could try from the 3 Count. Perhaps, if you’re some sort of headshot savant and are able to perfectly knock out the machine gunners of guard jeeps and the drivers of all pursuit vehicles, and are lucky enough to block angles of fire for snipers and choppers alike with buildings while shooting them down—all while driving—you can do this without the favors. But if you want to save yourself some pain, just call it in and enjoy the peaceful ride back.

Grieves



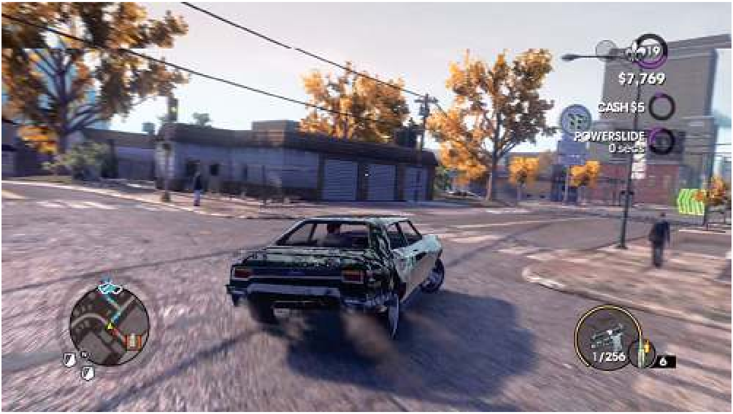
Grieves’ Chop Shop is within Bridgeport, close to the hospital in the same hood. It’s in a small side lot that the GPS doesn’t necessarily tell you to turn down, so for your first couple of deliveries, keep an eye on your minimap as you approach the finish line. This shop specializes in more working class vehicles, and they aren’t always pretty, or fast.

Target: Bootlegger

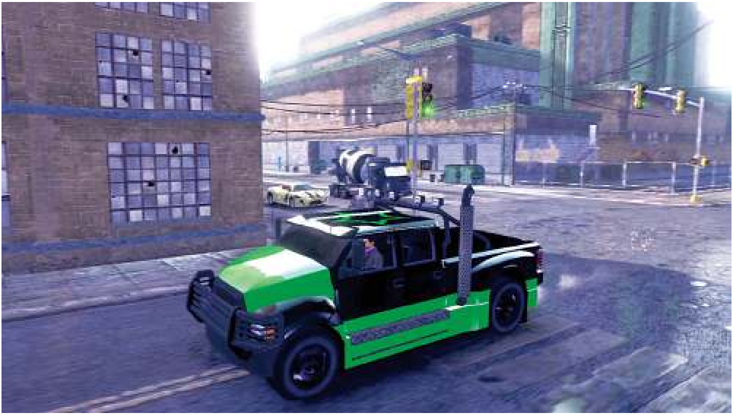
Location: Rosen Oaks
Cash Earned: $500
Respect Earned: 100
Overview: You got talent, I got work. Let’s bank a Bootlegger.
Threat Level: Level 2 police notoriety

TWO WHEELS
19 ft
2X
1/256
6

“I run the working man’s chop shop in town. And I need something big on power and short on brakes. This tricked-out Bootlegger is worth its weight in chrome, if you can find it. The owner usually hangs around Rosen Oaks.”



The greatest challenge of this whole job is the fact that Rosen Oaks is basically on the other side of the city from Grieves, which means that the drive is plenty long enough for you to find a way to mess the car up if you're not patient. Take the freeway bridges back to Bridgeport to cut down on dealing with surface street traffic.

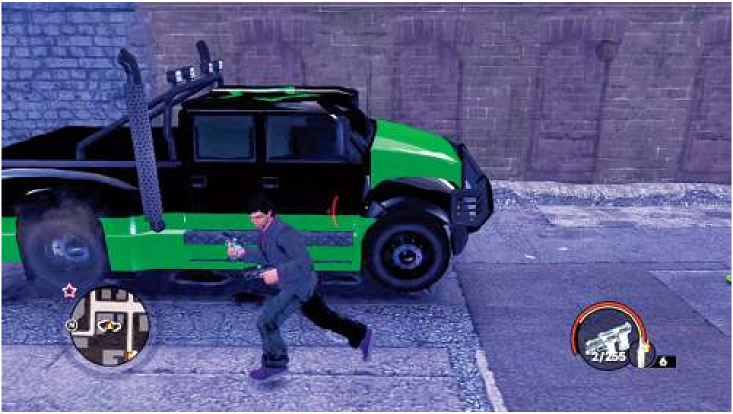


The Bootlegger you find is definitely fast enough to evade pursuit, as well as strong in the corners. Just hold the pedal down and drift though each turn, and you'll make it to the shop easily enough.

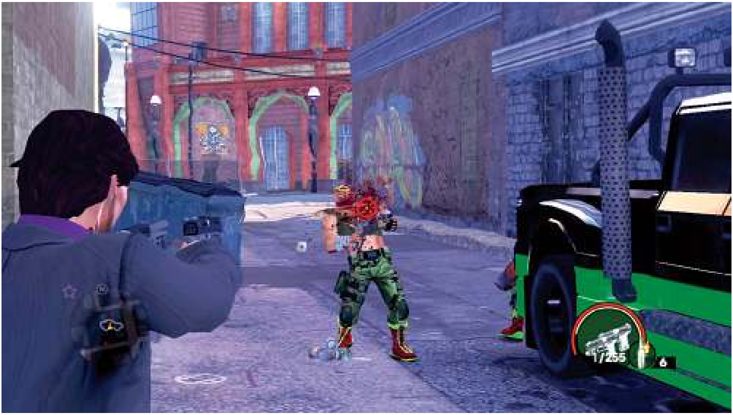
Target: Compensator

ONCOMING LANE
402 ft
1/256
6

Location: Yearwood
Cash Earned: $625
Respect Earned: 125
Overview: Take a Compensator to pay debts
Threat Level: Level 3 Gang Notoriety



“Somebody couldn’t pay their gambling debts, so we’re taking their Compensator instead as . . . uh . . . compensation. Find it in Yearwood.”

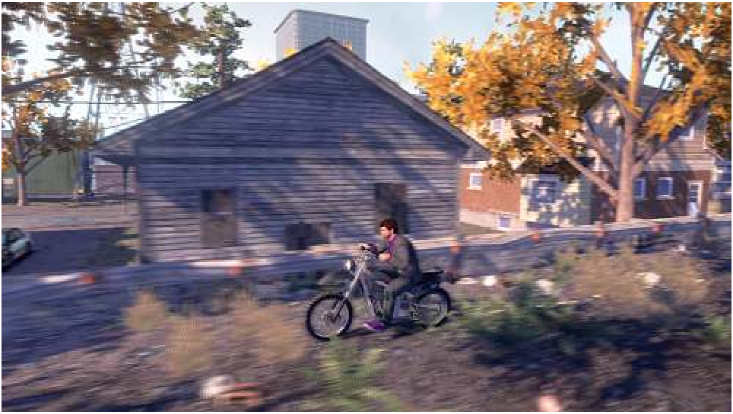


The particular Compensator you want is actually parked in an alley behind some small businesses near the Murderbrawl XXXI stadium in Yearwood, and it belongs to the Luchadores.

Clearing out the guards and taking the Compensator will slap you with level three notoriety with the gang, but that's okay because it's a Compensator.

Just avoid slowing down too much, and the Luchadores won't be able to take out your ride before you make it to the chop shop.

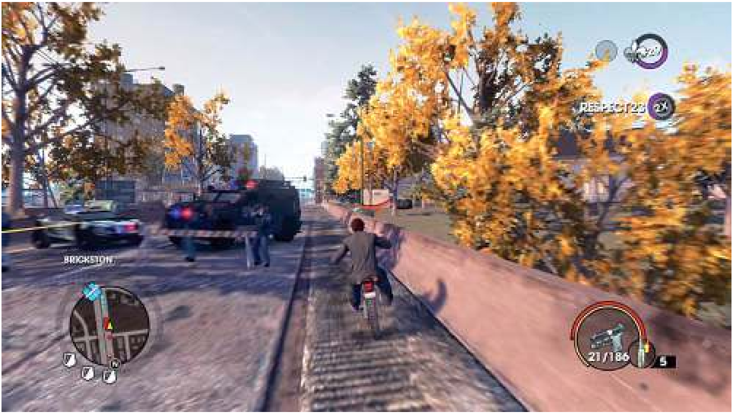
Target: Sandstorm



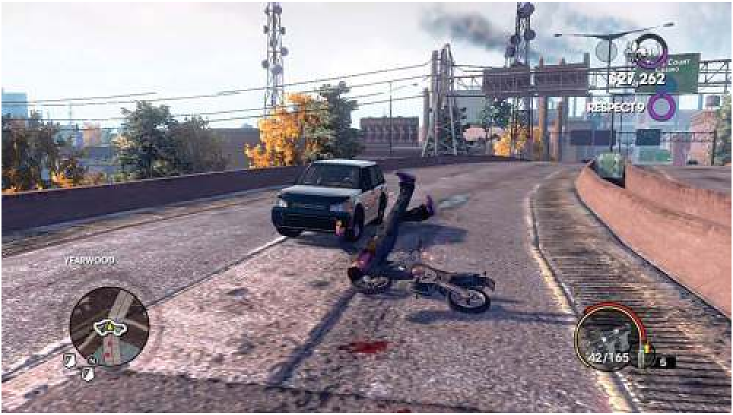
Location: Burns Hill
Cash Earned: $750
Respect Earned: 150
Overview: Kick up a Sandstorm
Threat Level: Level 3 police notoriety

19
CRUISE CONTROL
21/187
5

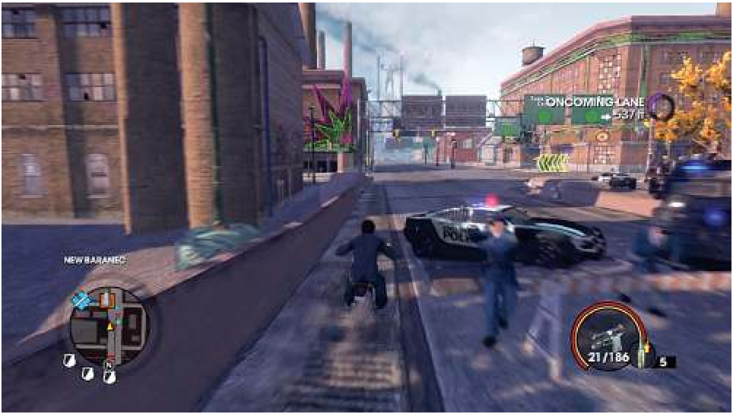
“Those ‘Xtreme’ supercross gearheads can’t get enough of the Sandstorm. That’s why they get stolen. So steal one. You might try looking around Burns Hill.”



These bikes can be a pain in the rear to steal for two good reasons.

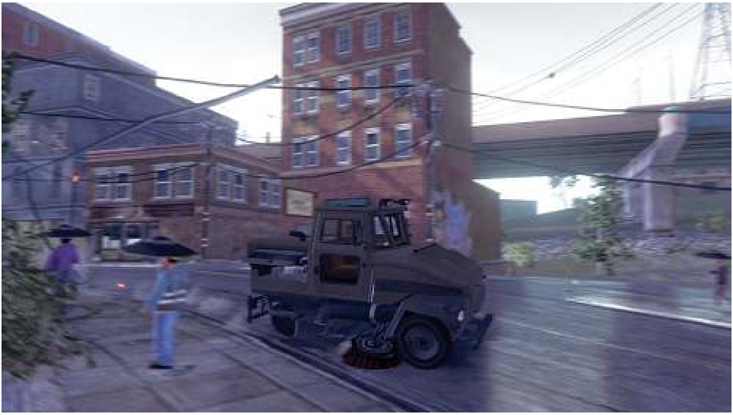


First, the riders of the bikes are surprisingly resourceful when you try to chase them down. They speed off when you approach on foot, and lead you into tight spaces when you try to run them down in a vehicle.

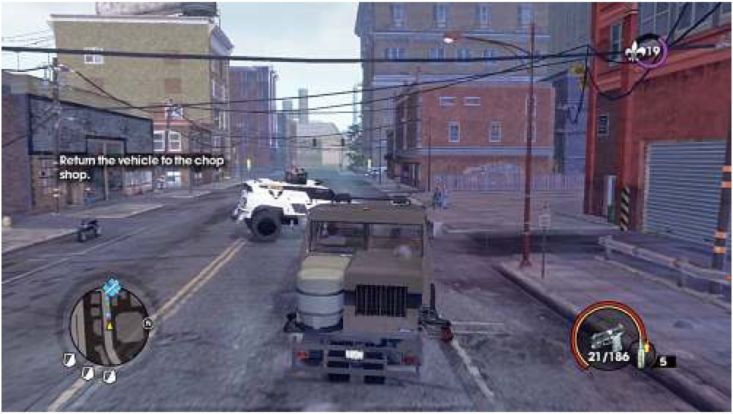


Second, it’s a bike. While not as off-the-wall crazy as a Kaneda, you still have to deal with sensitive controls, as well as the fact that you’re pretty unprotected on a bike. Bullets are more likely to hit you and not the bike, and you are more likely to hit walls and other vehicles if you get ejected from the bike after a crash. Fortunately, the smaller size of the bike means you’re able to thread your way through roadblocks and alleys with some ease to evade pursuers and even catch a short break if you’re low on health.

Target: Scrubber



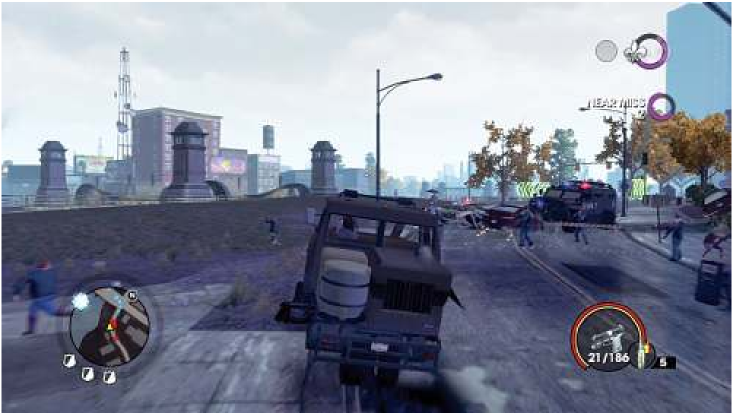
Location: Sunset Park
Cash Earned: $875
Respect Earned: 200
Overview: Snag me a Scrubber
Threat Level: Level 3 police notoriety



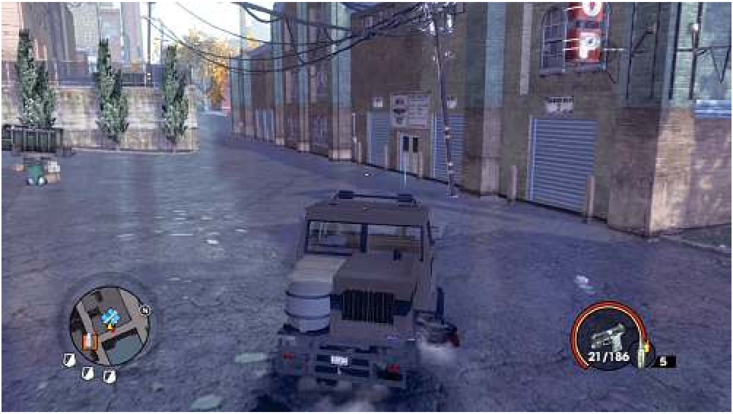
“These street cleaners keep Steelport’s streets and casino parking lots free of trash, blood, and puke. You can find ’em pretty much anywhere downtown late at night.”

Return the vehicle to the chop shop.
19
21/186
5

Contrary to what Grieves says, you don’t need to troll Sunset Park at night to find a scrubber. You can go to Sunset Park any time of day and you’ll eventually find one doing it’s job.

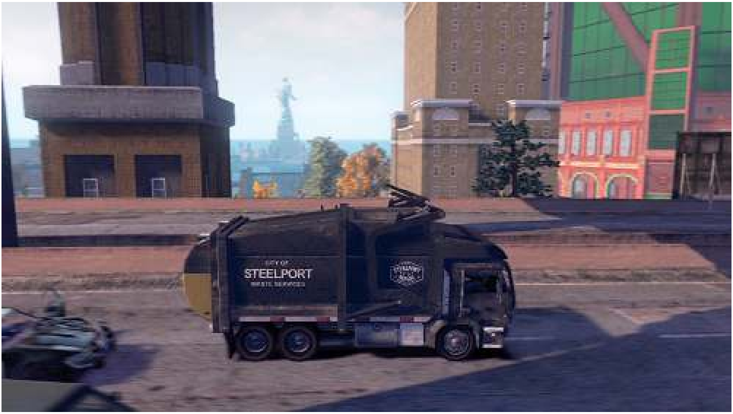


It takes time for a scrubber to get to full speed, but once you're there it's hard to stop, literally. The brakes don't seem very responsive, and on top of that, a Scrubber can't steer for beans, meaning you'll be barreling through a lot of stuff trying to get to where you want to be. Combine that with police and/or STAG presence and you've got a bit of a problem.

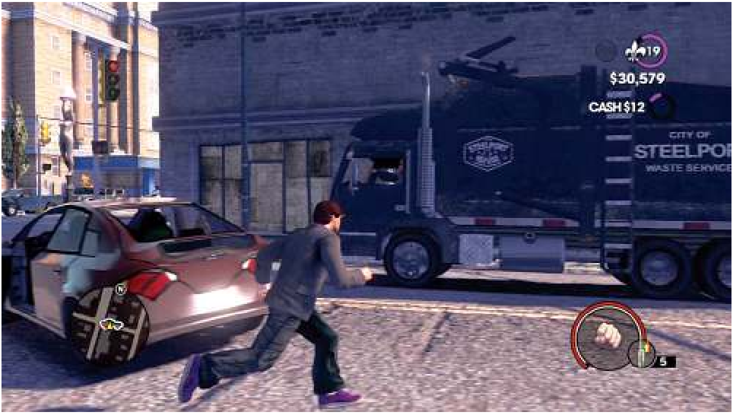


Still, the Scrubber is surprisingly durable. If you're still having trouble with this Vehicle Theft, having the Police Forgiveness or Mayor's Favor ability can help you succeed.

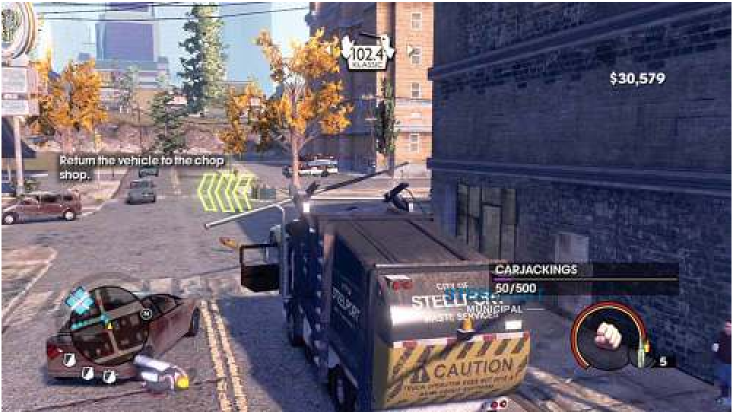
Target: Steelport Municipal



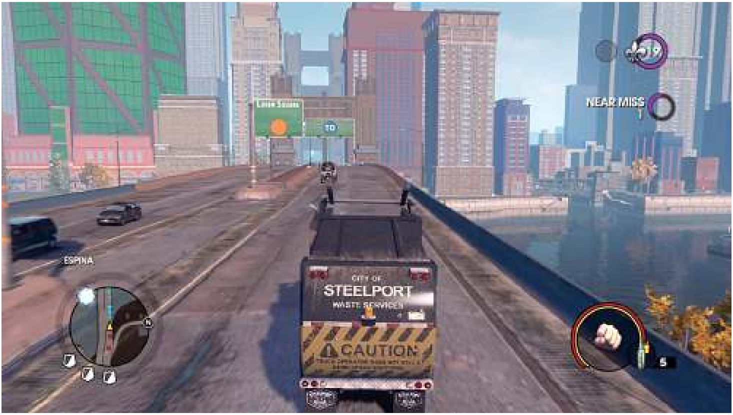
Location: Camano Place
Cash Earned: $1,000
Respect Earned: 250
Overview: Why do I need a trash truck?
Threat Level: Level 3 police notoriety



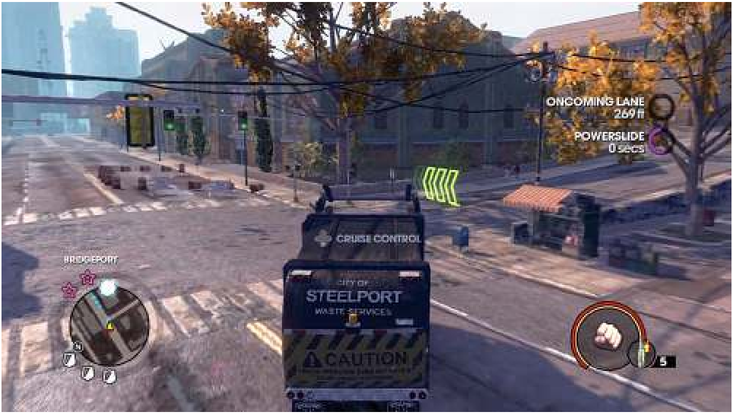
“Because sometimes you just need to take out the trash. These hunks of municipal steel roam around the streets all over in the wee hours of the morning.”


Return the vehicle to the chop shop.

Like with the Scrubber, you don’t have to drive around Camano Place in the morning to find a Steelport Municipal, but you’ll probably see more on the streets at that time. Once you have it, prepare for a very long drive back to Grieves.

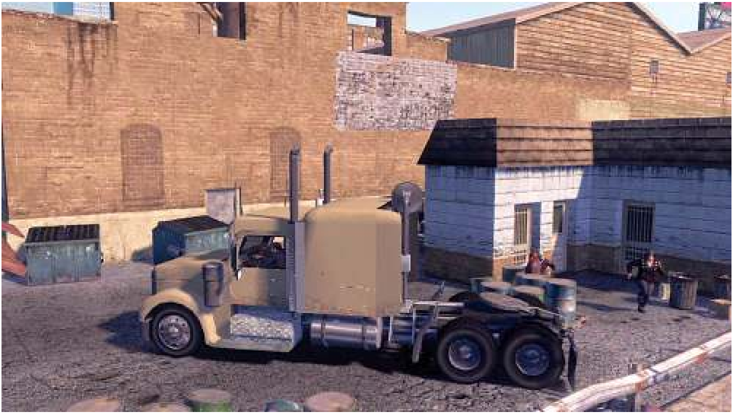


Much bigger than most vehicles you’re asked to steal, the trash truck can blast through just about any roadblock short of a tank, which thankfully they don’t send after you on this job. As is, it’s a slow ride, even with nitrous to help push you along (if you have it), so concentrate on minimizing damage to the vehicle.

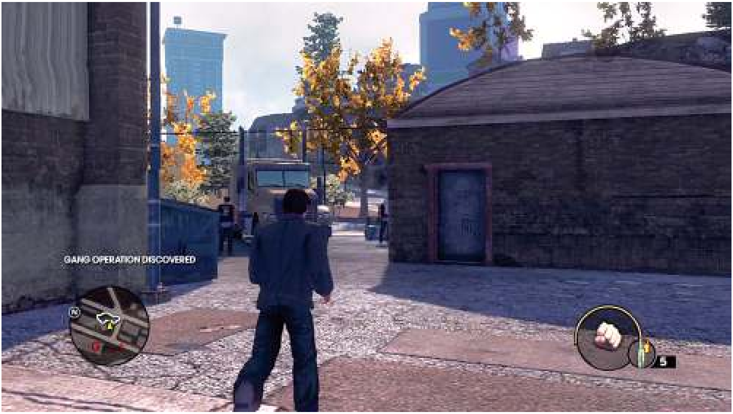


If pursuit is too heavy for you and you're taking too much fire, call in a favor once you get to a decent stretch of road where you can avoid regaining notoriety. The truck has a very wide turn radius, so it's completely possible to clip pedestrians and cops on the sidewalks while speeding through the suburbs.

Target: Peterliner

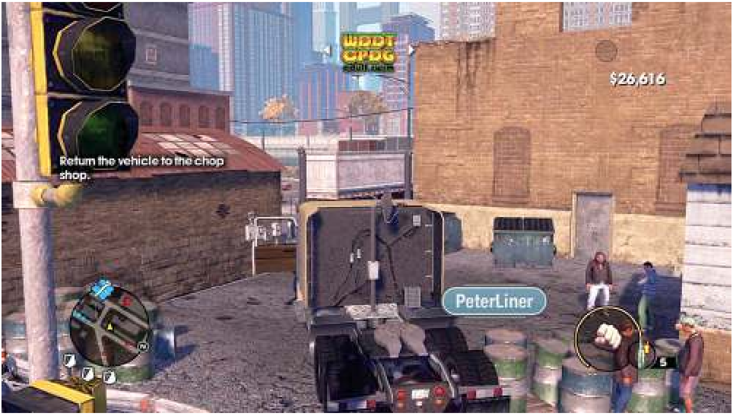


Location: Espina
Cash Earned: $1,250
Respect Earned: 300
Overview: Best to haul a big load with a Peterliner
Threat Level: Level 3 police notoriety



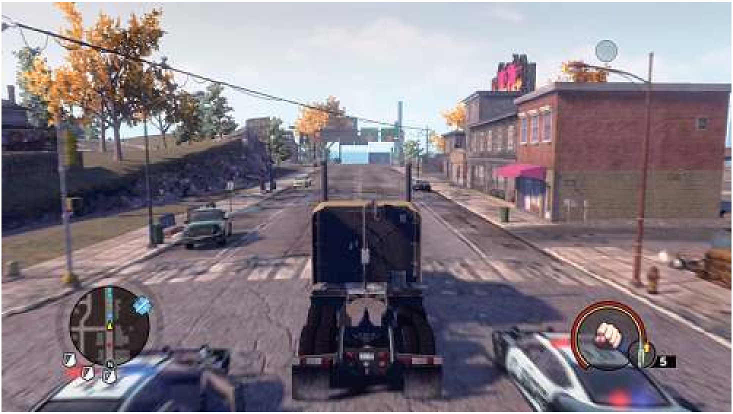
GANG OPERATION DISCOVERED

“Gas ain’t cheap, and with prices going up, the Peterliner’s just the thing to bring back a tanker load of black-market fuel. You can find it in Espina.”

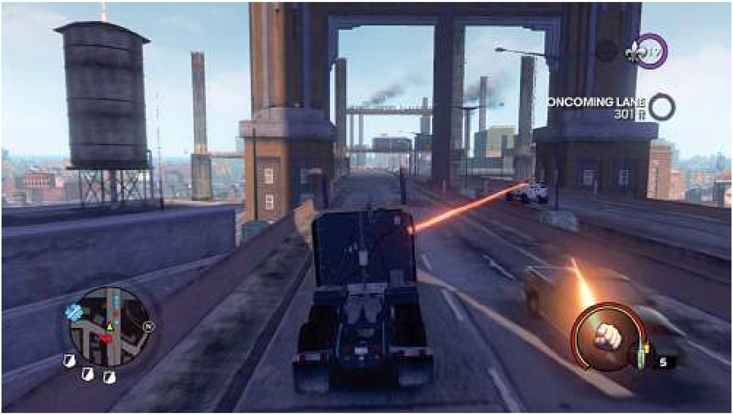


Return the vehicle to the chop shop.

The Peterliner in question is in Espina near the some industrial buildings close to the water. It’s parked in such a way that as soon as you climb aboard you can accelerate away from the spot and into the streets.

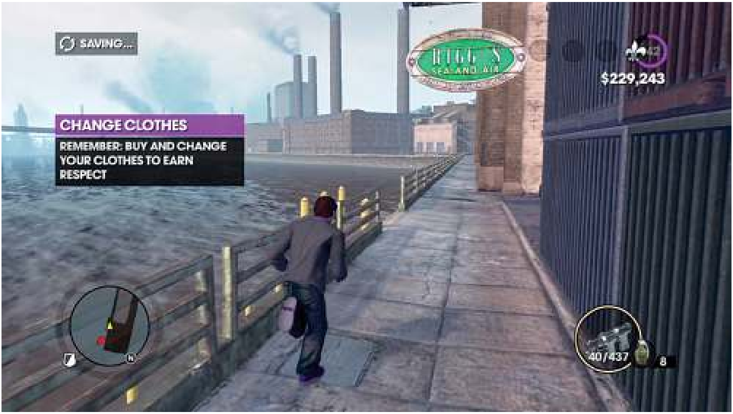


The Peterliner is slow, big, and not very maneuverable, and if STAG are in town, the already-slim chances of making it back to Grieves in one piece are brought down to almost nothing.



You really need to call in Police Forgiveness on this one—it’s one of your longest drives yet, and having people shoot at you will not make it easier. It might end sooner, though.

Rigg

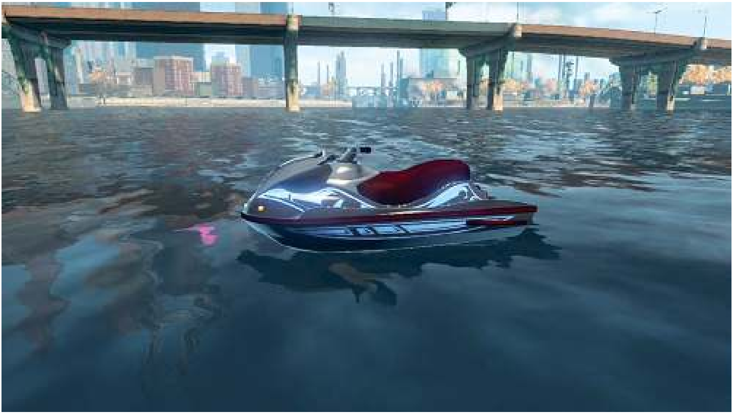


CHANGE CLOTHES

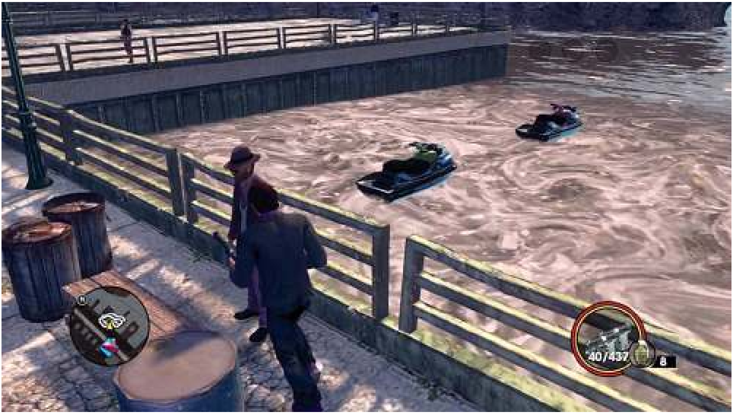
REMEMBER: BUY AND CHANGE YOUR CLOTHES TO EARN RESPECT

Rigg’s Sea and Air: Aerial and Aquatic Supplies, located in Ashwood on the dock protruding from the northeastern point of the western island, says its specialty in the name. You can expect to be going after boats and an assortment of aircraft to satisfy this client.

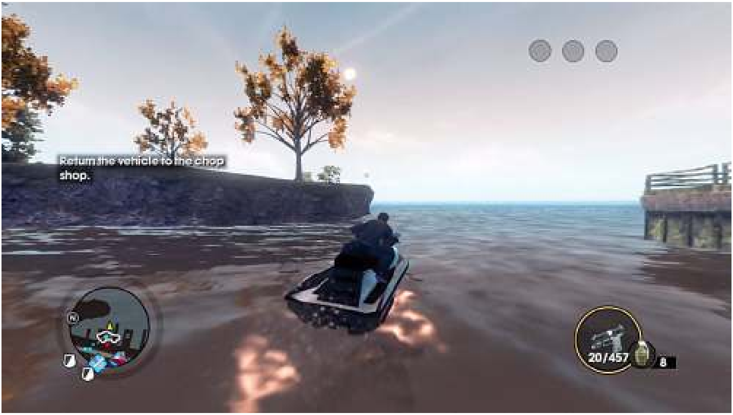
Target: Shark



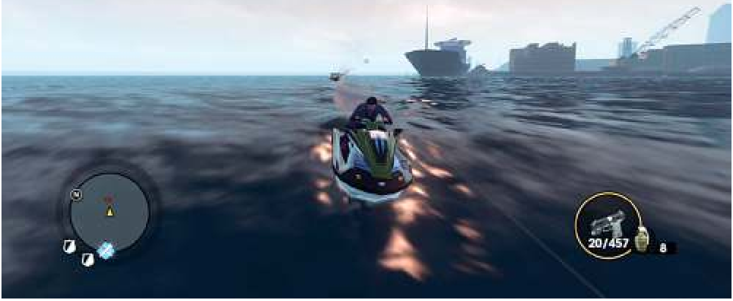
Location: Camano Place
Cash Earned: $750
Respect Earned: 150
Overview: Rigg’s Sea and Air has an opening for a real Shark
Threat Level: Level 2 police notoriety



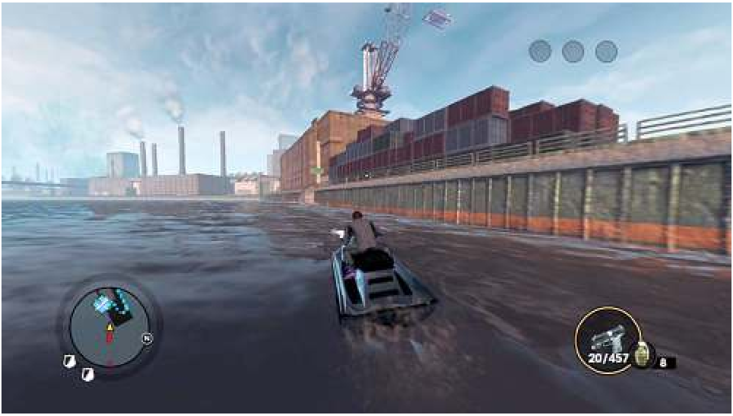
“We specialize in air vehicles and watercraft, and we have an opening for someone in acquisitions. We can start small. Snag a Shark and bring it to the dock, and we’ll talk more. Try up near Camano Place Waterfront.”


Return the vehicle to the chop shop.

Located on the eastern edge of Camano Place near the waterfront, you’ll find not just one, but two Sharks waiting to be stolen. Either one will do. As soon as you get in one, the cops will be on to you.



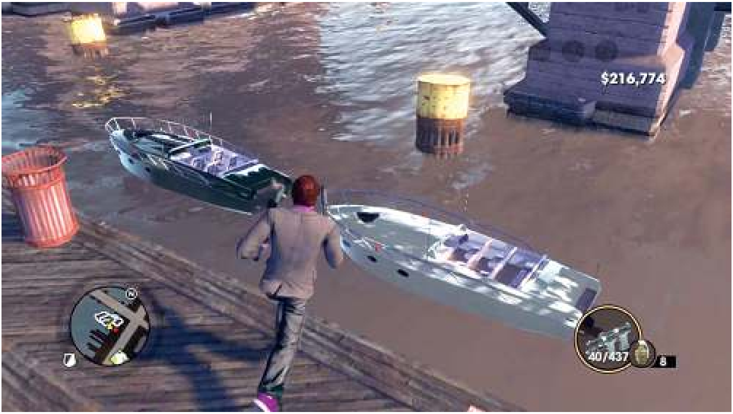
The best route to take is along the northern coasts of Steelport. Check your map so you don't aim for the wrong dock, and most importantly, don't stop moving. The police have their own jet skis chasing you, as well as a missile-armed patrol boat!



The rockets are usually a little off target, but it doesn't hurt to swerve back and forth a little bit to keep them missing. Make sure that when you approach Rigg's dock, you aim for its southernmost side.

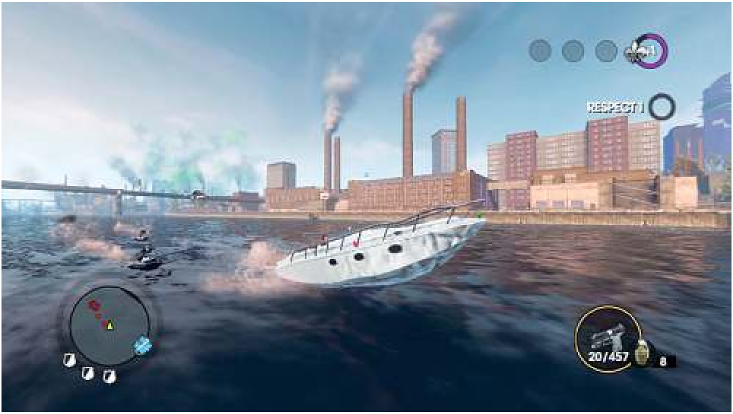
Target: Miami

Location: Sunset Park
Cash Earned: $750
Respect Earned: 150
Overview: Snag me a Miami speedboat
Threat Level: Level 3 police notoriety



“This particular Miami was featured in the first episode of an ’80s hit cop show, and a collector wants it bad. You can find it around the wharf in Sunset Park.”

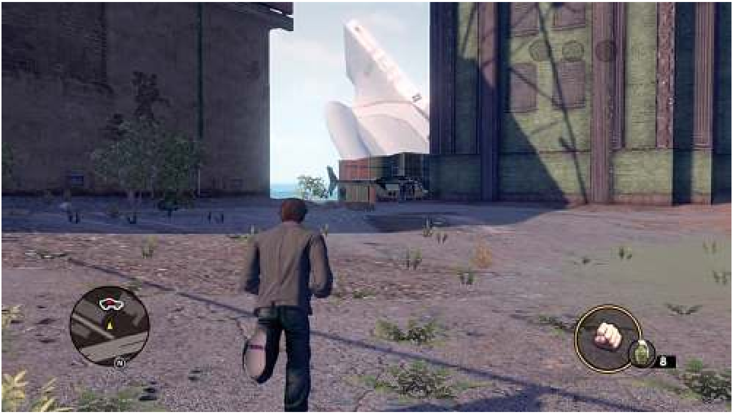
This a pretty quick run. You can find the Miami at the docks near Rondini’s Boat Dock, one of the properties you can purchase in Sunset Park. Once you grab the boat, head north, passing under the bridges and highways and following the canal until you get into more open waters that lead to Rigg’s.



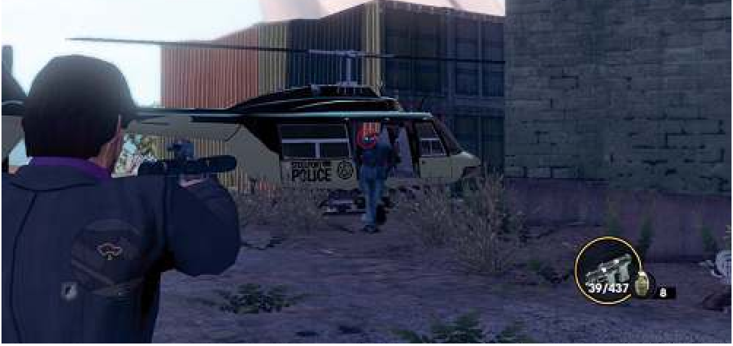
Helicopter snipers are added to the mix, and of course you will have the missile boats chasing you. Keep the throttle open and swerve now and again to throw off incoming missiles. The Miami’s a bigger target, so you’ll have to work a little harder to stay in one piece.

Target: Oppressor

Location: Sunset Park
Cash Earned: $1,000
Respect Earned: 250
Overview: No longer the Oppressor
Threat Level: Level 4 police notoriety



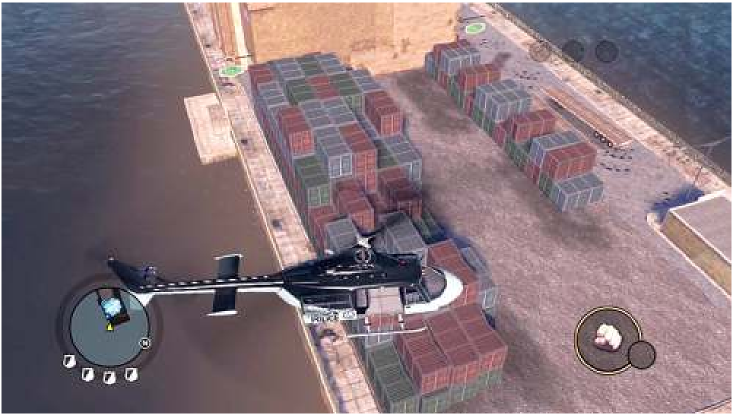
“The Oppressor’s been the cops’ eye in the sky and a thorn in the side of honest criminals for years. It’s perfect for carrying cops . . . or framing them. Get my drift? The cops usually have one parked and at the ready down by the old power plant in Sunset Park.”



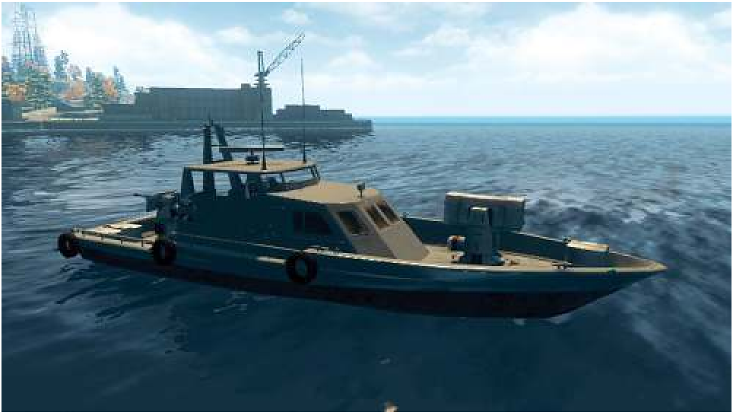
You can find the Oppressor under police protection on the southern tip of the central island. They will open fire upon you as soon as you approach, so be aware of that and ready yourself for a gunfight.

Once you have the Oppressor, get out of Sunset Park's airspace quick as you can. You can get shot down distressingly quick, particularly if STAG are a factor in your operations. You'll have attack choppers chasing you down, so do not stop for anything. If you're having really bad luck getting out to Rigg's, call in Police Forgiveness. However, as long as you maintain good speed, you can probably evade the cops long enough to set the Oppressor down at Rigg's safely.

Target: Commander

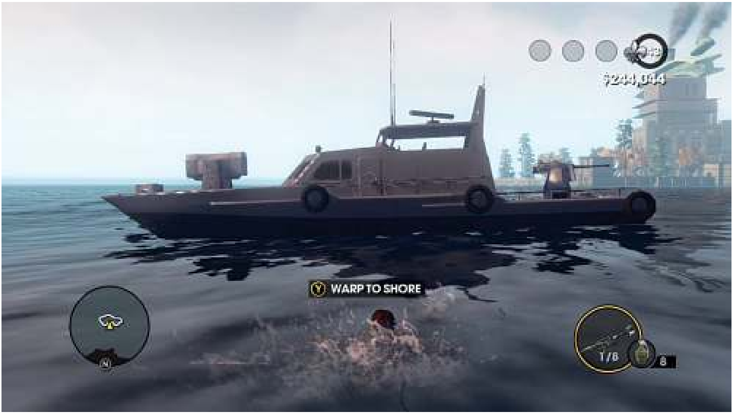


Location: Sierra Point
Cash Earned: $1,250
Respect Earned: 300
Overview: Acquire a Commander for a client
Threat Level: Level 5 police notoriety

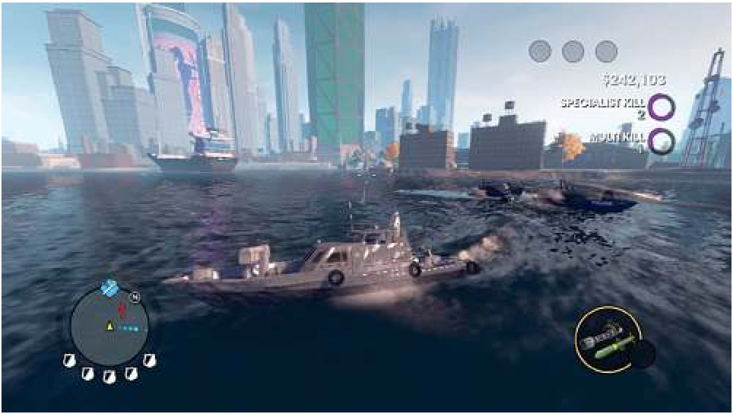


“This thing’s a seagoing enforcer. It’s just as good for chasing waterborne perps as it is cruising the Mekong Delta. And smugglers love ’em, too. You can always find a Commander docked off Sierra Point . . . that’s the Guard base just north of the big statue.”

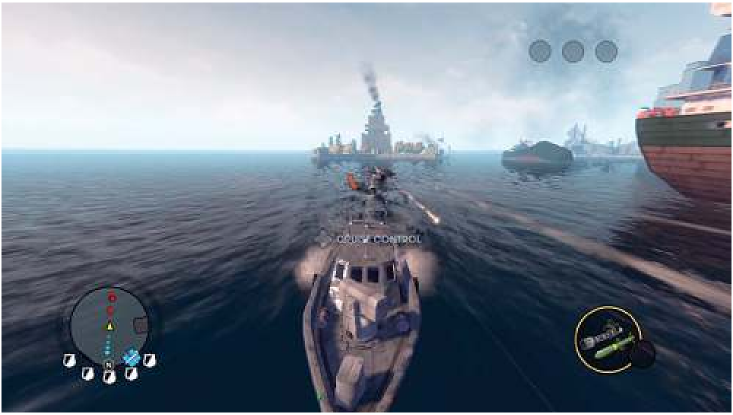
Hooo boy.



To start, a sea approach to the Commander is definitely preferred. The longer you can avoid attracting attention, the better. The boat is off the southern coast of Sierra Point, and once you climb aboard, the police and military response is dangerously fast—they throw the whole gamut at you on this job.



You can try taking out your pursuers as they come closer to you, but make sure you know where you are going so you don't run into obstacles on the way to Rigg's. Your ultimate goal is to take the canals through the city, as they are the fastest way to get to Rigg's.

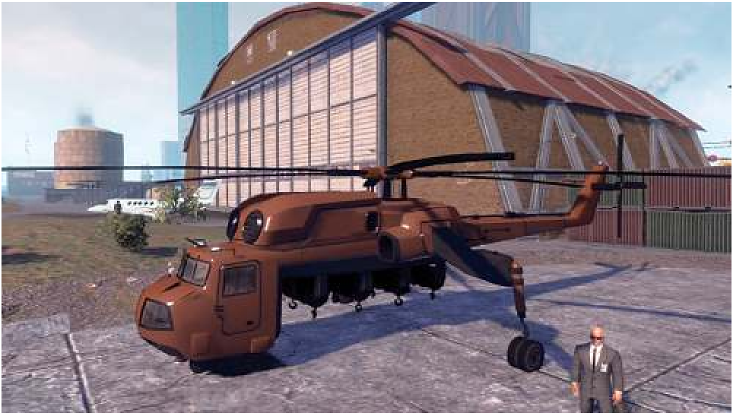


The Commander starts off facing away from where you want to go, so turn that boat around and get into the canal system. Make sure you take the west branch through the city when it comes up. It's a more direct route.

The target vehicle was destroyed!
26/436
8

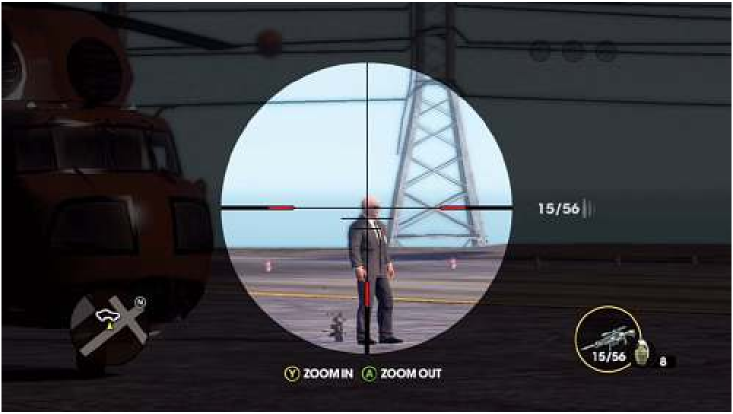
The problem is that the Commander is a big target that isn't very maneuverable, and you'll have a lot of people shooting at you. Even if you cut through the city canals to save time, you still might not make it! Police Forgiveness and Mayor's Favor are very good options to have available before trying this Vehicle Theft. It is possible to use the canal route to make it without using those special favors, but the Commander will have taken a serious beating on the way there.

Target: Stork

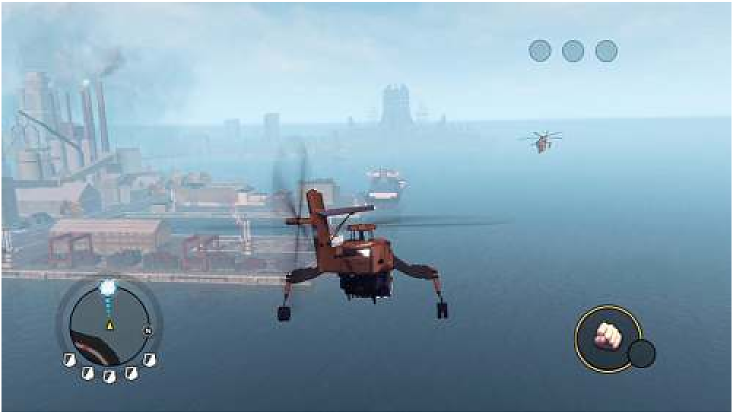


Location: Wesley Cutter International
Cash Earned: $1,250
Respect Earned: 300
Overview: Got a request for a heavy-lifting Stork
Threat Level: Level 3 police notoriety

"The Stork can transport just about anything . . . smuggled goods, smuggled people, smuggled goods in smuggled people. Get one in or around the airport."

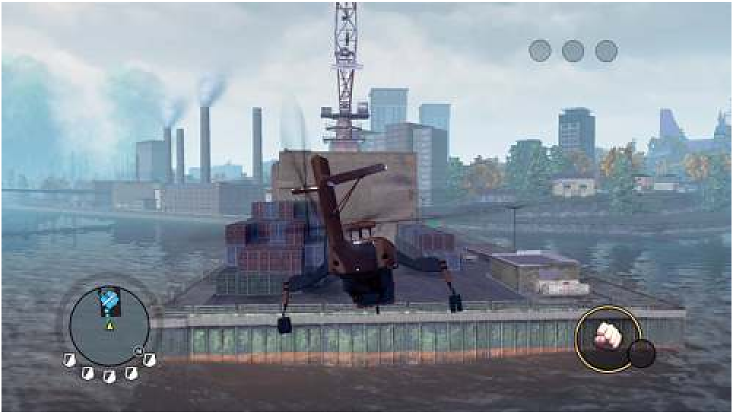


The Stork presents a similar problem as the Commander. It's not particularly fast or maneuverable, and you'll have the wrath of the military upon you as soon as you step inside. It's slow to change altitude, though that might be a benefit in this case. The Stork in question is on the west side of the airport, under guard. Take off immediately upon getting in and head due west, and do not look back or stop for anything.

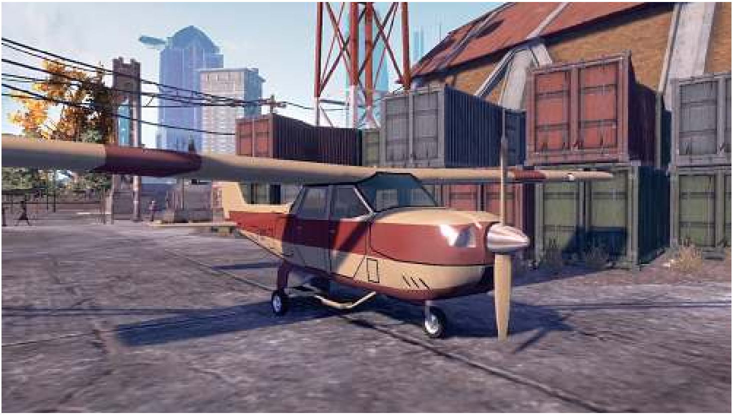


Stay low and fly as fast as the Stork can manage. As long as you keep moving, you'll stay ahead of the bulk of your pursuers, leaving only oncoming attack choppers as a threat. Staying low means you'll be able to slide right into the landing zone at Rigg's dock without having to wait for the Stork to take its sweet time to lose some height.

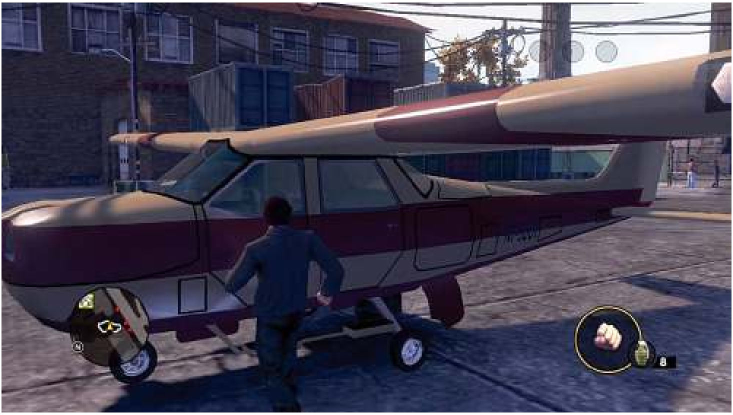
Target: Woodpecker



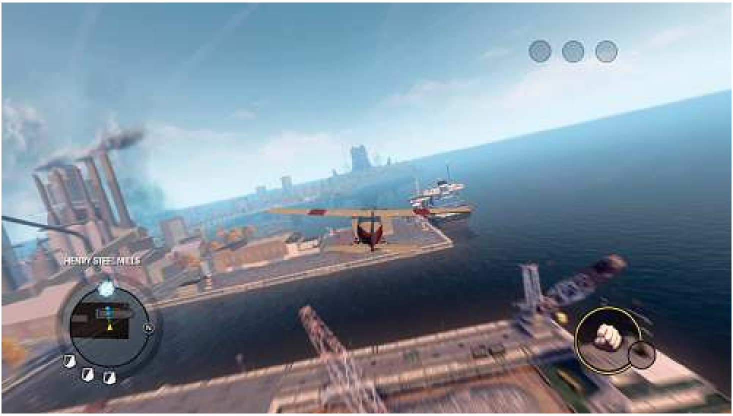
Location: Wesley Cutter International
Cash Earned: $1,750
Respect Earned: 400
Overview: Another airport run with a Woodpecker
Threat Level: Level 3 police notoriety



“Normally I wouldn’t ask you to land a plane on the pier, but someone stuffed this Woodpecker with some contraband we need back. Find it on the tarmac up at Cutter International.”



Interestingly enough, you can find the plane without any serious guards next to the hangar you can purchase at the airport. You're even given a good amount of open space in front of the plane to take off quickly. On top of that, you don't even have a full military alert to deal with, and the Woodpecker is more than capable of outrunning any pursuit sent your way.



You'll want to stay relatively low as you approach the dock, but don't reduce the throttle too much, otherwise you lose not just altitude, but also your ability to steer! It's best to line up the approach from a distance. That way, you can slip the Woodpecker right onto the cleared space on the dock, cut your throttle, and hit the drop-off point to complete the delivery. If you're having trouble with the assignment, practice flying a Woodpecker you can own by purchasing the Hangar crib to get a better idea of how the plane controls.

Saints Book

Challenges

Challenges are the final category in the Saintsbook. They represent an achievement system that tracks the completing of various tasks. These cover a huge spectrum, including killing and destructive goals, absurd actions like streaking, and simple exploration. As you complete milestone percentages of the required number of things to finish in a challenge, a message will appear on the HUD. When you finish a challenge, a reward screen will appear, indicating the cash and respect you have earned. Once a challenge is completed it, will be checked off the list and can not be repeated.

We asked the Volition's hardcore QA Team for their best tips for completing some of these daunting challenges. Here are their insightful comments.

Developer's Tips

Read through the challenges as soon as they're available. Knowing what they are will help you determine how to get them quickly, with as little inconvenience to your regular gameplay as possible.

Combat challenges (headshots and nut shots) are easy to do in Prof. Genki's "Super Ethical Reality Climax," plus you get mascot kills for it! And lots of profit at the end!

Multi-kills are easily achieved during Helicopter Assault Activity. This prevents the risk of dying by your own grenades or rockets, too.

Tank and helicopter kills—Once you've got a combat helicopter, just hover over the National Guard Armory and wipe them out. It takes about five or ten minutes, unless you get shot down.

Car torpedo—Pick a high-speed vehicle with a lot of mass (SUVs, especially the Bulldog), plus nitrous helps a lot, too.

Carjacks—Simply carjack every vehicle you see. It takes a while to get 250. Don't rely on transportation you already own until you get this challenge. If you always carjack, you should have it in just a few missions' time.

Hostages taken—You don't need to complete a hostage diversion to get credit, you just need to take them. Start the diversion and bail out into another vehicle to also get the car torpedo challenge credit.

Streaking time—You don't need to win to get credit for the time, so don't lose hope if you fail!

Powerslide—Drift through every turn to get the powerslide challenge. It adds up quickly; you don't even have to go out of your way to do it. The airport is a good spot for this challenge.

Oncoming lane and near misses—These challenges can be easily combined by driving the wrong way down the center of a highway. Use a sports car to save time. The higher mobility helps you dodge cars that are changing lanes. Driving challenges (near miss, oncoming lane, run people over, etc.) are easily completed just by going to missions and driving in between objectives.

Human shields taken—Grab everyone until you get the challenge. It's better to get this challenge out of the way early on, when there aren't as many enemies. Also,the reduced damage from having a shield helps you stay alive even without health upgrades.

Base jumps nailed—This challenge is best saved until the Saints HQ crib is unlocked. Hop off the helipad, nail the landing, take the elevator back up, and repeat.

Survival challenge—Calls happen every five minutes as long as you're not in a diversion, activity, or mission . . . or in fine aim. Spend some time just standing around, and you're sure to get a call shortly.

—Brendon Ellis, Senior QA Tester

Destroy Emus and mascot kills—The best place to do both of these challenges is during the survival missions near Let's Pretend).

STAG commando kills—You can only do these between missions 40 and 46–47 or so. There is no more STAG once you beat the game.

Gang specialists kills (Luchadores, Deckers, Morningstar)—Gangs don't spawn once you own the city. You will have to find the specialists in activities after that.

Store holdups—These challenges cannot be completed if you purchase every store. Do these before buying them all!

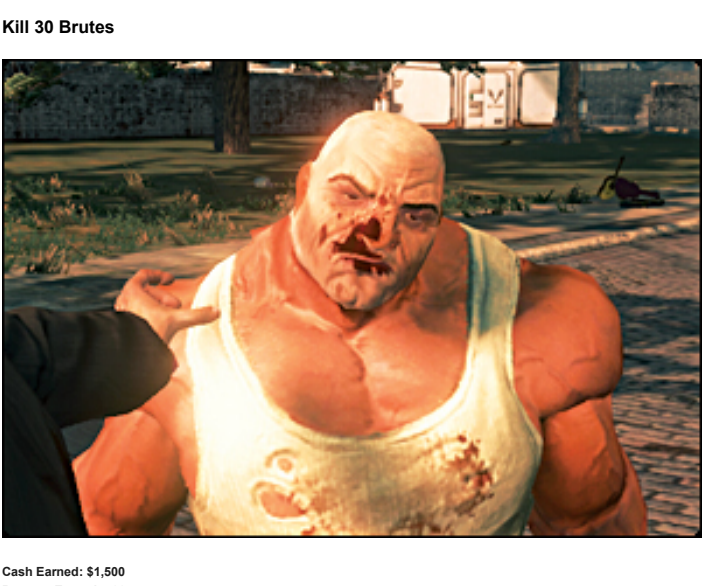
Run over people—A great place to do this is on Zombie Island. In fact, might as well spend the half hour it'll take to complete the Zombie Survival by doing this.

Grenade kills—If you're having trouble with these, wait until Zombie Island appears and go nuts there.

Wheelies and stoppies—Try the Cyber Trail Blazing activity. There's fewer obstacles, you can't fall off the bike, and the tube helps you keep your balance. The Airport is also a nice place to drive without obstacles.

—Zavian Porter, Senior QA Tester

Kill 30 Brutes



Cash Earned: $1,500
Respect Earned: 500
Contact: Oleg
Description: "Do I have any familial sentiment for my pseudo-brethren? No. No, I do not. I would appreciate you removing as many of them as you can."

Do 500 Headshots

Cash Earned: $1,500
Respect Earned: 500
Contact: Pierce
Description: "Johnny always appreciated a good headshot. Do him proud and see how many you can get."

Do 25 Nut Shots

Cash Earned: $1,500
Respect Earned: 500
Contact: Shaundi
Description: "Johnny liked headshots, but why be lethal when you can hit them where it really hurts?"

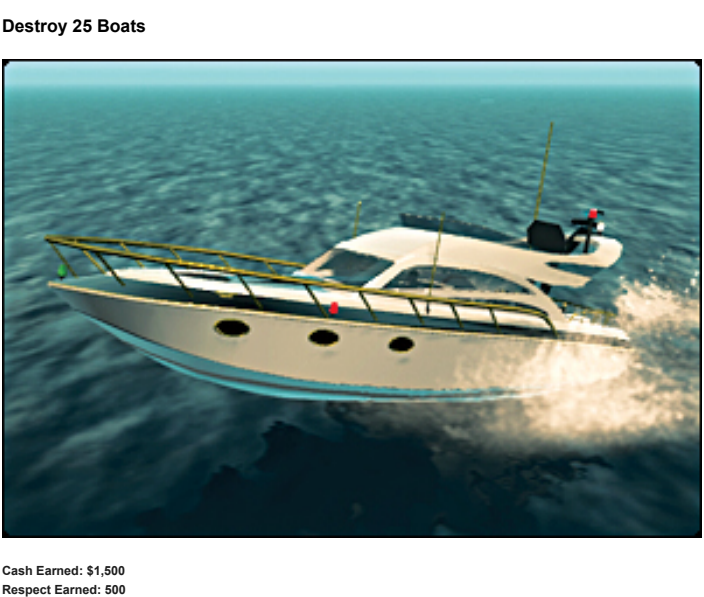
Get 50 Grenade Kills

Cash Earned: $1,500
Respect Earned: 500
Contact: Burton Hale
Description: "We at Friendly Fire are considering offering a grenade sampler for the upcoming holiday rush. Test some out and let me know if they're worth it."

Destroy 300 Cars

Cash Earned: $1,500
Respect Earned: 500
Contact: "Scrapyard" Sloan
Description: "Sloan's Scrapyard pays good money for wrecked steel. Car wrecks, that is. Find me some junk, will ya?"

Destroy 25 Boats



Cash Earned: $1,500
Respect Earned: 500
Contact: "Scrapyard" Sloan
Description: "There's a growing market for slightly damaged boats. Create some, and I'll make it worth yer while. Might be exaggerating the 'slightly' part . . ."

Destroy 60 Helicopters

Cash Earned: $1,500
Respect Earned: 500
Contact: "Scrapyard" Sloan
Description: "Don't care if it fell out of the sky . . . I'll pay good money for it."

Destroy 25 Tanks

Cash Earned: $1,500
Respect Earned: 500
Contact: "Scrapyard" Sloan
Description: "I pay for scrap steel by the ton, so it stands to reason the heaviest steel things out there pay the most. Time's a wastin'!"

Carjack 250 vehicles

Cash Earned: $1,500
Respect Earned: 500
Contact: Trix Vickers
Description: "Listen, sweetie, I'll be blunt. FUZZ needs crime footage badly, so sometimes you just have to give criminals a little nudge. 'Nudge, Nudge!'"

Kill 200 Mascots

Cash Earned: $1,500
Respect Earned: 500
Contact: Pierce
Description: "These foam-rubber assholes just creep me out. Ever since I was a kid, man. This hot dog guy, he . . . never mind. Just thin 'em out for me?"

Explore All 18 Hoods

Cash Earned: $1,500
Respect Earned: 500
Contact: Oleg
Description: "There is no mistake, this conflict with the Syndicate is war. Getting to know your battlefield would be prudent."

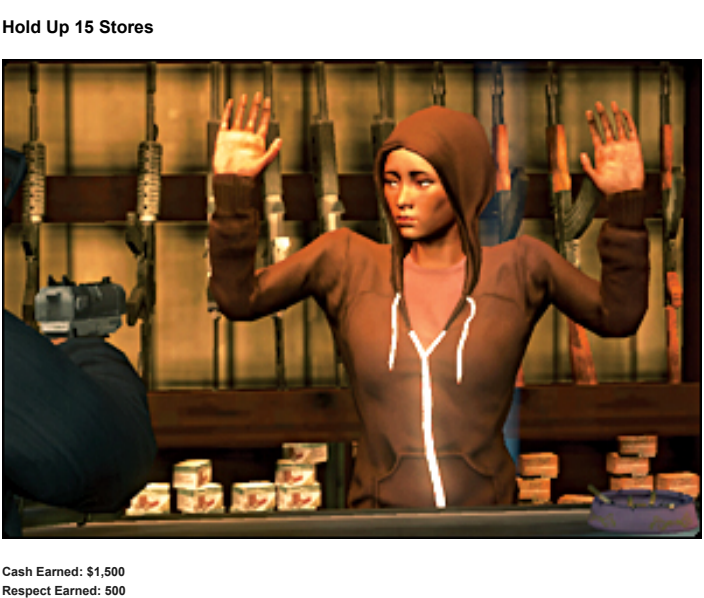
Find 50 Shortcuts

Cash Earned: $1,500
Respect Earned: 500
Contact: Oleg
Description: "Sun Tzu once said 'The natural formation of the country is the soldier's best ally.' This applies to Steelport as well. Find shortcuts throughout the city."

Take 50 Hostages

Cash Earned: $1,500
Respect Earned: 500
Contact: Wellmake Labs
Description: "Wellmake Labs has a stress-relief drug we call 'Catatonex'. Sales are down. The citizens of Steelport are too at ease. Naturally, we're turning to you for help."

Hold Up 15 Stores



Cash Earned: $1,500
Respect Earned: 500
Contact: Pierce
Description: "It never hurts to get back to basics, ya know? Holding up a few stores keeps you sharp, and brings in the petty cash."

Streak for 600 Seconds (10 Minutes)

Cash Earned: $5,000
Respect Earned: 0
Contact: Shaundi
Description: "The Saints need to run a few deals in Steelport that need a . . . nonviolent distraction. Now I'm not saying you have to do this, but it might be fun."

Big Air a Distance of 5,000 feet (About 1 Mile)

Cash Earned: $1,500
Respect Earned: 500
Contact: Speed Phreak
Description: " You know what I like to see, dude? Fast cars and big air. So you gonna go hit some jumps or what?"

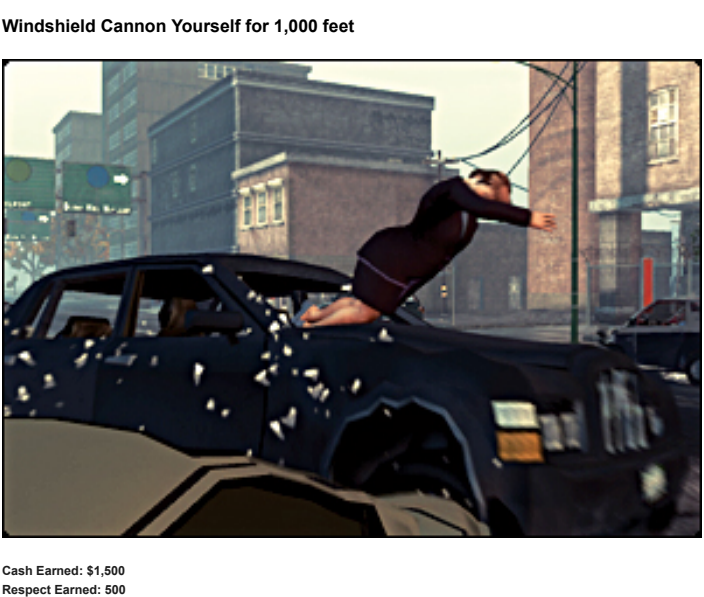
Taunt 50 Gang Members

Cash Earned: $1,500
Respect Earned: 500
Contact: Pierce
Description: "Bein' a Saint isn't just about the guns, or the clothes, or the money: It's about the attitude. How about we show off that attitude to Steelport?"

Spend 600 Seconds (10 Minutes) Vehicle Surfing

Cash Earned: $1,500
Respect Earned: 500
Contact: Aimee
Description : "Trust me, boss, vehicle surfing is the bomb! Try it out, why don't ya? You're gonna love it!"

Windshield Cannon Yourself for 1,000 feet



Cash Earned: $1,500
Respect Earned: 500
Contact: Dr. Hastings
Description: "I'm writing a paper for a conference—'Characteristics of Laceration in Relation to Human Ballistics,' but I need more data! Care to volunteer?"

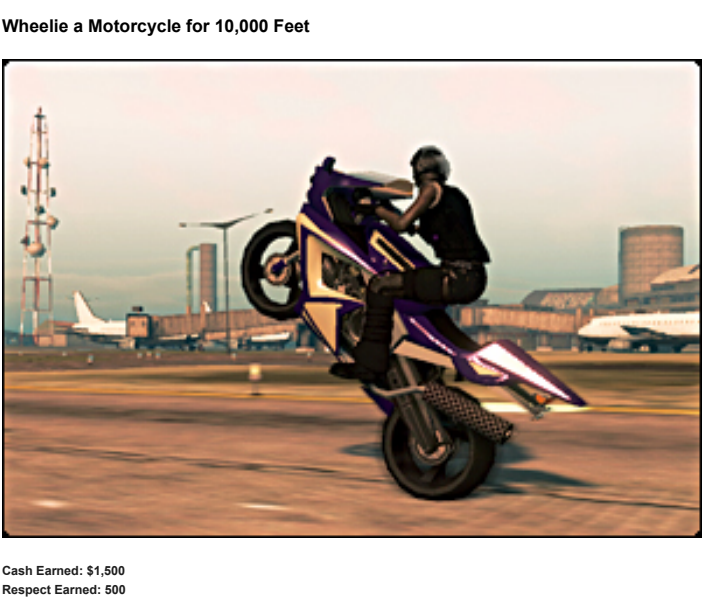
Run Over 500 Pedestrians With Your Vehicle

Cash Earned: $1,500
Respect Earned: 500
Contact: Dr. Hastings
Description: "When it comes to blunt-force trauma analysis, you can never have a large enough sample size. That's my opinion at least."

Drive 100,000 Feet in an Oncoming Lane

Cash Earned: $1,500
Respect Earned: 500
Contact: Trix Vickers
Description: "You know, nothing gets people to tune in to FUZZ like a homicidal maniac behind the wheel. What do you say, can you be that homicidal maniac?"

Wheelie a Motorcycle for 10,000 Feet



Cash Earned: $1,500
Respect Earned: 500
Contact: Speed Phreak
Description: "You're pretty solid, but nobody's mastered the wheelie like the Speed Phreak! I'll lay money you're not half as elite as me!"

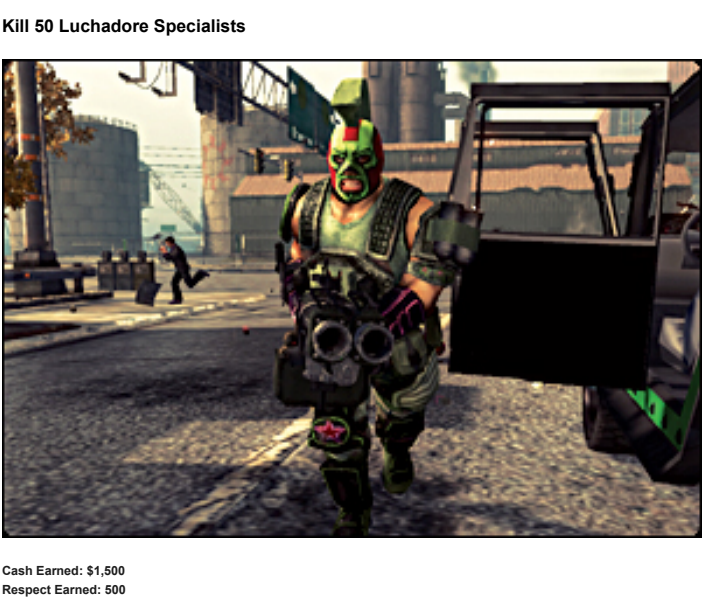
Powerslide for 300 Seconds (5 Minutes)

Cash Earned: $1,500
Respect Earned: 500
Contact: Speed Phreak
Description : "Man, I just love the sound of squealin' rubber! Show me some awesome powerslides and you'll have the Phreak's respect!"

Kill 50 Decker Specialists

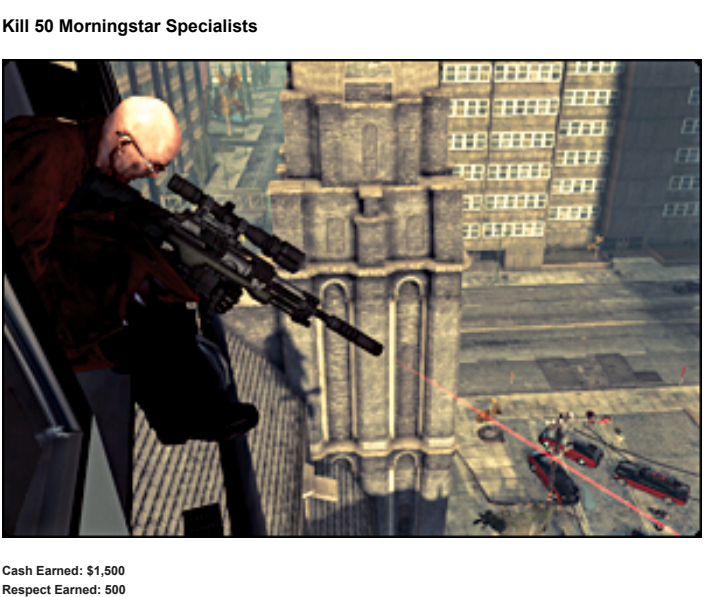
Cash Earned: $1,500
Respect Earned: 500
Contact: Kinzie
Description: "There's some Deckers who must be neutralized because they're on the brink of cracking the Ouroboros Protocols. You . . . really don't want to know what that means."

Kill 50 Luchadore Specialists



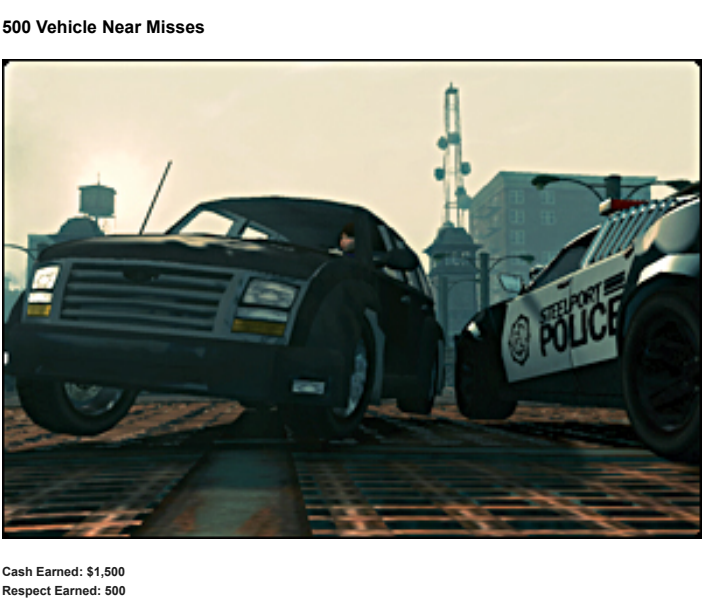
Cash Earned: $1,500
Respect Earned: 500
Contact: Angel
Description: Luchadore ringleaders fight real dirty, which is all the more reason we need to get them off the street."

Kill 50 Morningstar Specialists



Cash Earned: $1,500
Respect Earned: 500
Contact: Zimos
Description: "I figure if you cut off the Morningstars' head, the chickens'll . . . come home to roost? Man, screw this metaphor shit . . . just kill these suckers!"

500 Vehicle Near Misses

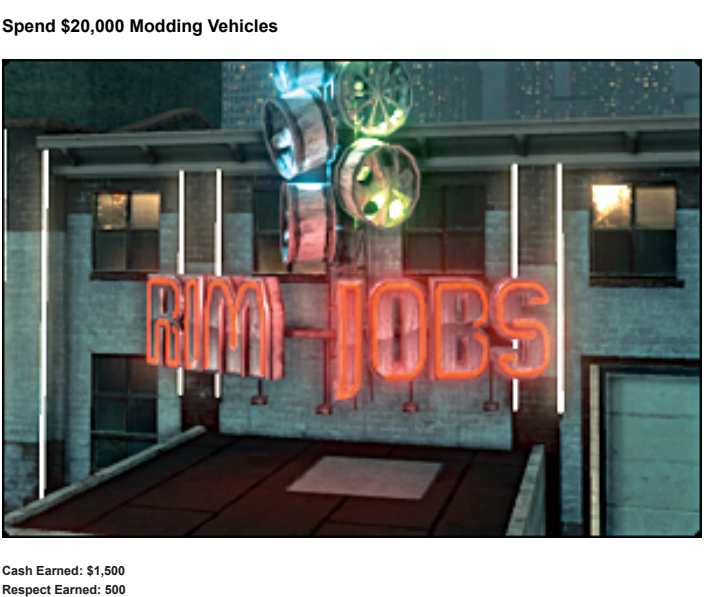


Cash Earned: $1,500
Respect Earned: 500
Contact: Trix Vickers
Description: "People don't tune in to FUZZ for riveting social drama: They tune in to see people endangering the public welfare. Preferably in a vehicle."

Car Torpedo 2,000 Damage

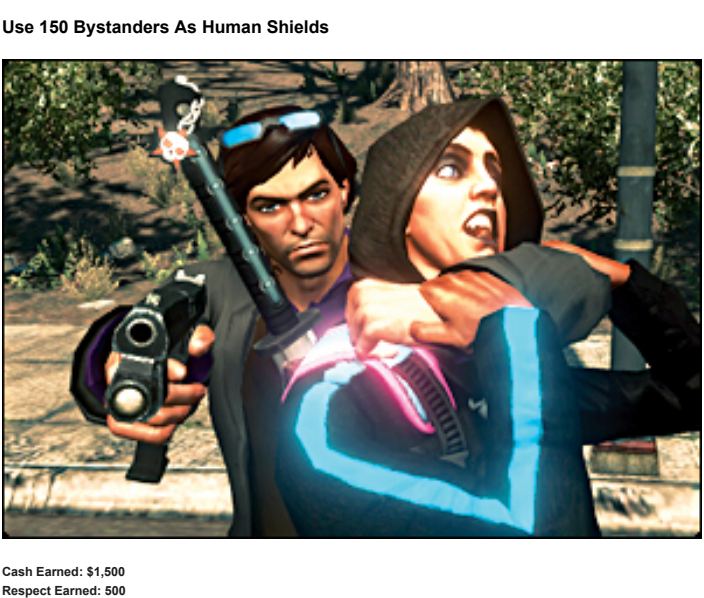
Cash Earned: $1,500
Respect Earned: 500
Contact: Trix Vickers
Description: "Nothing juices FUZZ's ratings like big, crunchy, car crashes. Twisted metal and flying body parts tested well in all markets, so . . . you know what you need to do, hmmm?"

Spend $20,000 Modding Vehicles



Cash Earned: $1,500
Respect Earned: 500
Contact: Zimos
Description: "You want to roll in this town, baby, you gotta learn to pimp your ride! And who knows that better than the finest pimp in Steelport?"

Use 150 Bystanders As Human Shields



Cash Earned: $1,500
Respect Earned: 500
Contact: Wellmake Labs
Description: "For Wellmake Labs, every scared citizen is a potential customer. It should cause our sales of Catatonex to skyrocket. That's profit we can pass to our partners."

2,500 Feet on 2 Wheels

Cash Earned: $1,500
Respect Earned: 500
Contact: Speed Phreak
Description: "Nothing bores me faster than a car with all four wheels on the pavement. You and me are gonna show Steelport what driving's all about!"

Get 500 Multi-Kills

Cash Earned: $1,500
Respect Earned: 500
Contact: Pierce
Description: "We gotta keep ourselves sharp if we want to survive in Steelport. Layin' down the hurt fast and furious is one sure way to do that."

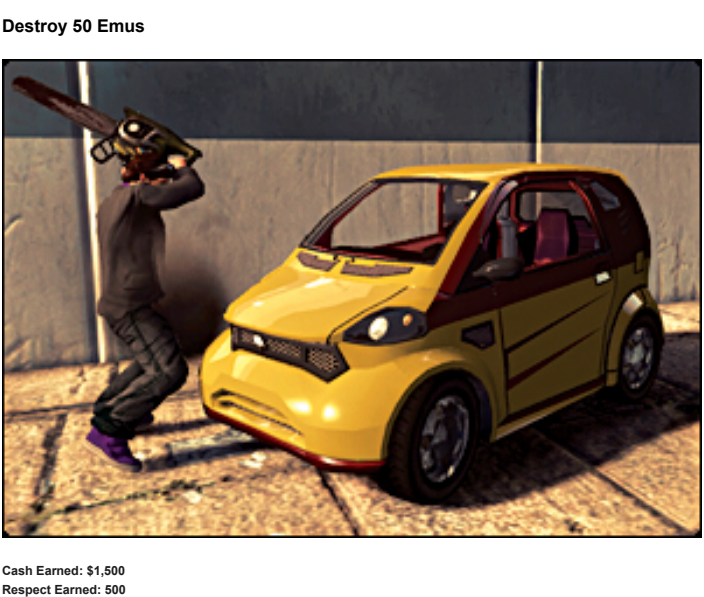
Nail 15 Base Jump Landings

Cash Earned: $1,500
Respect Earned: 500
Contact: Mr. Roller
Description: "Here's a bet I'm sure you'll jump at, pun intended. Think you can nail 15 landings while parachuting? I'll give you 3 to 1 odds . . ."

Get 25 Kills Using No Weapons At All

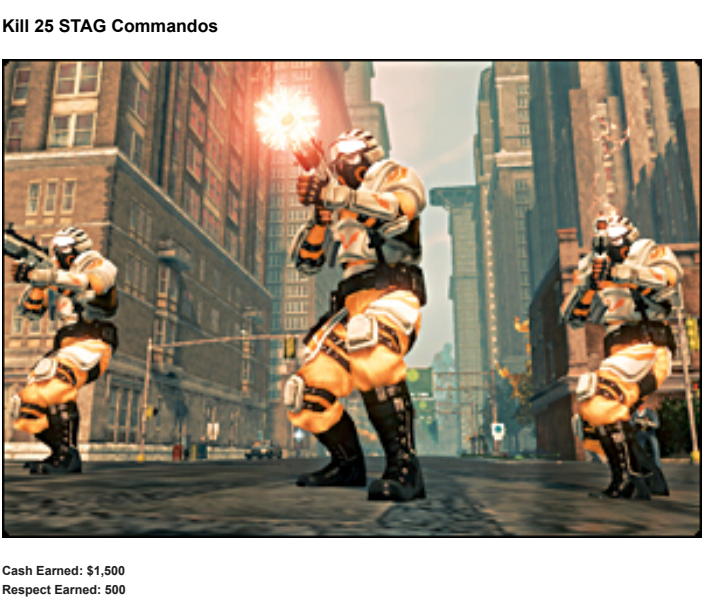
Cash Earned: $1,500
Respect Earned: 500
Contact: Angel
Description: "In the ring, you can't count on guns, or knives. Hell, you can't even count on your partner. So you learn to count on your only friends: your fists."

Destroy 50 Emus



Cash Earned: $1,500
Respect Earned: 500
Contact: Oleg
Description: "While perhaps irrational, the impracticality of these little vehicles for someone of my size annoys me. Why not encourage people to dive something else?"

Kill 25 STAG Commandos



Cash Earned: $1,500
Respect Earned: 500
Contact: Viola
Description: "As I've said, STAG's equipment and training shouldn't be taken lightly. Taking out some commandos should dull their tactical edge."

1,000 Feet of Stoppies

Cash Earned: $1,500
Respect Earned: 500
Contact: Speed Phreak
Description: "Any newb can do a wheelie. But stoppies . . . they're a whole 'nother beast, man. Let's see if you got what it takes to be Steelport's Cycle King."

Compliment 50 People

Cash Earned: $1,500
Respect Earned: 500
Contact: Oleg
Description: "While the phrase is overused, the idea behind 'winning over hearts and minds' is sound. Perhaps you should cultivate some goodwill for the Saints."

Drive 2,500,000 feet

Cash Earned: $1,500
Respect Earned: 500
Contact: Speed Phreak
Description: "Only way to know the streets of Steelport well enough to be a street racing legend like me is to drive them over and over again."

Destroy 32 Gang Operations

Cash Earned: $3,000
Respect Earned: 1,000
Contact: Pierce
Description: "Money makes the world move. If we can cut off the other guys' cash from their operations, we'll be closer to running this town."

Complete All 26 Survivals

Cash Earned: $3,000
Respect Earned: 1,000
Contact: Pierce
Description : "Hey, I know you've survived a lot of shit, but this'll prove it to any asshole who's still got their doubts."

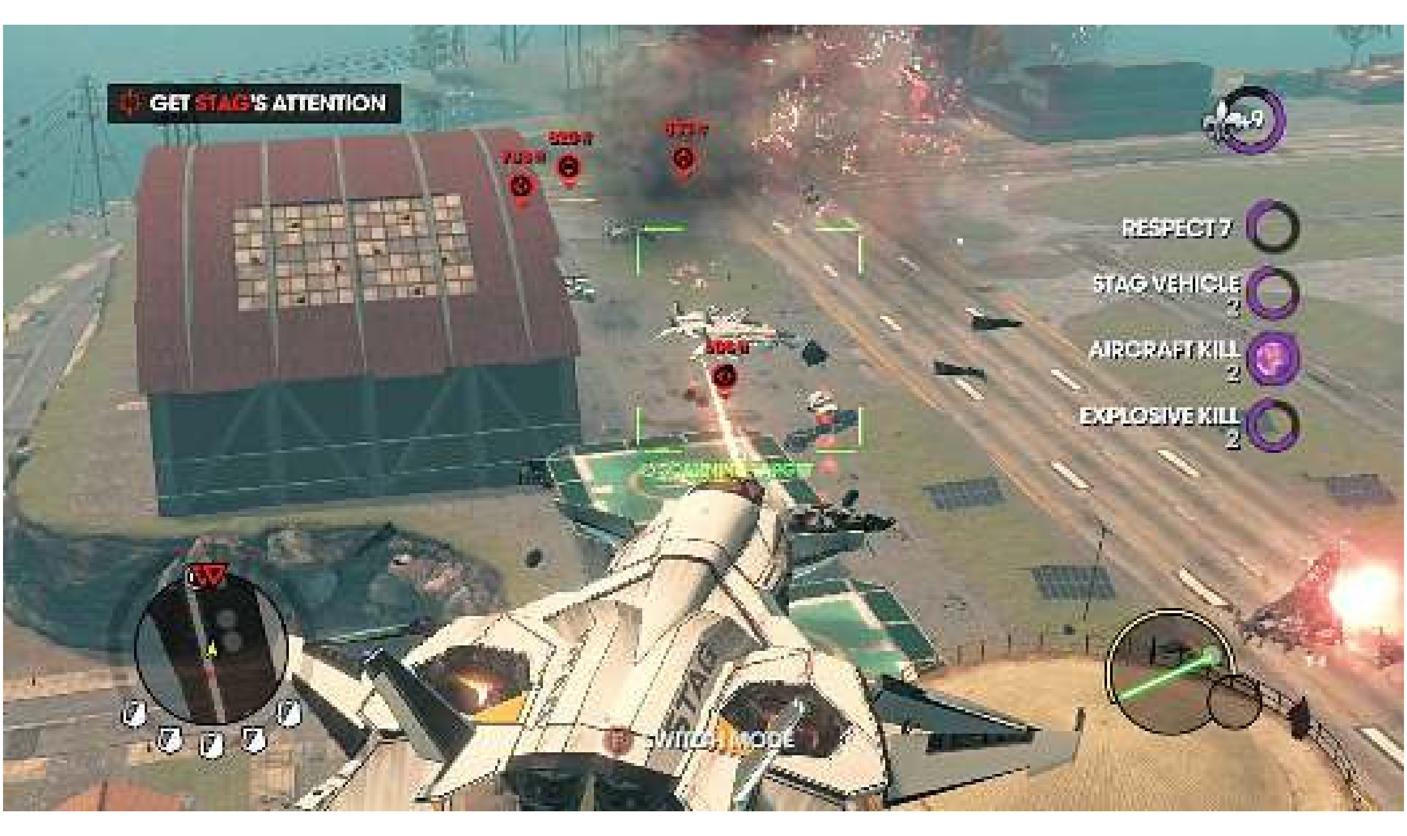
Diversions Introduction

There are a ton of extra things to do in Steelport, when you consider all the Assassinations, Vehicle Thefts, collectables, Activities, etc. If that weren't enough to overwhelm you, there are a lot more tasks to tackle under this category of Diversions. These encompass a wide variety of fun and optional gameplay elements.

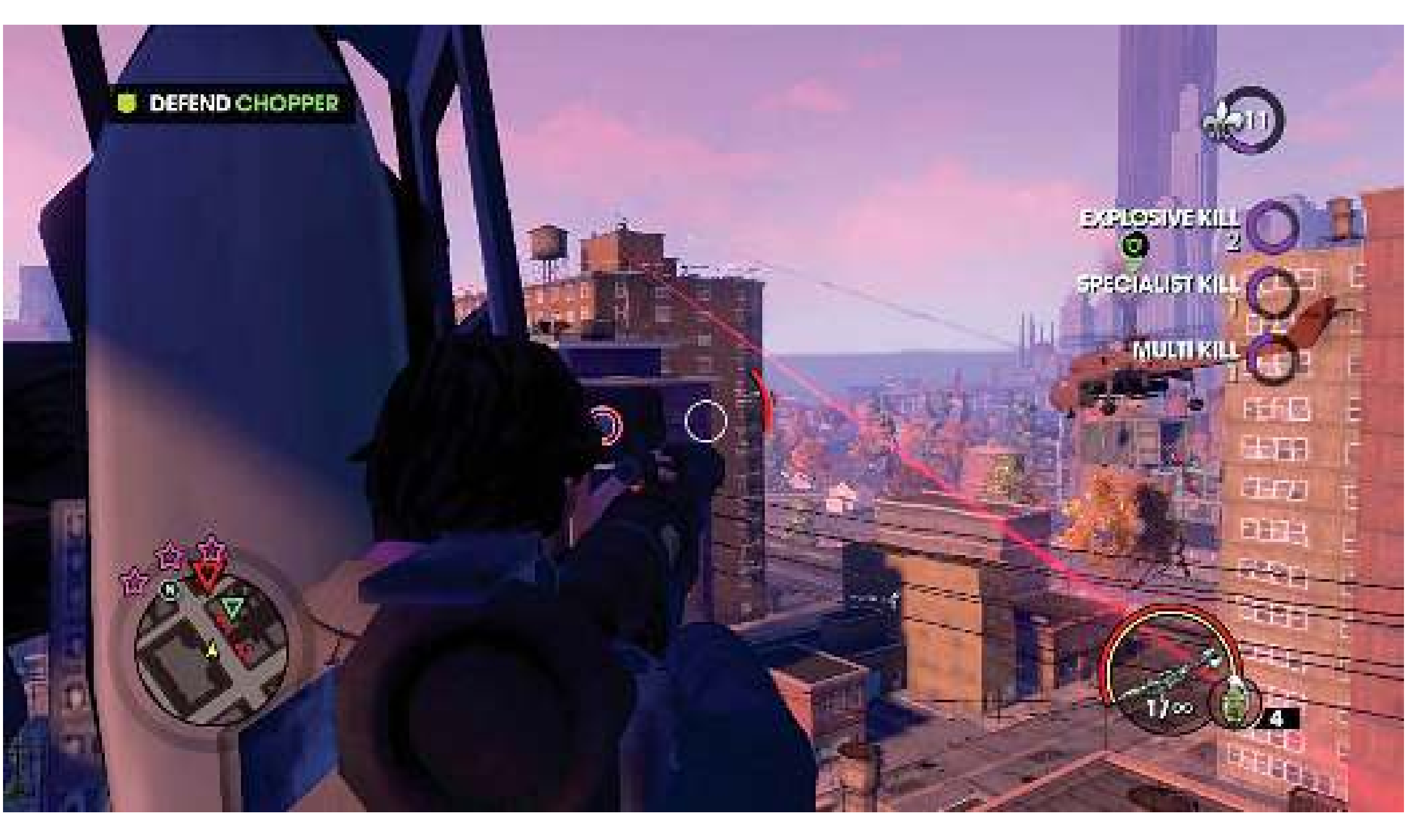
These are literally meant to serve as a diversion or break from some of the more structured objectives. Most of them are very brief and are great for variety, but on the challenging end of the spectrum is Survival.

All diversions will earn you cash and respect to provide the proper incentive. Ultimately, this large and rather loose grouping includes two types: Those that are auto-tracked throughout the game as you complete typical types of gameplay and the type that must be actively initiated like a minigame.

Auto-Tracked Diversions



Auto-tracked diversions are a series of actions that are tracked automatically throughout the game for doing typical gameplay actions like near misses, headshots, wrong-way driving, blowing things up, etc. These don't require any special setup and can be performed at any time.



A notification appears in the upper right-hand corner of the screen anytime you initiate one of these diversions. You will be rewarded cash and respect for completing these task and they can be even be chained together. In addition, performing them continually or for longer periods of time will earn you bonus multipliers to significantly increase your earning potential. As an added incentive to complete these tasks, many of them also are challenges featured in the Saintsbook that offer additional rewards!

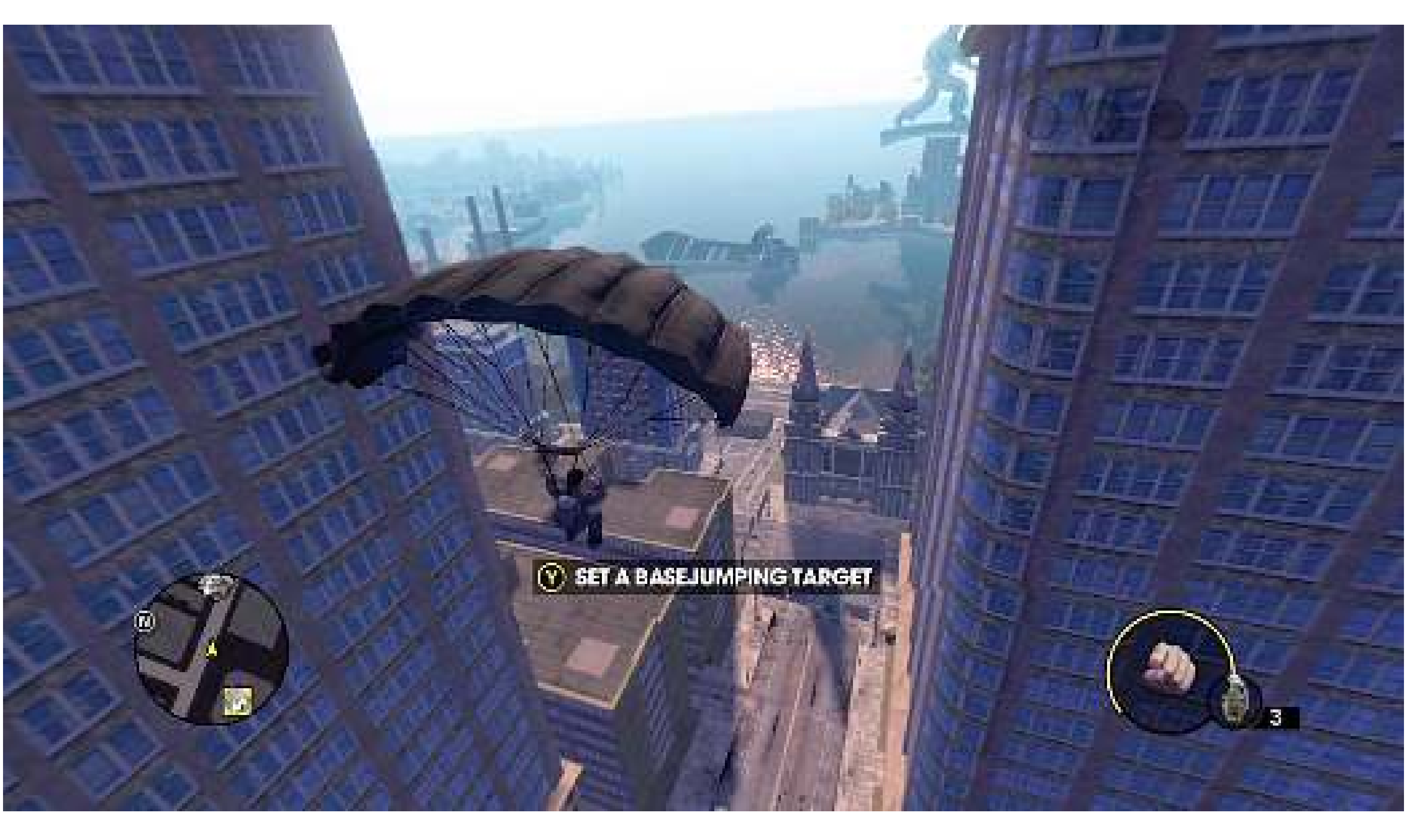
Active Diversions

BARNSTORMING 2/50
LOCATIONS FOUND
50
$3,397
SWITCH MODE

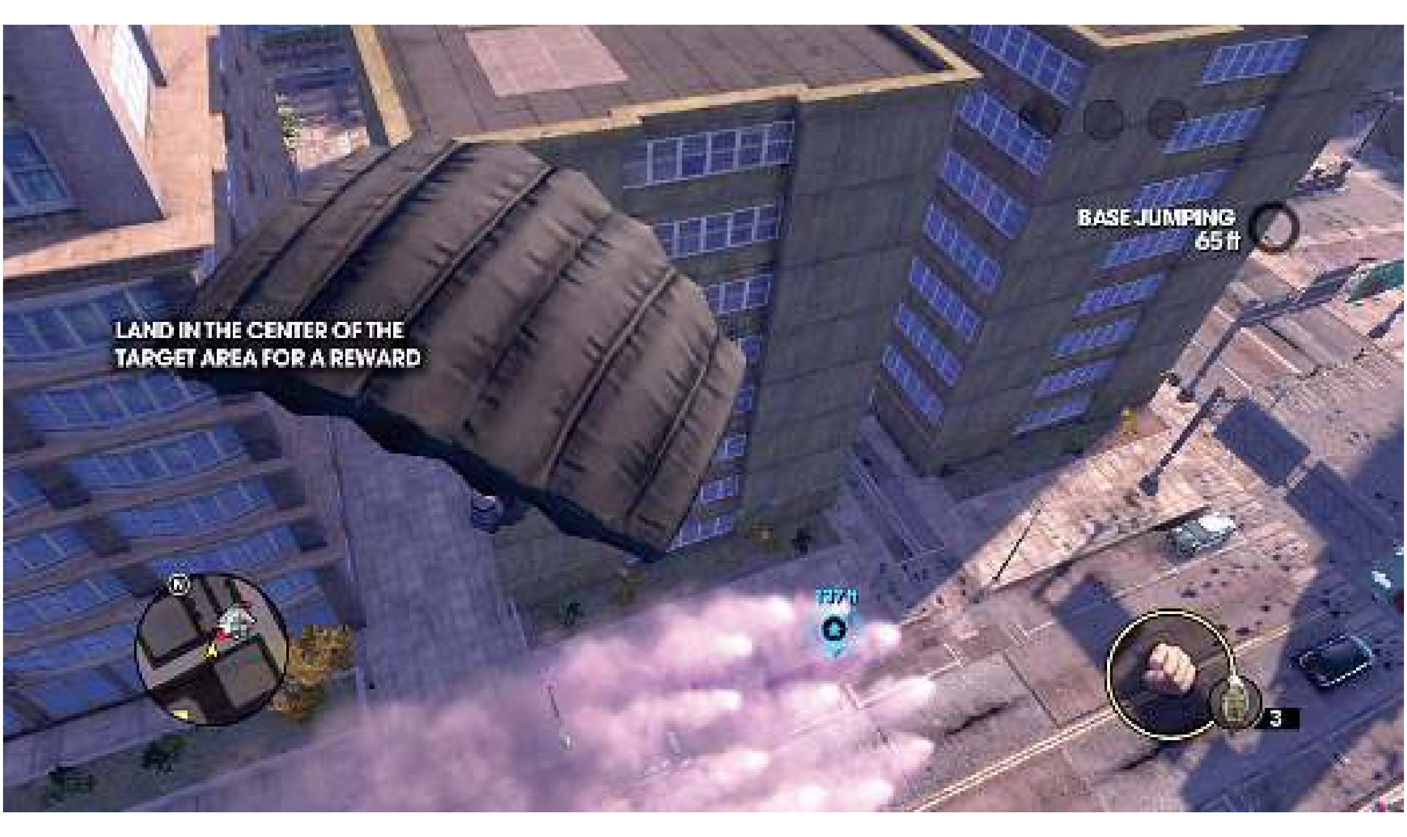
This is an incredibly diverse group of wacky and daring tasks that include streaking, survival, Assassinations, base jumping, vehicle surfing, performing stunts, and more. These will earn you cash and respect when completed, and if they are done for prolonged periods you can earn bonus multipliers.

Unlike the auto-tracked diversions, all of these must actively be started or, in the case of performing stunts, purposefully attempted. This larger category of active diversions offers some of the best ways to earn respect and money, along with enjoyment in a large diversity of gameplay.

Base Jumping

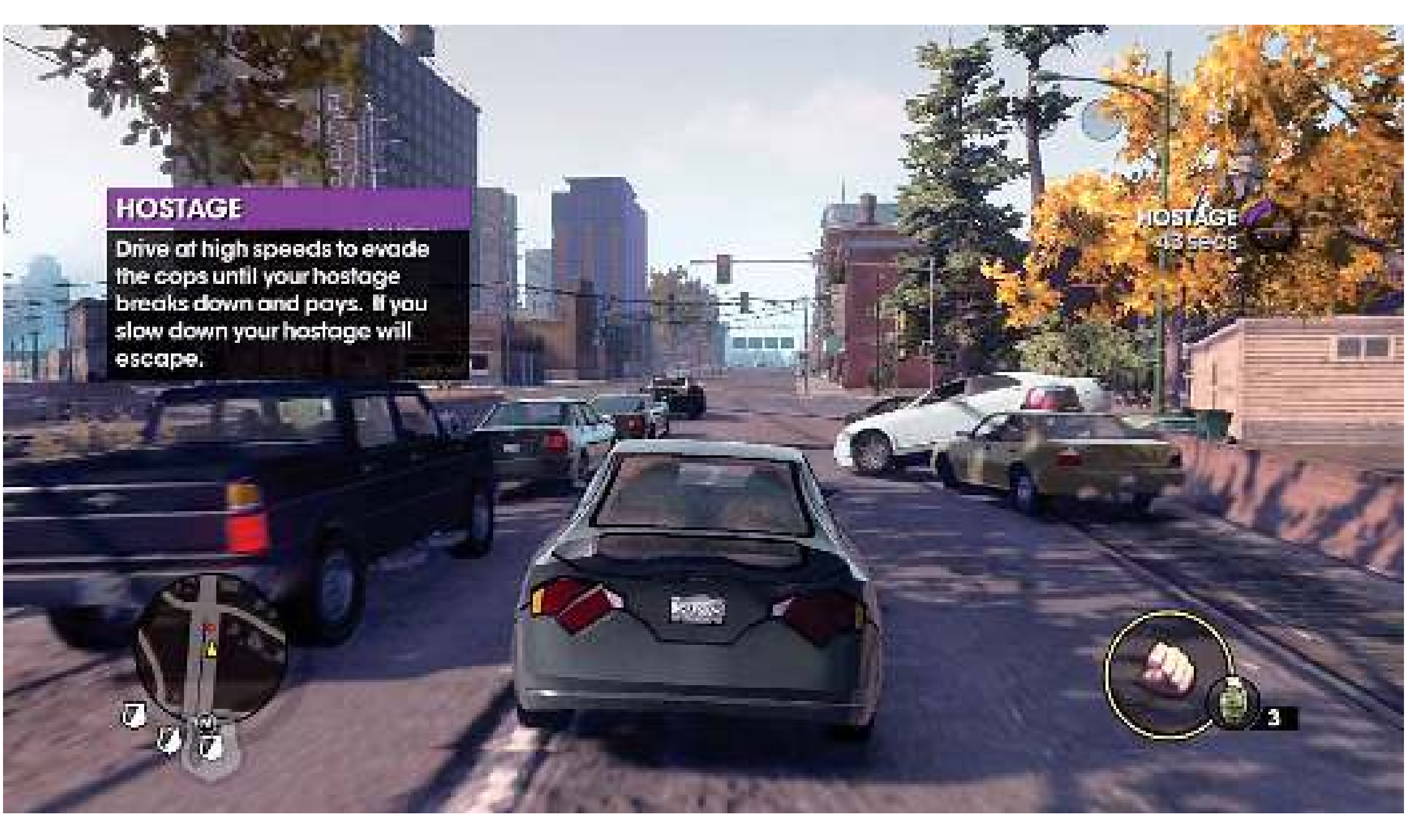


Many aspects of the game are very thrilling, but for the adrenaline junkie who just can't get enough there is base jumping. Anytime you leap, or fall, from a decent height you can deploy your parachute and the option to set a base jump point will appear on the HUD. Once set, the goal is to glide and land in the center of the circle to earn maximum respect.



It can be time consuming to find the perfect location to leap from and actually getting back to that spot after each jump. However, once you have obtained the Saint's HQ, this process becomes more enjoyable. Leap off the side of the heliport and set your target. After you nail your landing, simply go into your HQ, take the elevator upstairs, and repeat the base jump. This quick process is not only really fun but it is one of the best ways to earn respect quickly.

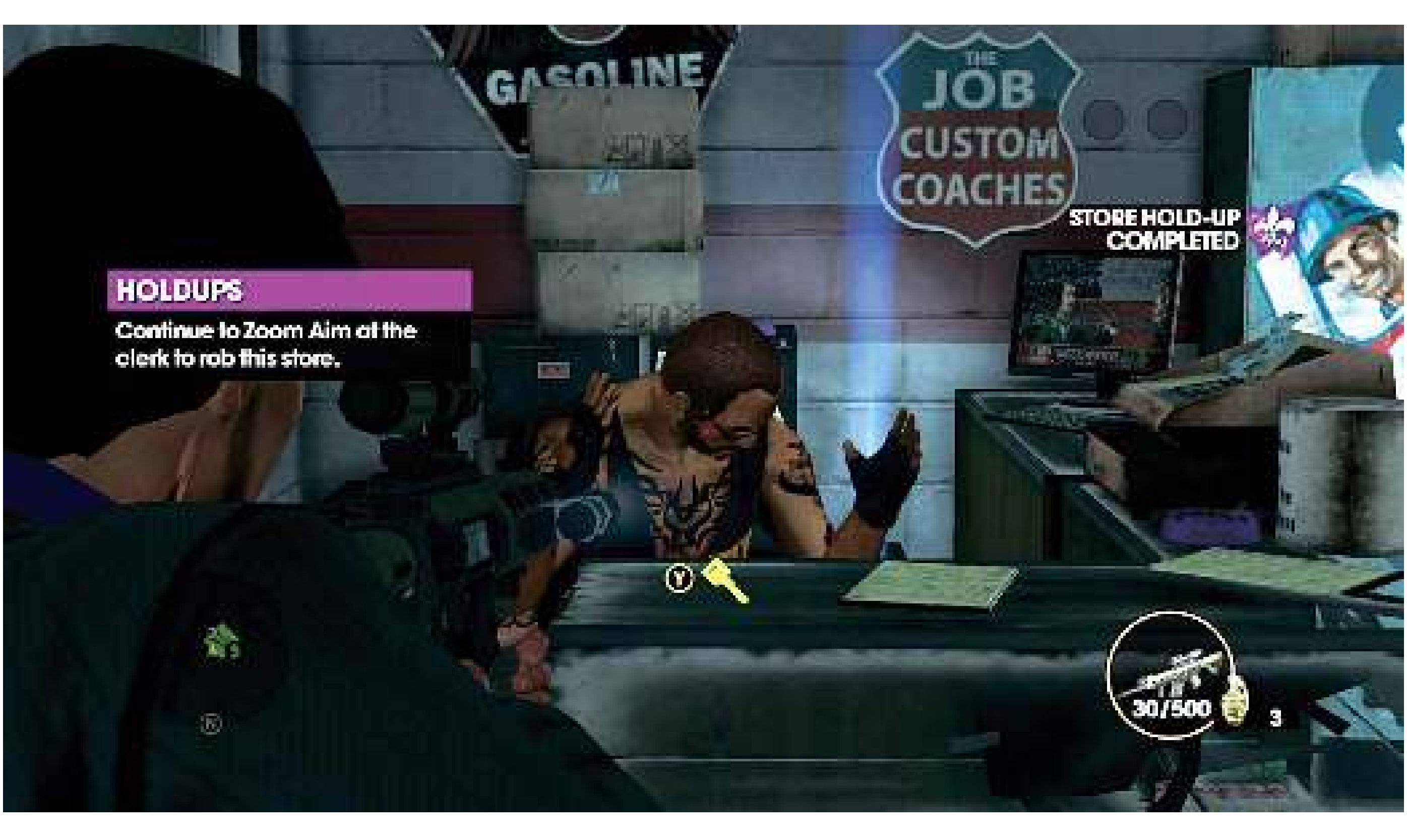
Hostage


HOSTAGE
Drive at high speeds to evade the cops until your hostage breaks down and pays. If you slow down your hostage will escape.
HOSTAGE 43 secs
3

Having homies or followers along makes taking a hostage too difficult, as your homies will remove passengers. So ditch your crew prior to taking hostages. Taking a hostage occurs when you hijack a vehicle with one or more passengers. Once the driver is disposed of (unceremoniously ripped from the car) you are left in the driver seat with one or more terrified passengers: You can now activate a hostage situation.

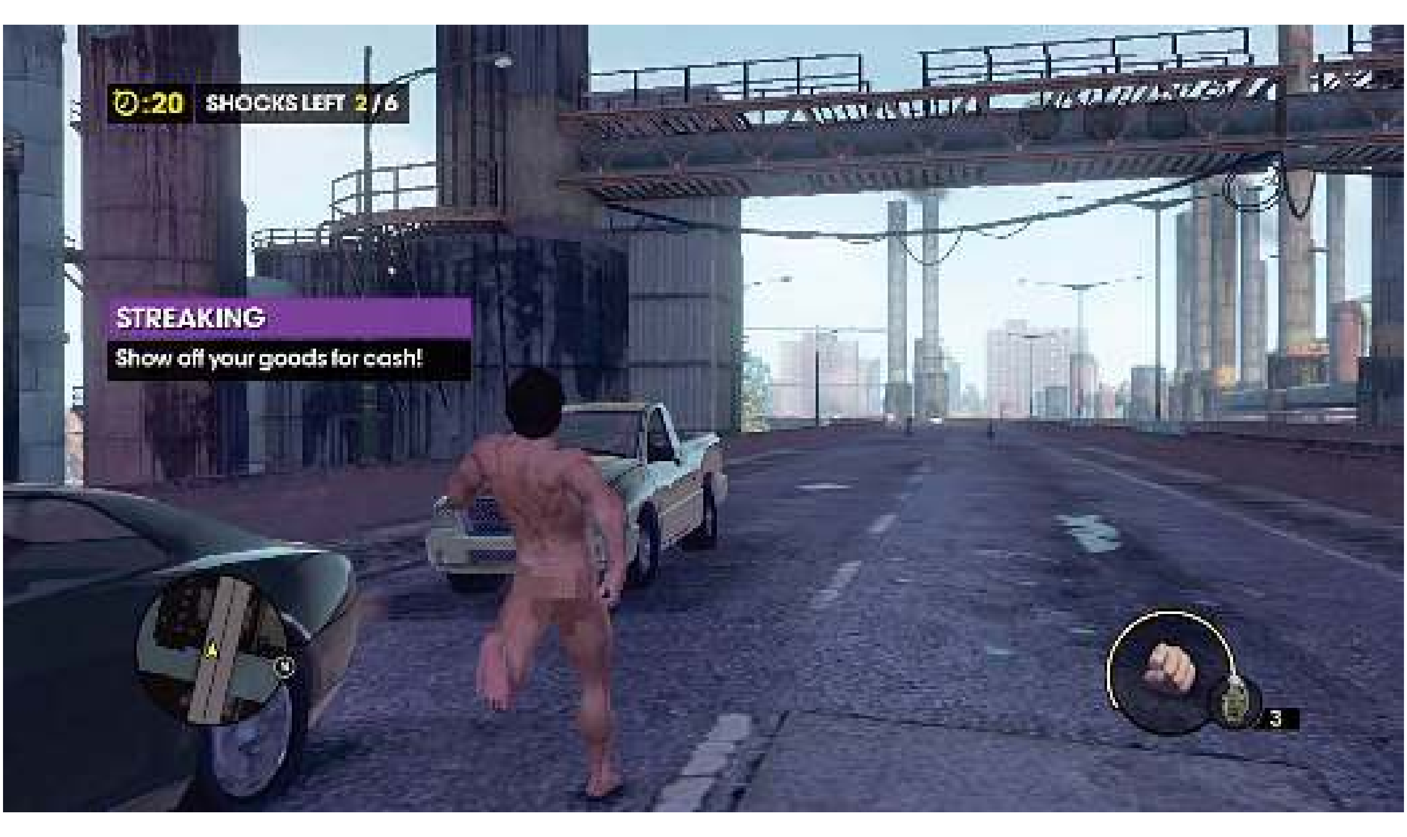
The goal of taking a hostage is to extort some cash from your prisoner. However, the terrified captive will attempt to bail out of the vehicle. You must maintain a fast speed to prevent the hostage from having the opportunity to leap to safety. In actuality, you get credit for taking a hostage as soon as it is activated, so if you are trying to complete the challenge, and don't care about the money, simply abandon the car right after it starts and find another.

Store Holdups



The Saints are too big-time to need to loot shops, but old habits die hard. Any store you can enter provides the opportunity to hold up the clerk and shake them down for some cash. Simply point your weapon at the person behind the counter and zoom in to start the holdup. Keep your sights locked on the target and the cashier or store clerk will cough up the crash pretty quickly.

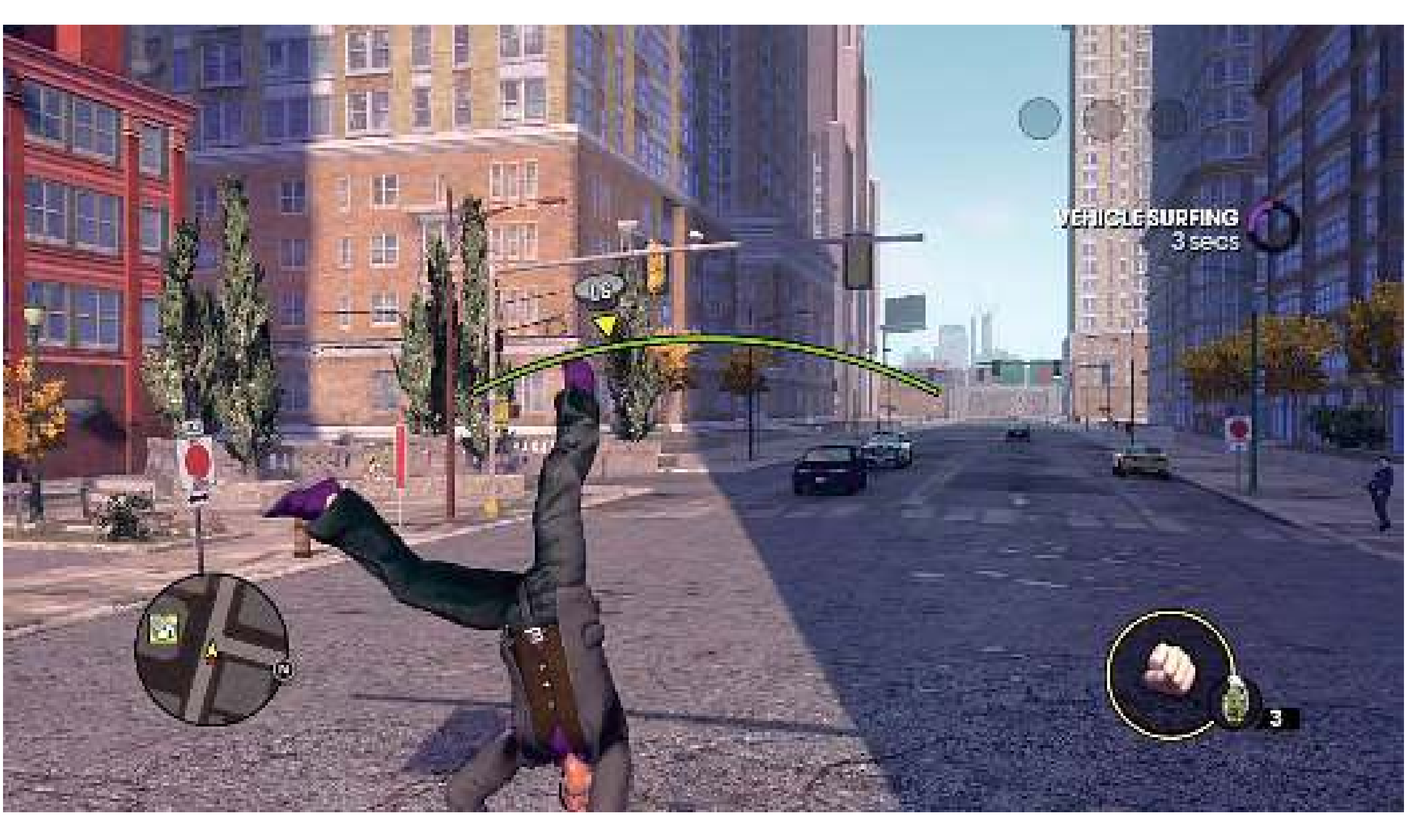
Streaking



The stress of running a criminal empire can really wear you out. It's hard being the boss of the most successful and powerful gang in the world. When you're ready, kick back and have some good clean fun—and by "clean" we mean naked. Go to any crib or clothing store and remove every last switch of clothing by setting them to None.

Standing around naked is fun but running around Steelport and shocking people in your birthday suit is priceless. When you are naked, you can toggle streaking on and off. This is actually a type of minigame with multiple levels. When you first start streaking, a counter appears in the upper left of the screen with the required number of people you must expose yourself to. If you can shock the initial six people, then you will receive more time (additional time decreases with each level) and the required number of people to shock keeps increasing by two. Obviously, the key to this mission is to start streaking in a well populated area to expose yourself to as many people as possible in a small area. Don't focus on flashing only pedestrians because drivers and riders are fair game also. A steady stream of viewers on the highways are just waiting to take a glance.

Vehicle Surfing

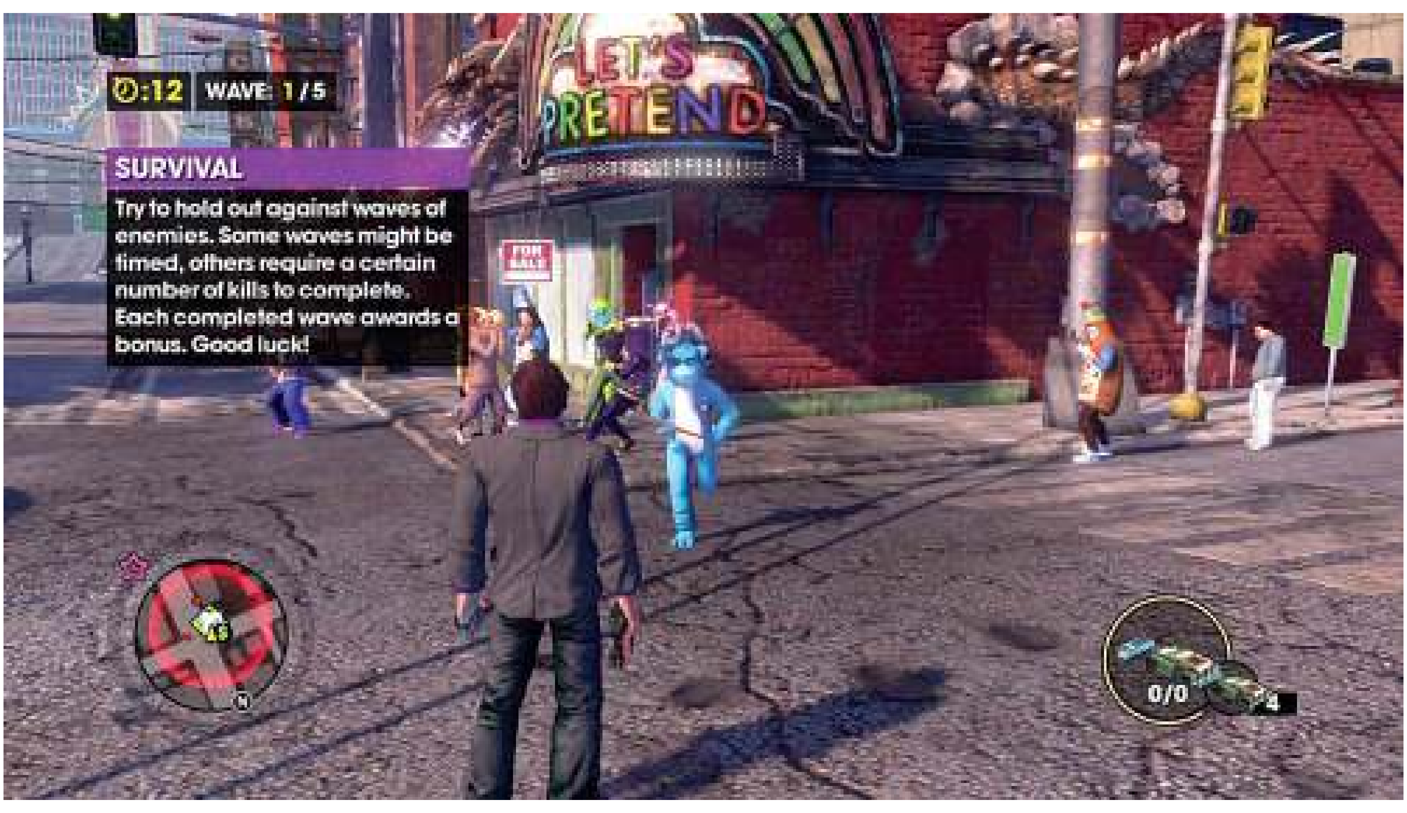


Take a ride on the wild side and try out some vehicle surfing. It's simple to start but not that easy to do. Simply jump on top of any vehicle that is moving and ride on top, surfing in the waves of traffic. If you really want to show off, you can even attempt a handstand for increased difficulty and rewards. Any straight stretch of roads is a good spot to give vehicle surfing a go.

Diversions

Survival

Overview



SURVIVAL

Try to hold out against waves of enemies. Some waves might be timed, others require a certain number of kills to complete. Each completed wave awards a bonus. Good luck!

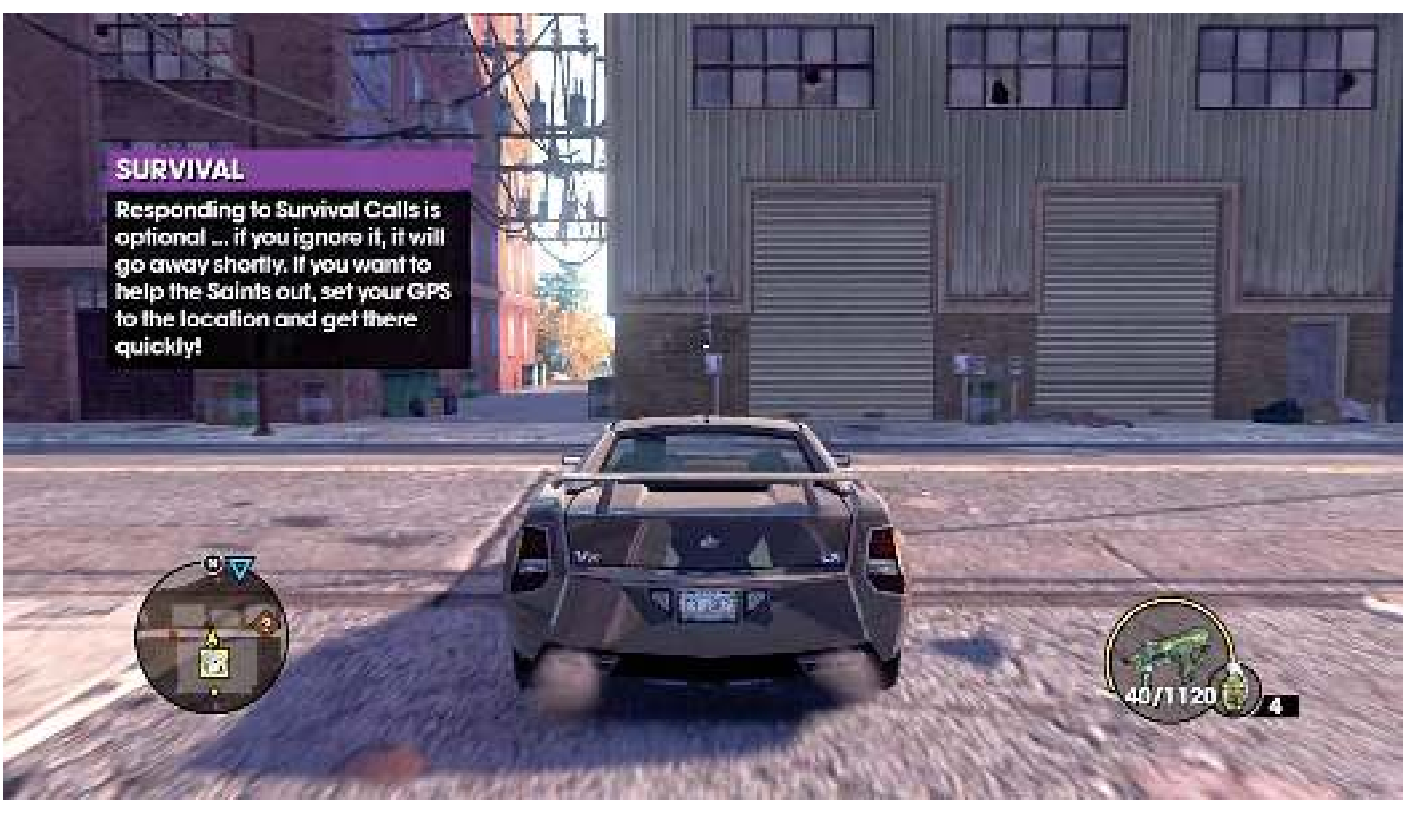
Survival is the most complex and challenging diversion in the game. It is a brand-new feature for the Saint Row series and something everyone will want to check out.

Survival occurs when you are not engaged in any other form of active gameplay. One of the Saints, an anonymous tipster, or even an enemy calls you on the phone with a tip for where to find some action. If you accept the call and reach the location they mention quickly, a radius will be marked on your map and you'll find some enemies in the area. Taking them out will start the survival.

Once survival starts, you must face repeated waves of enemies. You can flee and abandon the fight, but if you want the rewards, you must stand and face them. Sometimes you need to kill off a set number of enemies to progress to the next wave, and other times you just need to survive while the timer counts down.

There are 26 survival fights scattered around Steelport. Most are against the law or the Syndicate: Morningstar, Luchadores, or Deckers. There are a few unique scenarios to find as well, such as the battles against hordes of mascots near Let's Pretend and other crazy situations. You could start receiving calls for survival fights as early as the end of Mission 3, but there are additional scenarios that become available after the Pool Party and Zombie Attack missions in the Campaign. If you want to complete all 26 battles, you'll need to wait until later in the game.

How to Start Survival



SURVIVAL

Responding to Survival Calls is optional ... if you ignore it, it will go away shortly. If you want to help the Saints out, set your GPS to the location and get there quickly!

You'll only be called for survival when nothing else is going on. If you have law or gang notoriety, if you're driving, if you're shopping at a store, or if you're doing a mission or activity, then you won't be called. Therefore, survival works best when exploring the city for collectibles, running around to purchase properties, or doing short bursts of light harassment of citizens. In these circumstances, you'll get a call every five minutes, give or take.

Your phone rings and you'll hear a random tip for a nearby opportunity to fight and your GPS will be marked with the location. When this happens, you'll have only a few minutes to reach the location before you are too late. There is no penalty for not responding to a survival call and if you take the call and change your mind, the opportunity will just come up again later.

Every wave that you complete pays a reward in cash and respect, so even if you're taken down partway through, you've gained something for your trouble. The rewards are paid out are based on level of notoriety and the difficulty of the enemy wave (length or number of kills, plus enemy types included).

Difficulty

WAVE: 2 / 4
KILLS: 2 / 5
GANG KILL
POWERSLIDE
40/1160
4

Survival grows with you, increasing in difficulty as you increase in rank. Below is a breakdown of how the missions are effected depending on your ranks.

Easy Versions (Player Rank 1 to 11)

No Brutes
No tanks
No police attack choppers
Specialists only at notoriety 5

Medium Versions (Player Rank 12 to 23)

Brutes only at notoriety 5
No tanks
Specialists only at notoriety 4–5
Cash and respect rewards are about 25% greater
Some locations gain additional waves

Hard Versions (Player Rank 24+)

Brutes at Notoriety 4–5 (just like default notoriety)
Specialists at Notoriety 3–5 (just like default notoriety)
Tanks and police attack choppers in use (just like default notoriety)
Cash and respect rewards are about 80% greater
Some locations gain additional waves

Endless Action

Survival is also a great way to get another crazy firefight after you've taken over most of Steelport. Until you complete all 26 survival fights, you'll only get calls for locations you haven't beaten yet. But once you have completed them all, they will all unlock again. If you beat most of them early in the game, they're likely to be much more intense when you take on the harder versions!

Diversions

Jumps

Steelport is a very dense city and by the end of the game you have probably seen a large amount of it. Still, hidden in the open are numerous ramps that you might never have noticed. These enticing inclines are not obvious, as most are made of everyday items like steps and dirt. Later in the game, when the bridges connecting the islands are raised, you will have some pretty obvious targets for stunt jumping.

Each jump earns you 50 respect and $500 cash. Jumps can be done repeatedly to continue to earn rewards. Also, performing these stunts is a great way to earn respect for big air and to complete that challenge. Generally the best vehicle to use is a motorcycle, but once you have nitrous you can use most cars.

Developer tips

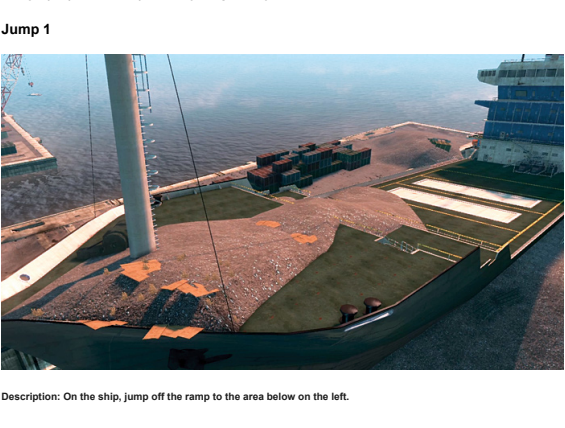
Buying the Nitrous Skill upgrade for your vehicles will help give you an added boost for multiple stunt jumps. (Unlocked at level 26)

Having the Vehicle Delivery upgrade will be a great help when your vehicles fall in the water or are destroyed when trying to make a jump. (Unlocked at level 2)

Be ready, STAG won't like you jumping over the bridges that they raised in Mission 39. (Stunt Jumps 38–55)

Stunt jumps tips and tactics provided by: Morgan Henry, Tester

Jump 1



Description: On the ship, jump off the ramp to the area below on the left.

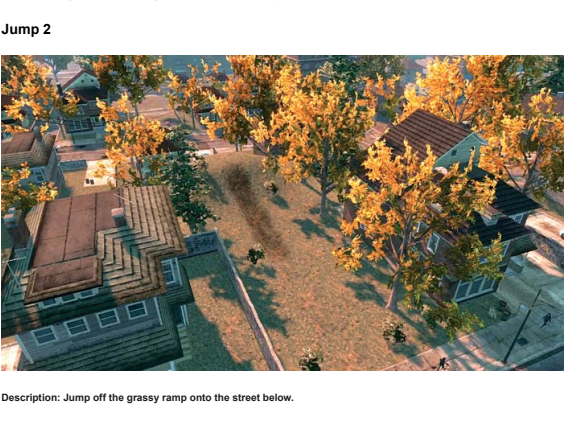
Preferred Vehicle: Kenshin

Other Tips:

There is a jump ramp to get a car onto the ship at the southwest side of the dock.

There is already a Kenshin motorcycle on the deck of the ship.

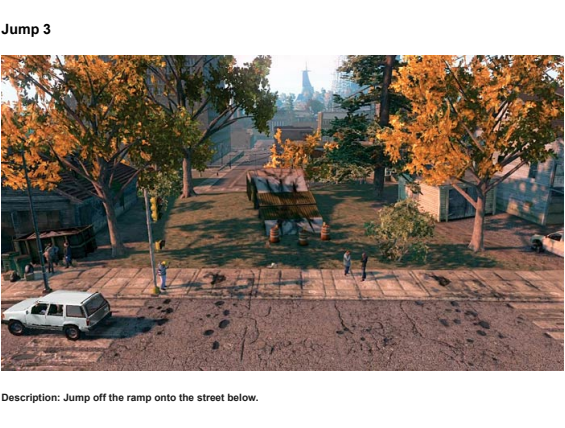
Jump 2



Description: Jump off the grassy ramp onto the street below.

Preferred Vehicles: Kenshin, Kaneda, Torch

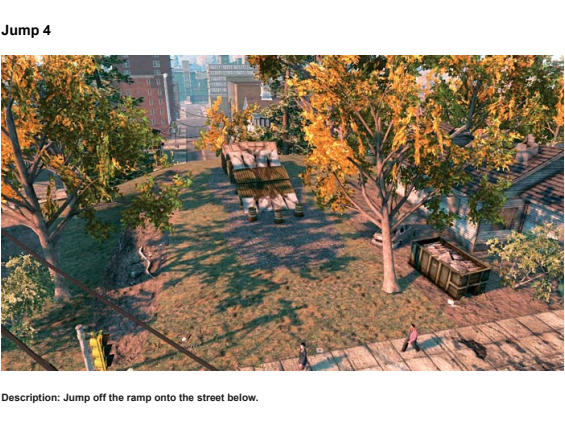
Jump 3



Description: Jump off the ramp onto the street below.

Preferred Vehicles: Kenshin, Kaneda, Torch

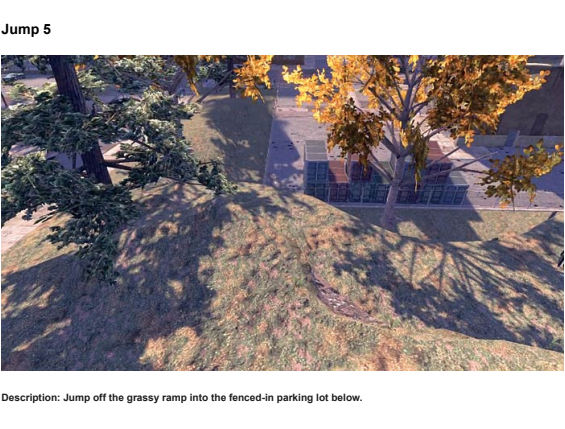
Jump 4



Description: Jump off the ramp onto the street below.

Preferred Vehicles: Kenshin, Kaneda, Torch

Jump 5

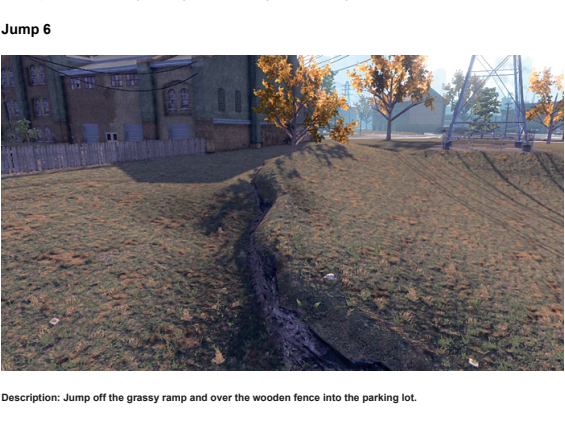


Description: Jump off the grassy ramp into the fenced-in parking lot below.

Preferred Vehicles: Kenshin, Torch

Other Tips: Jump past the large shipping crates, but don't go too far to the right.

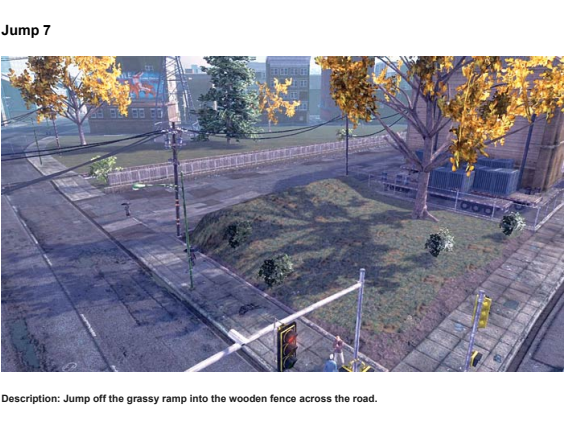
Jump 6



Description: Jump off the grassy ramp and over the wooden fence into the parking lot.

Preferred Vehicles: Torch, Kenshin

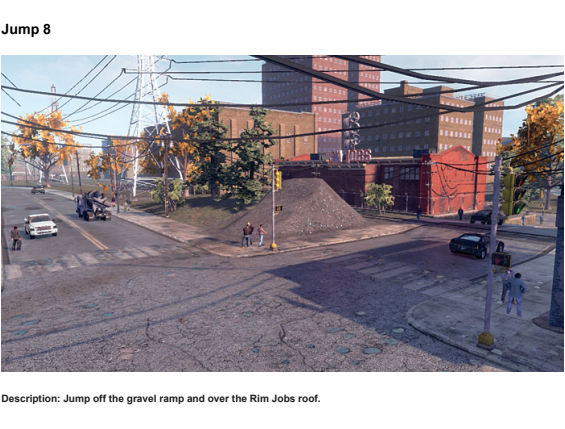
Jump 7



Description: Jump off the grassy ramp into the wooden fence across the road.

Preferred Vehicles: Kenshin, Torch

Jump 8



Description: Jump off the gravel ramp and over the Rim Jobs roof.

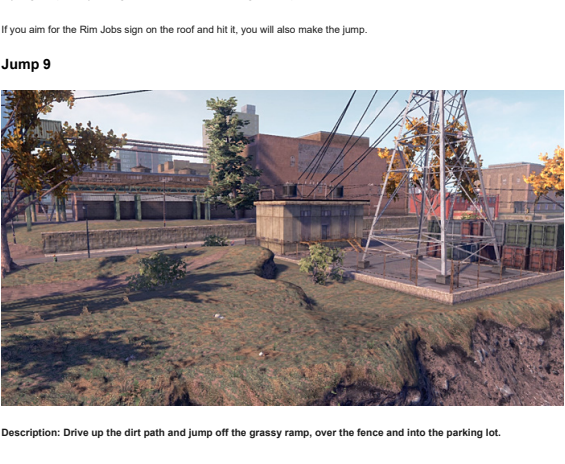
Preferred Vehicles: Attrazione, Kaneda, Kenshin, Torch

Other Tips:

Try to gain speed by driving down the road before hitting the ramp.

If you aim for the Rim Jobs sign on the roof and hit it, you will also make the jump.

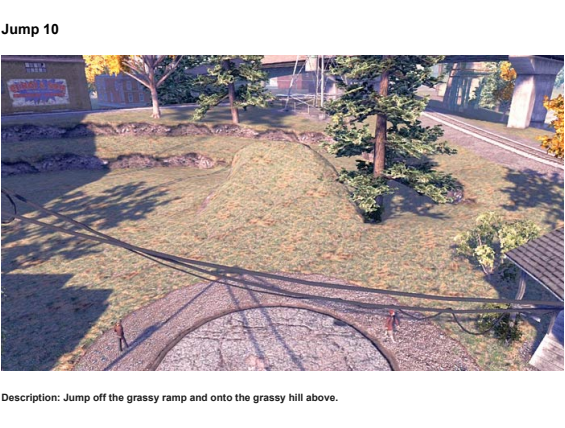
Jump 9



Description: Drive up the dirt path and jump off the grassy ramp, over the fence and into the parking lot.

Preferred Vehicles: Kenshin, Torch

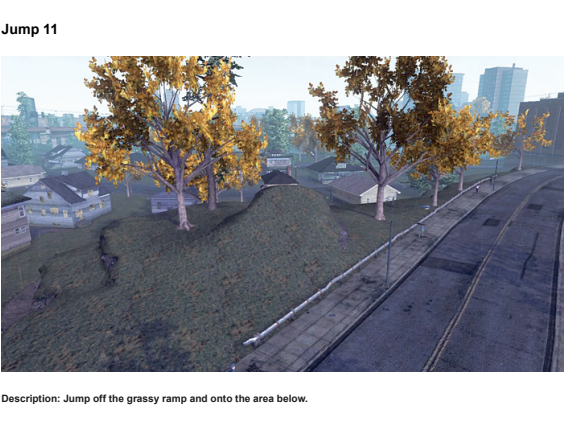
Jump 10



Description: Jump off the grassy ramp and onto the grassy hill above.

Preferred Vehicles: Kaneda, Kenshin, Torch

Jump 11

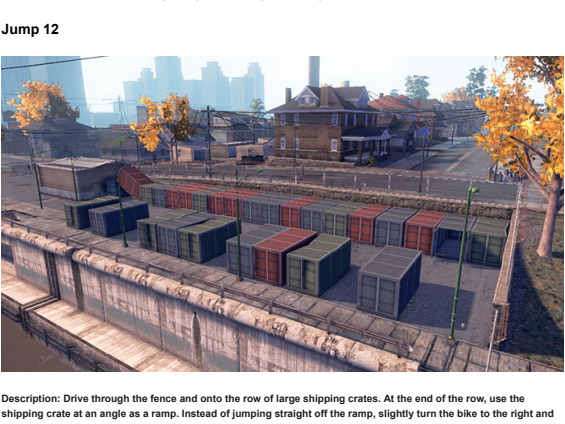


Description: Jump off the grassy ramp and onto the area below.

Preferred Vehicles: Kenshin, Torch

Other Tips : Aim for the spot in the grass right before the gravel parking lot.

Jump 12

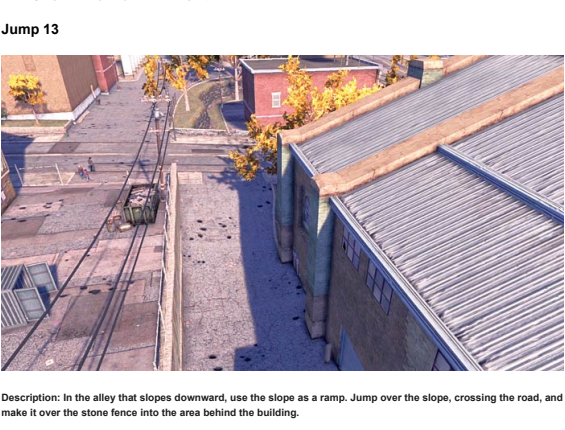


Description: Drive through the fence and onto the row of large shipping crates. At the end of the row, use the shipping crate at an angle as a ramp. Instead of jumping straight off the ramp, slightly turn the bike to the right and jump over the fence and onto the road.

Preferred Vehicles: Kaneda, Kenshin

Other Tips: If you kill the Luchadores' Gang Operation next to this jump and get rid of the notoriety, you won't have people shooting at you while you try to make this jump.

Jump 13



Description: In the alley that slopes downward, use the slope as a ramp. Jump over the slope, crossing the road, and make it over the stone fence into the area behind the building.

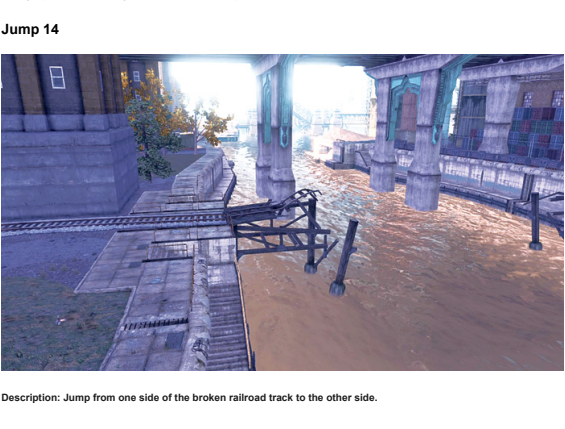
Preferred Vehicles: Attrazione, Kaneda, Kenshin, Torch

Other Tips:

Travel to the end of the alley to gain speed before you make the jump.

Don't jump too far to left or you will hit the boarded-up terrain wall.

Jump 14

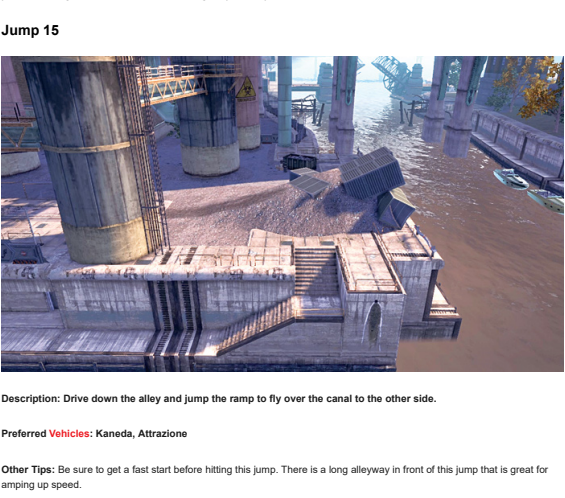


Description: Jump from one side of the broken railroad track to the other side.

Preferred Vehicle: Kaneda

Other Tips: If the vehicle falls in the water and you want to call Vehicle Delivery, run to the road to the north before calling, or your homie might deliver the vehicle to the highway above you.

Jump 15

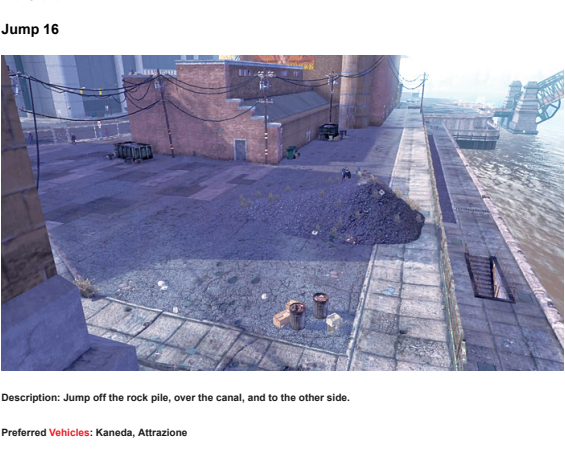


Description: Drive down the alley and jump the ramp to fly over the canal to the other side.

Preferred Vehicles: Kaneda, Attrazione

Other Tips: Be sure to get a fast start before hitting this jump. There is a long alleyway in front of this jump that is great for amping up speed.

Jump 16

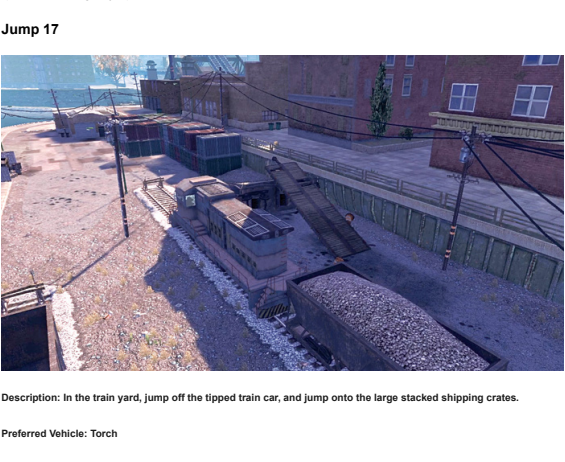


Description: Jump off the rock pile, over the canal, and to the other side.

Preferred Vehicles: Kaneda, Attrazione

Other Tips: Be sure to get a fast start before hitting this jump. Knock down the fence and start driving down the road to gain speed before hitting the jump.

Jump 17

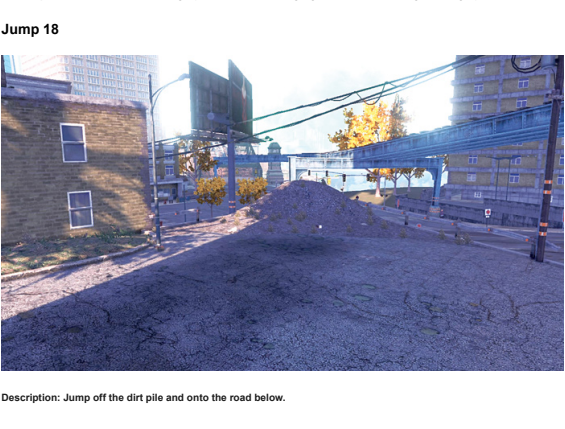


Description: In the train yard, jump off the tipped train car, and jump onto the large stacked shipping crates.

Preferred Vehicle: Torch

Other Tips: If the vehicle lands in the right place, it can kill some gang members in a Morningstar Gang Operation.

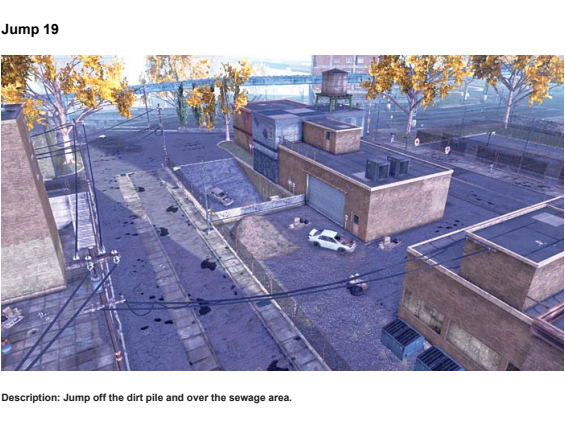
Jump 18



Description: Jump off the dirt pile and onto the road below.

Preferred Vehicles: Kenshin, Torch

Jump 19

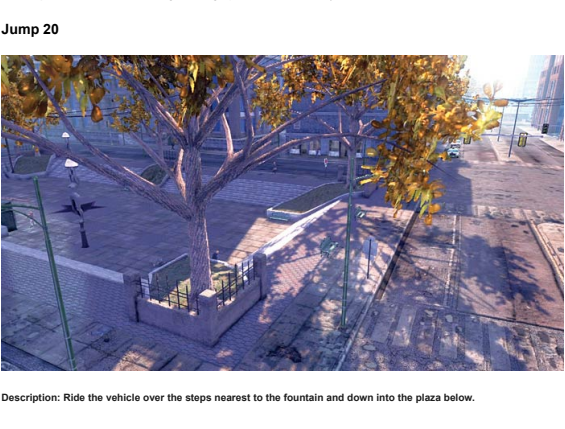


Description: Jump off the dirt pile and over the sewage area.

Preferred Vehicles: Kenshin

Other Tips: Watch out for the Morningstar Gang Operation located nearby.

Jump 20



Description: Ride the vehicle over the steps nearest to the fountain and down into the plaza below.

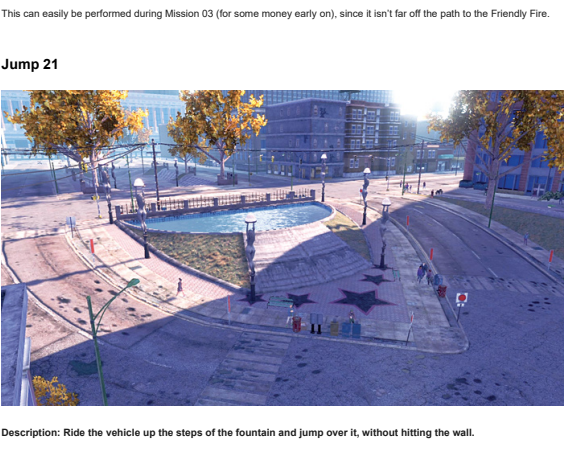
Preferred Vehicles: Any vehicle will work for this jump if you are going the right speed.

Other Tips:

This does not unlock if you complete it while doing Jump #21.

This can easily be performed during Mission 03 (for some money early on), since it isn't far off the path to the Friendly Fire.

Jump 21



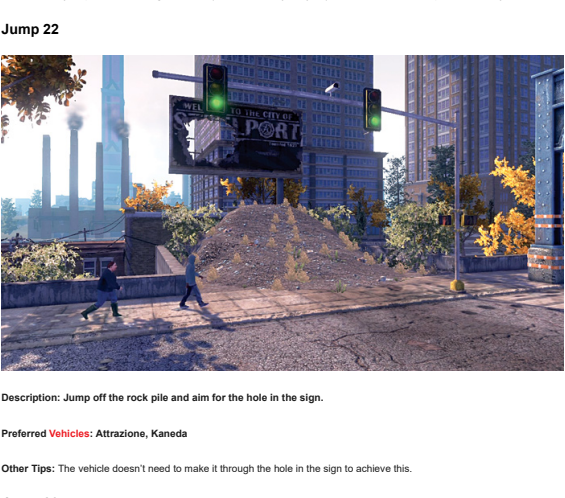
Description: Ride the vehicle up the steps of the fountain and jump over it, without hitting the wall.

Preferred Vehicles: Any sports car or motorcycle

Other Tips:

This can easily be performed during Mission 3 (for some money early on), since it isn't far off the path to Friendly Fire.

Jump 22

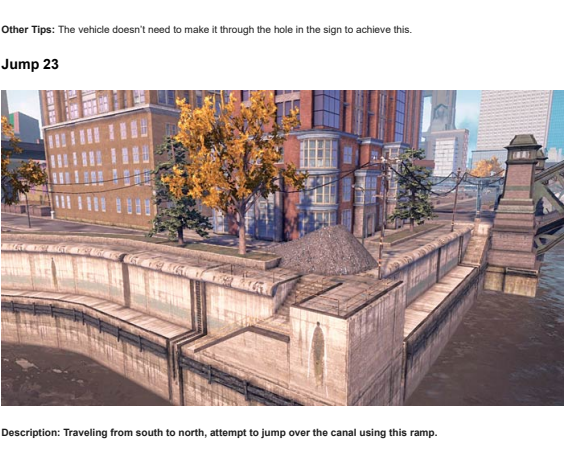


Description: Jump off the rock pile and aim for the hole in the sign.

Preferred Vehicles: Attrazione, Kaneda

Other Tips: The vehicle doesn't need to make it through the hole in the sign to achieve this.

Jump 23



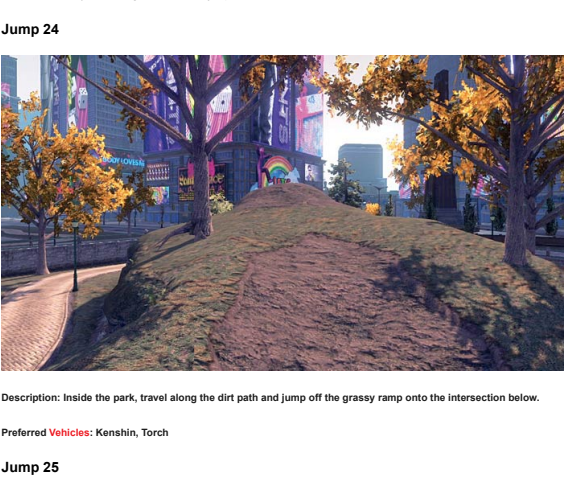
Description: Traveling from south to north, attempt to jump over the canal using this ramp.

Preferred Vehicles: Kenshin, Kaneda

Other Tips:

You may not make it across the whole canal, even at full speed with the fastest bike. As long as you hit the edge of the other side of the canal, you should get credit for the jump.

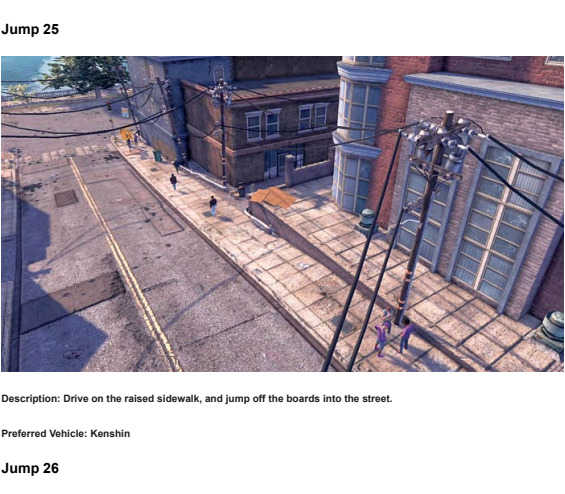
Jump 24



Description: Inside the park, travel along the dirt path and jump off the grassy ramp onto the intersection below.

Preferred Vehicles: Kenshin, Torch

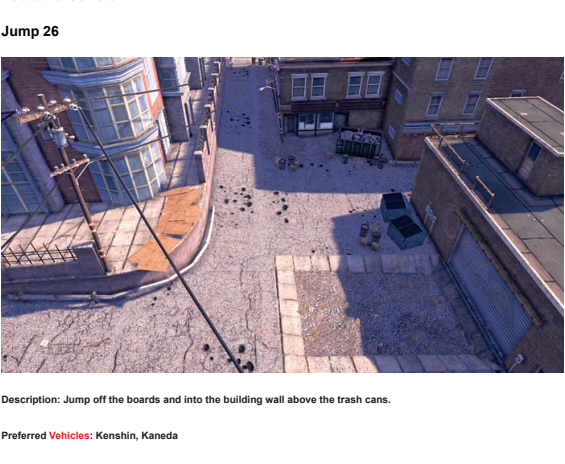
Jump 25



Description: Drive on the raised sidewalk, and jump off the boards into the street.

Preferred Vehicle: Kenshin

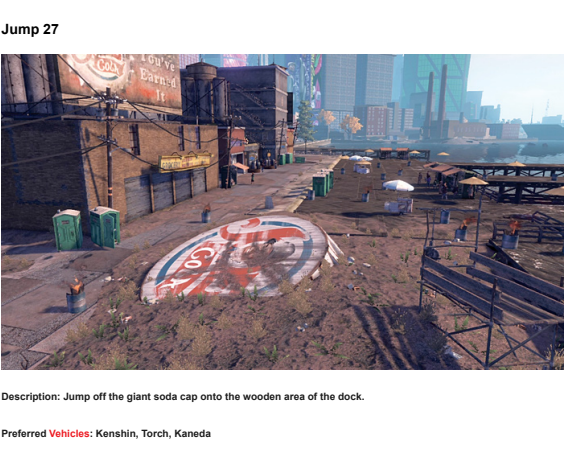
Jump 26



Description: Jump off the boards and into the building wall above the trash cans.

Preferred Vehicles: Kenshin, Kaneda

Jump 27



Description: Jump off the giant soda cap onto the wooden area of the dock.

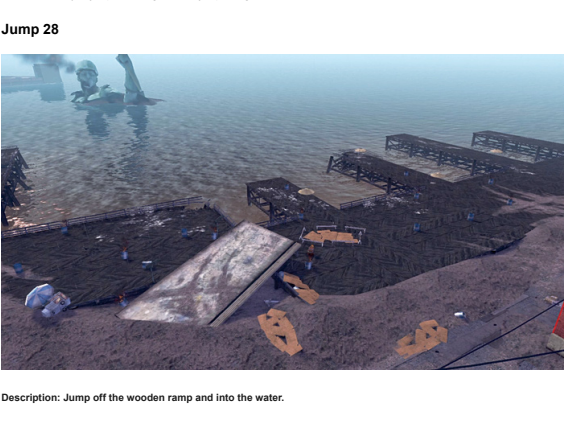
Preferred Vehicles: Kenshin, Torch, Kaneda

Other Tips:

Purchase the Rim Jobs nearby, kill the Gang Operation next to the jump, and then visit the Rim Jobs to clear your notoriety before performing this jump.

Make sure that you jump far enough for this jump to register.

Jump 28

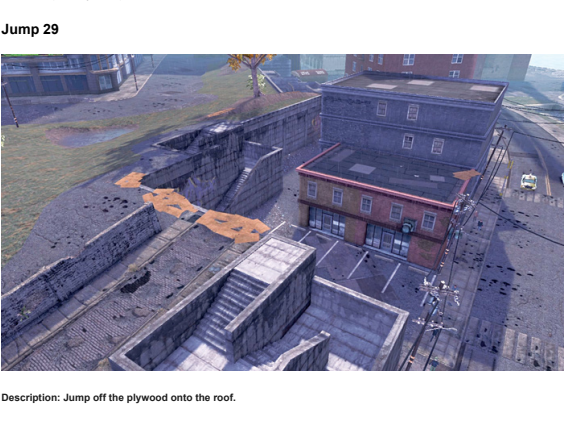


Description: Jump off the wooden ramp and into the water.

Preferred Vehicle: Torch

Other Tips: Make sure to store the vehicle in the garage before you attempt this jump if you want to keep it, because the vehicle will probably end up in the water.

Jump 29



Description: Jump off the plywood onto the roof.

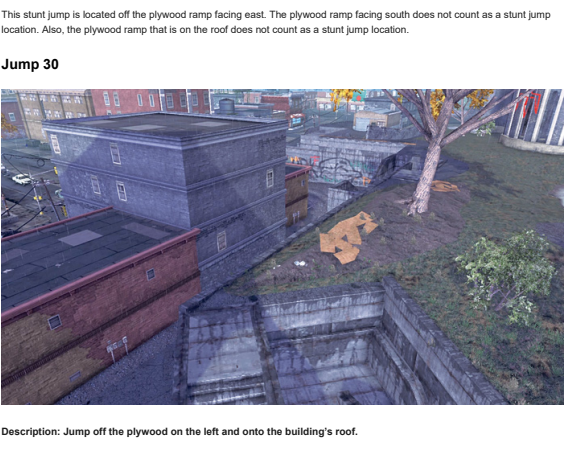
Preferred Vehicle: Kenshin

Other Tips:

Aim for hitting the wall on the roof directly in front of you.

This stunt jump is located off the plywood ramp facing east. The plywood ramp facing south does not count as a stunt jump location. Also, the plywood ramp that is on the roof does not count as a stunt jump location.

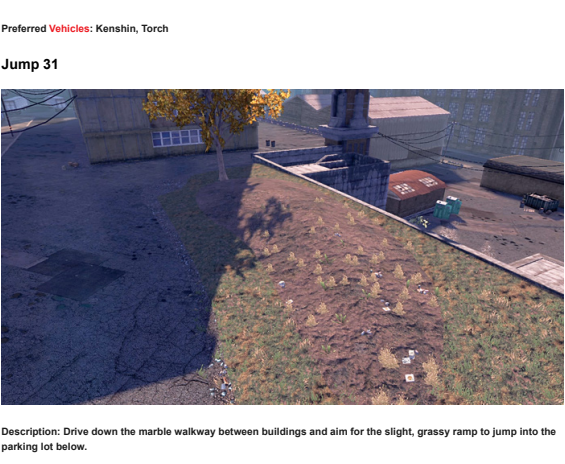
Jump 30



Description: Jump off the plywood on the left and onto the building's roof.

Preferred Vehicles: Kenshin, Torch

Jump 31



Description: Drive down the marble walkway between buildings and aim for the slight, grassy ramp to jump into the parking lot below.

Preferred Vehicles: Kaneda, Attrazione

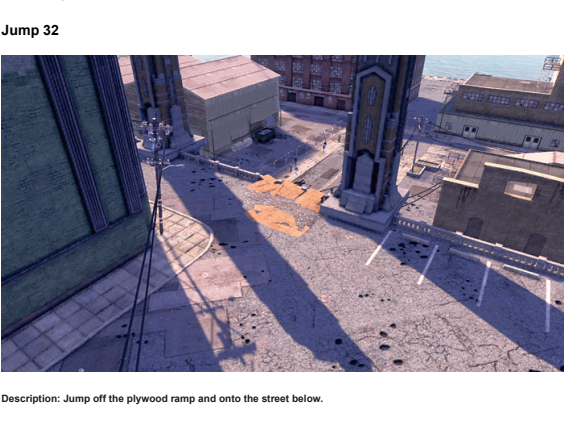
Other Tips:

Having nitrous will greatly help with this jump.

Aim for to the left of the taller building, but to the right side of the large parking lot area.

This jump can only be achieved by jumping a great distance across the parking lot. Make sure that you jump far enough for this one to register.

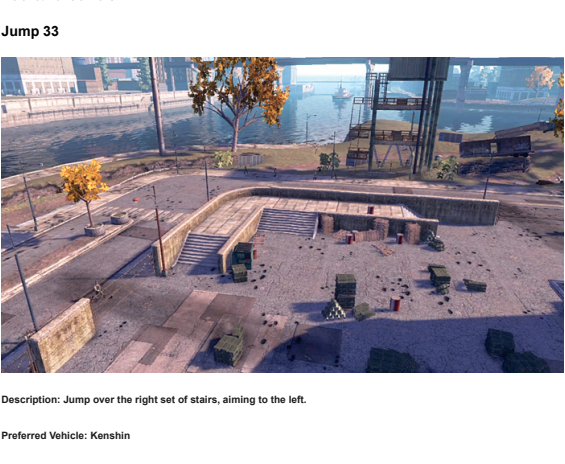
Jump 32



Description: Jump off the plywood ramp and onto the street below.

Preferred Vehicle: Kenshin

Jump 33

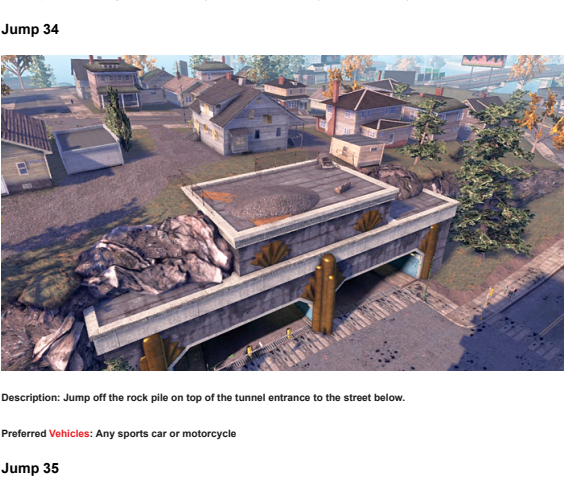


Description: Jump over the right set of stairs, aiming to the left.

Preferred Vehicle: Kenshin

Other Tips: Do this during Mission 3, so that you have a lower notoriety when in the armory area.

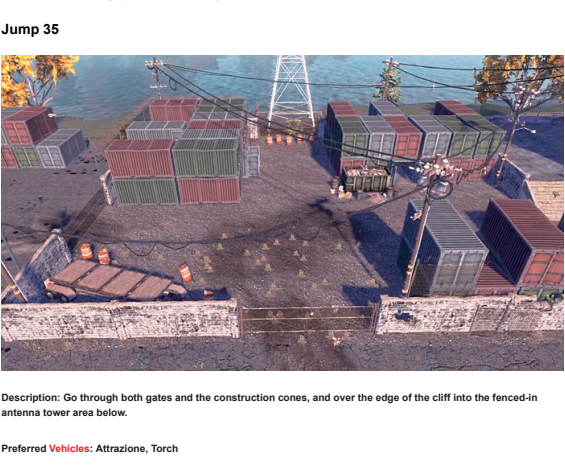
Jump 34



Description: Jump off the rock pile on top of the tunnel entrance to the street below.

Preferred Vehicles: Any sports car or motorcycle

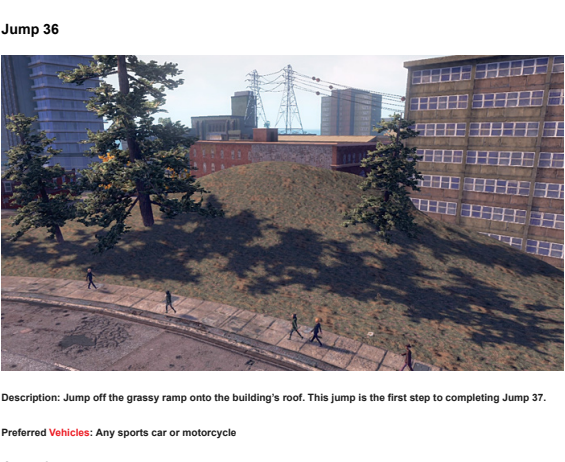
Jump 35



Description: Go through both gates and the construction cones, and over the edge of the cliff into the fenced-in antenna tower area below.

Preferred Vehicles: Attrazione, Torch

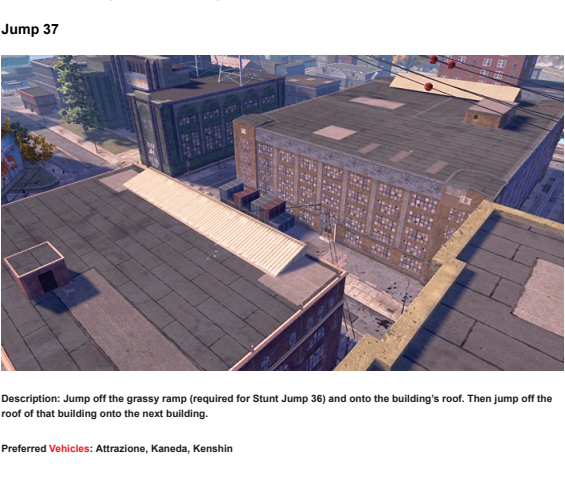
Jump 36



Description: Jump off the grassy ramp onto the building's roof. This jump is the first step to completing Jump 37.

Preferred Vehicles: Any sports car or motorcycle

Jump 37



Description: Jump off the grassy ramp (required for Stunt Jump 36) and onto the building's roof. Then jump off the roof of that building onto the next building.

Preferred Vehicles: Attrazione, Kaneda, Kenshin

Other Tips:

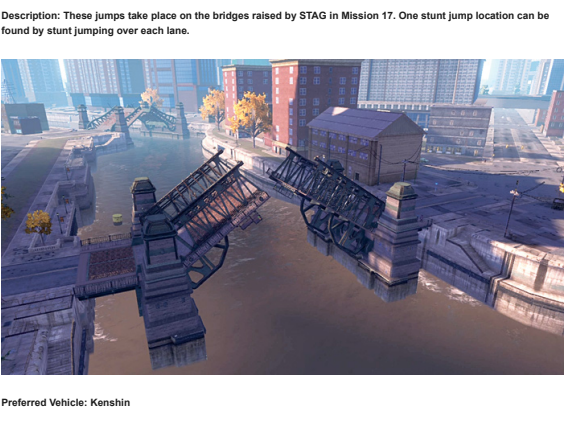
When hitting the second building, try not to jump too far onto it. Sometimes hitting the edge and falling off will achieve the requirement.

When hitting the second building, aim for the center area—hitting too far to the left or the right will not work.

Having nitrous will help with this jump if you are using a car with less speed or pickup.

Jumps 38–55 - After Mission 39

Description: These jumps take place on the bridges raised by STAG in Mission 17. One stunt jump location can be found by stunt jumping over each lane.



Preferred Vehicle: Kenshin

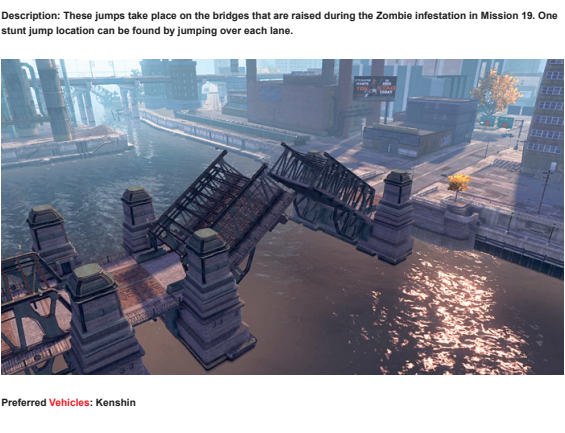
Other Tips:

Some jumps locations can only be achieved by barely making it over the bridge.

Raised bridges with el-train tracks on top, can still be jumped by jumping to the right or the left of the el-train track.

Jumps 56–63 - During and After Mission 41

Description: These jumps take place on the bridges that are raised during the Zombie infestation in Mission 19. One stunt jump location can be found by jumping over each lane.



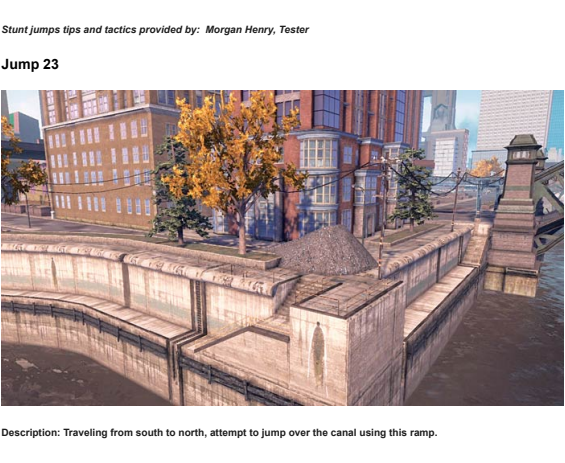
Preferred Vehicles: Kenshin

Other Tips: Some jump locations can only be achieved by barely making it over the bridge.

Buying the Nitrous Skill upgrade for your vehicles will help give you an added boost for multiple stunt jumps. (Unlocked at level 26)
Having the Vehicle Delivery upgrade will be a great help when your vehicles fall in the water or are destroyed when trying to make a jump. (Unlocked at level 2)
Be ready, STAG won't like you jumping over the bridges that they raised in Mission 39. (Stunt Jumps 38–55)

Stunt jumps tips and tactics provided by: Morgan Henry, Tester

Jump 23



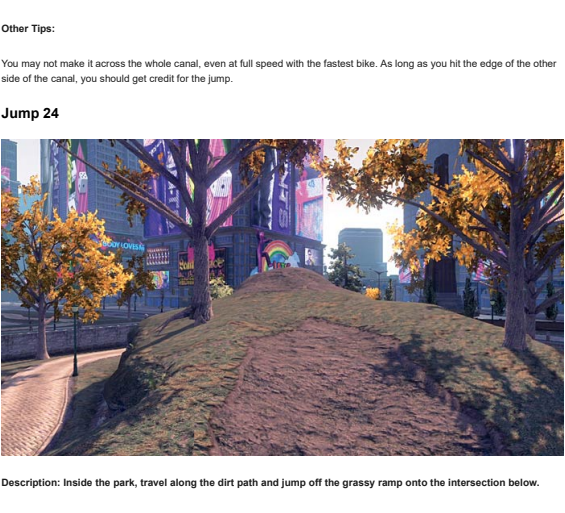
Description: Traveling from south to north, attempt to jump over the canal using this ramp.

Preferred Vehicles: Kenshin, Kaneda

Other Tips:

You may not make it across the whole canal, even at full speed with the fastest bike. As long as you hit the edge of the other side of the canal, you should get credit for the jump.

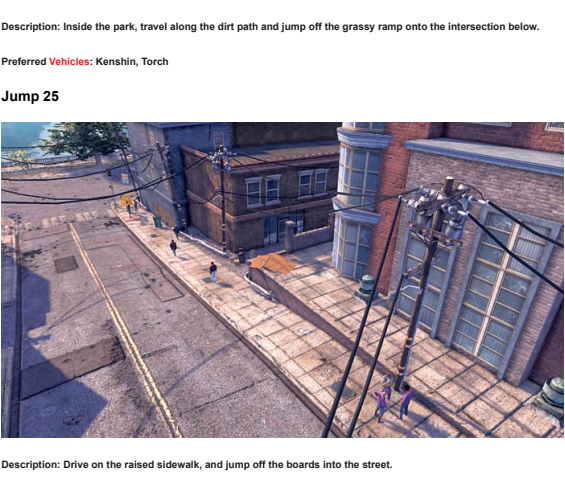
Jump 24



Description: Inside the park, travel along the dirt path and jump off the grassy ramp onto the intersection below.

Preferred Vehicles: Kenshin, Torch

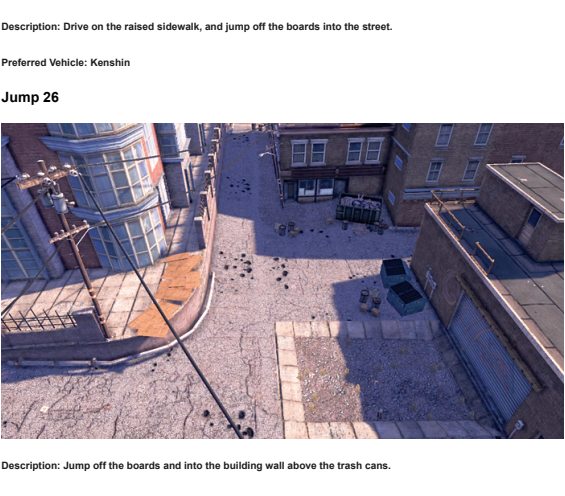
Jump 25



Description: Drive on the raised sidewalk, and jump off the boards into the street.

Preferred Vehicle: Kenshin

Jump 26



Description: Jump off the boards and into the building wall above the trash cans.

Preferred Vehicles: Kenshin, Kaneda

Jump 27

Description: Jump off the giant soda cap onto the wooden area of the dock.

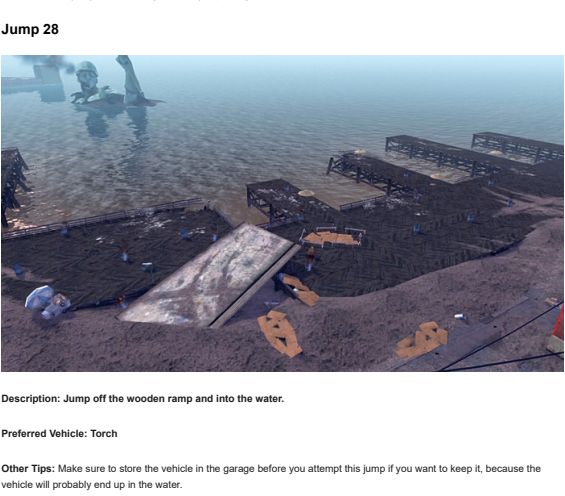
Preferred Vehicles: Kenshin, Torch, Kaneda

Other Tips:

Purchase the Rim Jobs nearby, kill the Gang Operation next to the jump, and then visit the Rim Jobs to clear your notoriety before performing this jump.

Make sure that you jump far enough for this jump to register.

Jump 28



Description: Jump off the wooden ramp and into the water.

Preferred Vehicle: Torch

Other Tips: Make sure to store the vehicle in the garage before you attempt this jump if you want to keep it, because the vehicle will probably end up in the water.

Jump 29

Description: Jump off the plywood onto the roof.

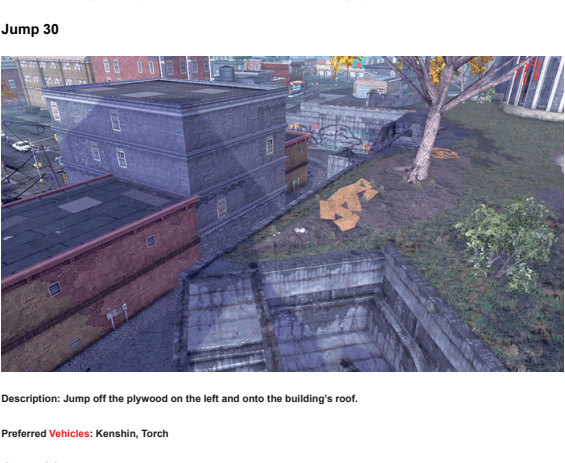
Preferred Vehicle: Kenshin

Other Tips:

Aim for hitting the wall on the roof directly in front of you.

This stunt jump is located off the plywood ramp facing east. The plywood ramp facing south does not count as a stunt jump location. Also, the plywood ramp that is on the roof does not count as a stunt jump location.

Jump 30



Description: Jump off the plywood on the left and onto the building's roof.

Preferred Vehicles: Kenshin, Torch

Jump 31

Description: Drive down the marble walkway between buildings and aim for the slight, grassy ramp to jump into the parking lot below.

Preferred Vehicles: Kaneda, Attrazione

Other Tips:

Having nitrous will greatly help with this jump.

Aim for to the left of the taller building, but to the right side of the large parking lot area.

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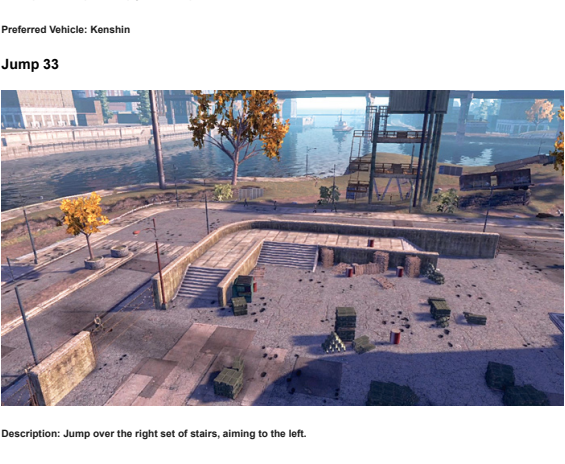
Description: Jump off the plywood ramp and onto the street below.

Preferred Vehicle: Kenshin

Jump 33



Description: Jump over the right set of stairs, aiming to the left.

Preferred Vehicle: Kenshin

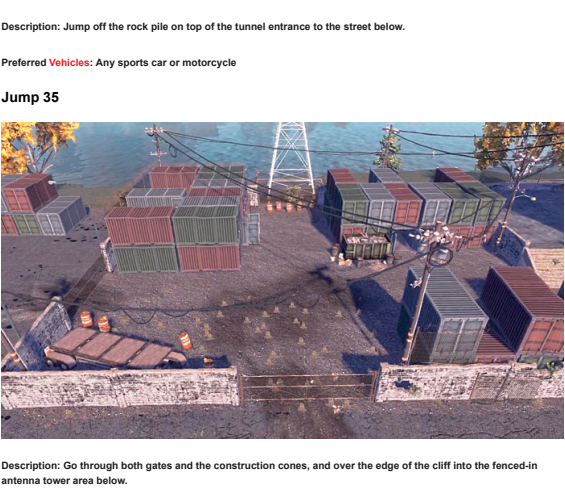
Other Tips: Do this during Mission 3, so that you have a lower notoriety when in the armory area.

Jump 34

Description: Jump off the rock pile on top of the tunnel entrance to the street below.

Preferred Vehicles: Any sports car or motorcycle

Jump 35



Description: Go through both gates and the construction cones, and over the edge of the cliff into the fenced-in antenna tower area below.

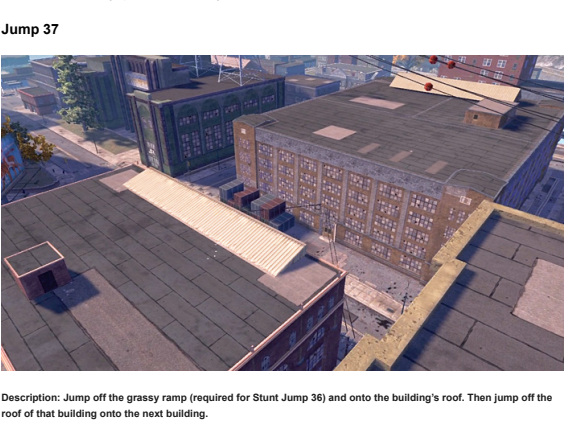
Preferred Vehicles: Attrazione, Torch

Jump 36

Description: Jump off the grassy ramp onto the building's roof. This jump is the first step to completing Jump 37.

Preferred Vehicles: Any sports car or motorcycle

Jump 37



Description: Jump off the grassy ramp (required for Stunt Jump 36) and onto the building's roof. Then jump off the roof of that building onto the next building.

Preferred Vehicles: Attrazione, Kaneda, Kenshin

Other Tips:

When hitting the second building, try not to jump too far onto it. Sometimes hitting the edge and falling off will achieve the requirement.

When hitting the second building, aim for the center area—hitting too far to the left or the right will not work.

Having nitrous will help with this jump if you are using a car with less speed or pickup.

Jumps 38–55 - After Mission 39

Description: These jumps take place on the bridges raised by STAG in Mission 17. One stunt jump location can be found by stunt jumping over each lane.

Preferred Vehicle: Kenshin

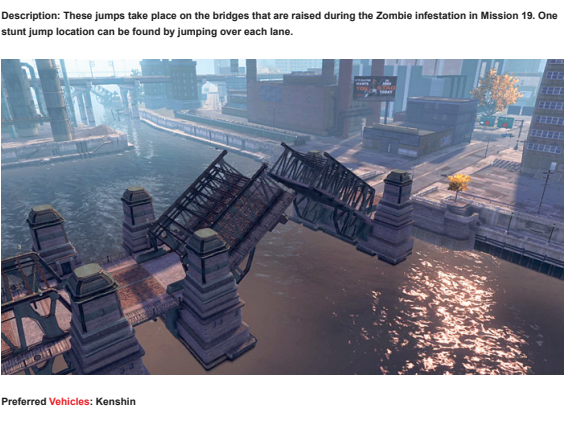
Other Tips:

Some jumps locations can only be achieved by barely making it over the bridge.

Raised bridges with el-train tracks on top, can still be jumped by jumping to the right or the left of the el-train track.

Jumps 56–63 - During and After Mission 41

Description: These jumps take place on the bridges that are raised during the Zombie infestation in Mission 19. One stunt jump location can be found by jumping over each lane.

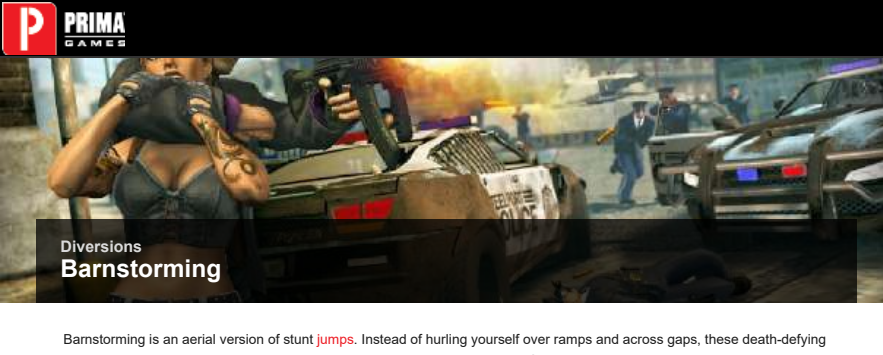


Preferred Vehicles: Kenshin

Other Tips: Some jump locations can only be achieved by barely making it over the bridge.

Buying the Nitrous Skill upgrade for your vehicles will help give you an added boost for multiple stunt jumps. (Unlocked at level 26)
Having the Vehicle Delivery upgrade will be a great help when your vehicles fall in the water or are destroyed when trying to make a jump. (Unlocked at level 2)
Be ready, STAG won't like you jumping over the bridges that they raised in Mission 39. (Stunt Jumps 38–55)

Stunt jumps tips and tactics provided by: Morgan Henry, Tester



Diversions

Barnstorming

Barnstorming is an aerial version of stunt jumps. Instead of hurling yourself over ramps and across gaps, these death-defying tricks take place in the open skies. However, as spacious as it appears over Steelport, there are many skyscrapers, smokestacks, and other pilot's nightmares to test your flying skill.

The objective is simply to fly around or through specific parts of the city's skyway—but that sounds a lot easier than it is. Several of the sky-high stunts are very difficult to navigate and require you to make it through very narrow holes. This is where the Specter, an optional reward in Mission 39, comes in very handy.

Like the stunt jumps, these barnstorming tricks can be repeated to earn rewards. In fact, there are several long runs by the airport, and a few that can be done back-to-back, that make this the best way to earn cash fast. For an added 2x multiplier, try flying on your side!

Barnstorming is a quick way to make money and earn respect. After unlocking a barnstorm location, you can earn money and respect by flying through that Barnstorm as many times as you like.

Flying sideways through a barnstorm rewards you with even more money and respect.

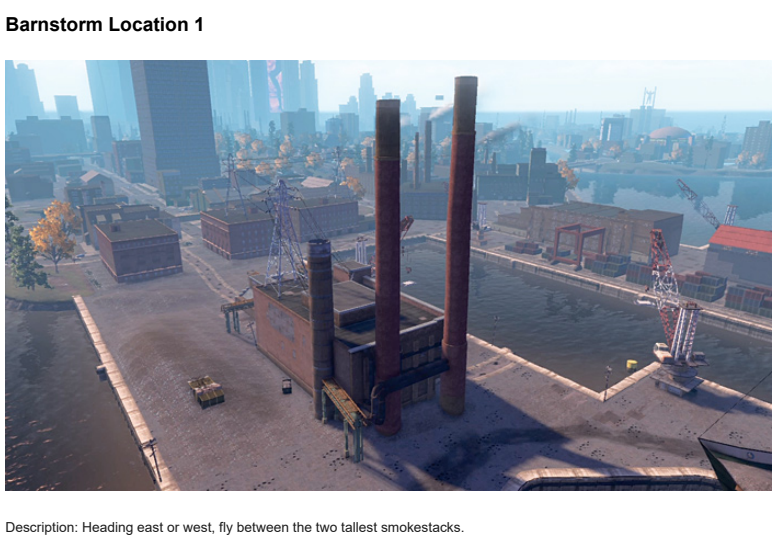
If you are having trouble unlocking a barnstorm location, try flying through the location at a higher or lower altitude.

Even if you receive a barnstorming indicator, it doesn't mean you have found a barnstorm location. Wait to see if a banner appears at the top of the screen after completing a barnstorm before considering a barnstorm location found.

Recommended Vehicles: Specter (Unlocked after Mission 39), Thompson (Located at the airport after Mission 03)

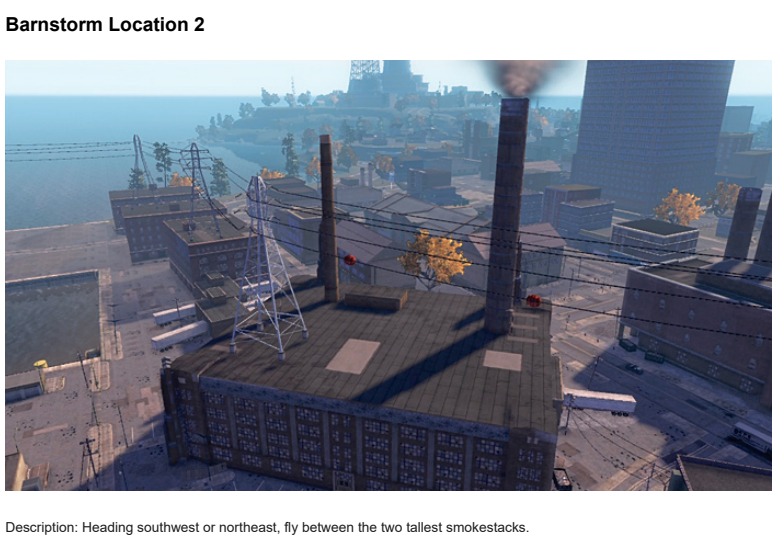
Barnstorming tips and tactics provided by: Morgan Henry, Tester

Barnstorm Location 1



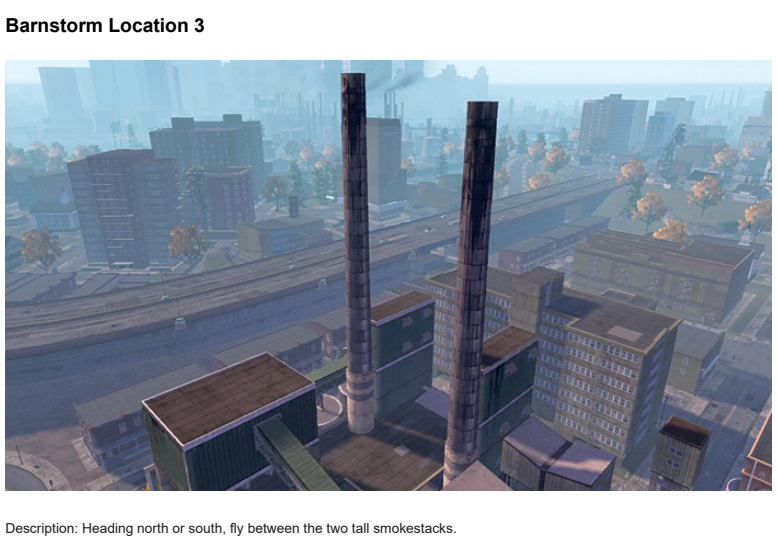
Description: Heading east or west, fly between the two tallest smokestacks.

Barnstorm Location 2



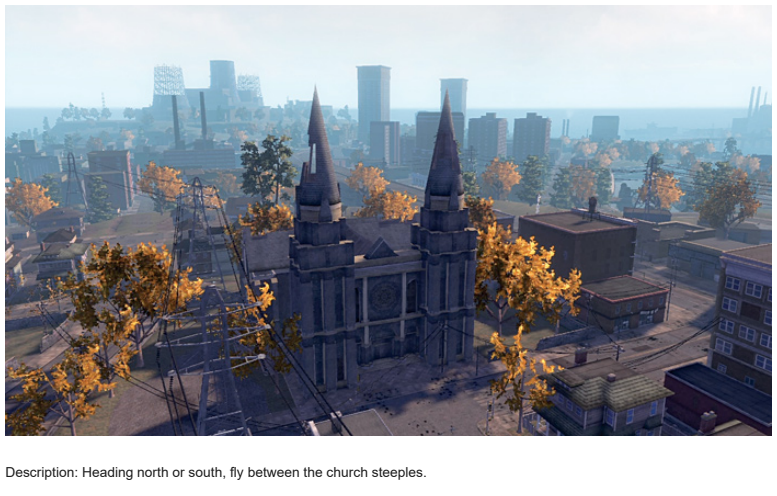
Description: Heading southwest or northeast, fly between the two tallest smokestacks.

Barnstorm Location 3



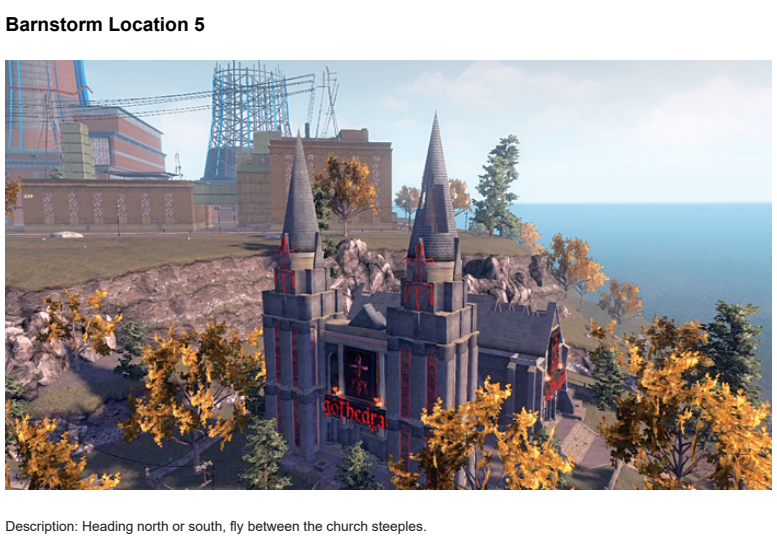
Description: Heading north or south, fly between the two tall smokestacks.

Barnstorm Location 4



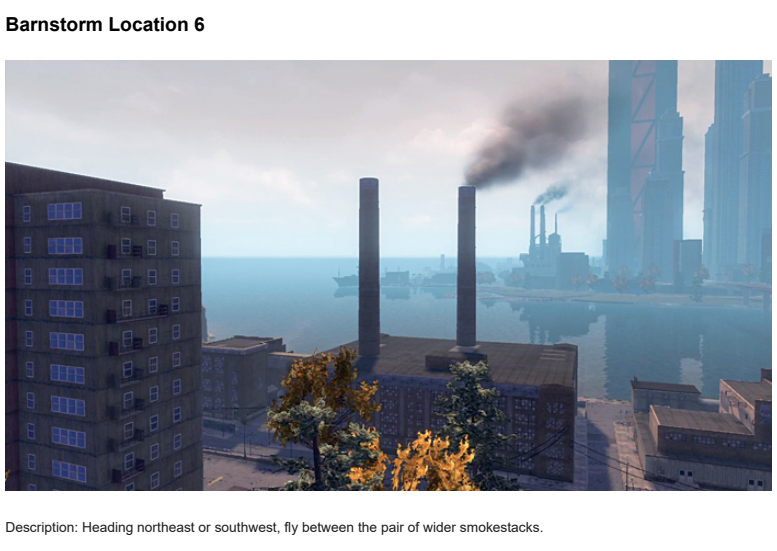
Description: Heading north or south, fly between the church steeples.

Barnstorm Location 5



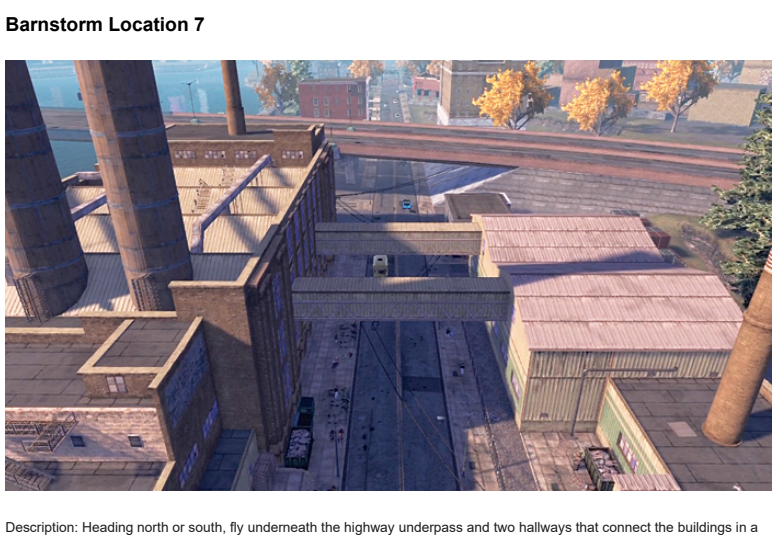
Description: Heading north or south, fly between the church steeples.

Barnstorm Location 6



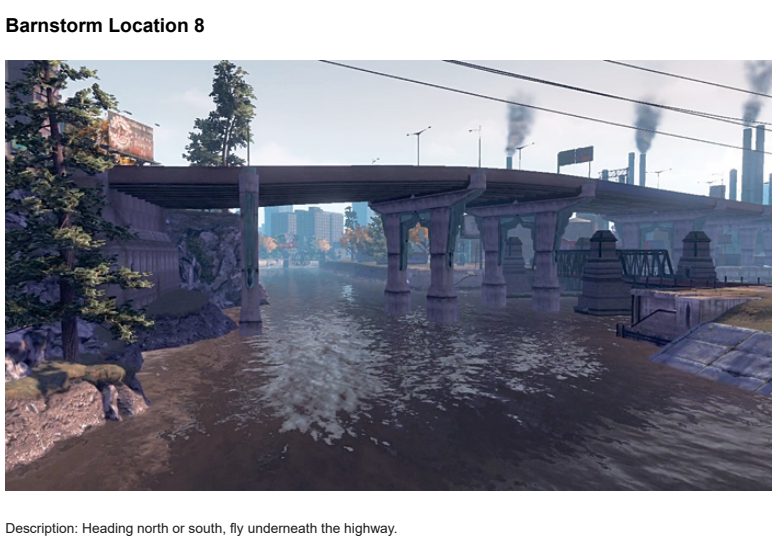
Description: Heading northeast or southwest, fly between the pair of wider smokestacks.

Barnstorm Location 7



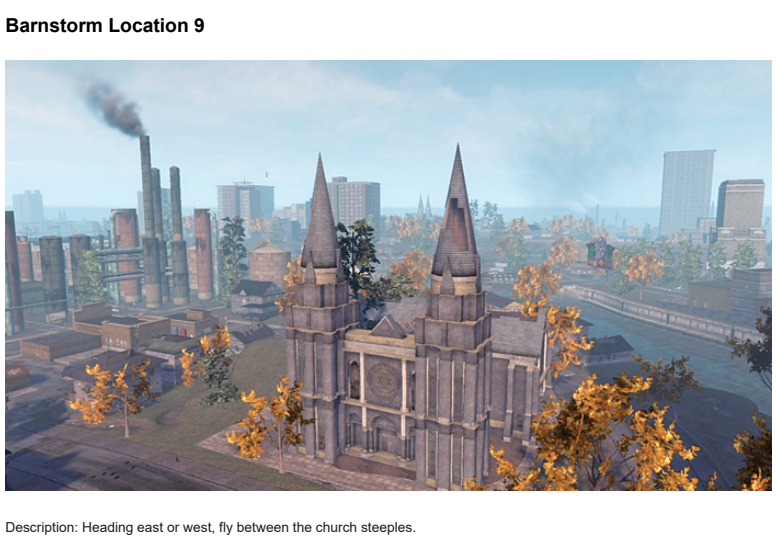
Description: Heading north or south, fly underneath the highway underpass and two hallways that connect the buildings in a single barnstorm.

Barnstorm Location 8



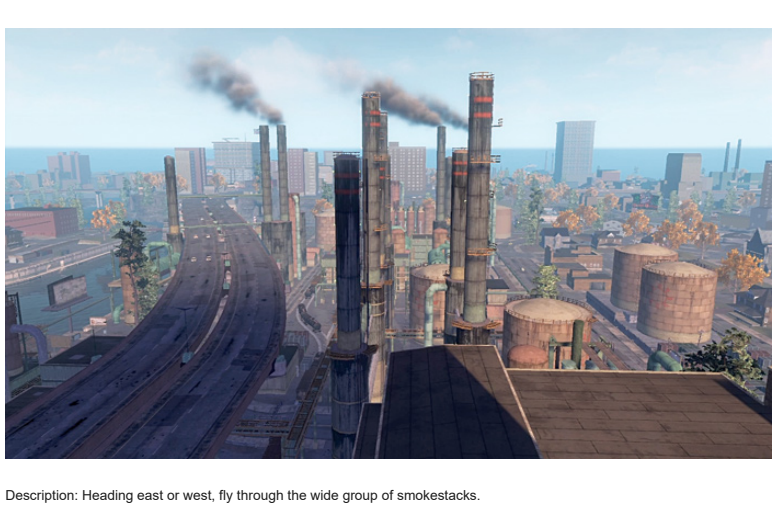
Description: Heading north or south, fly underneath the highway.

Barnstorm Location 9



Description: Heading east or west, fly between the church steeples.

Barnstorm Location 10



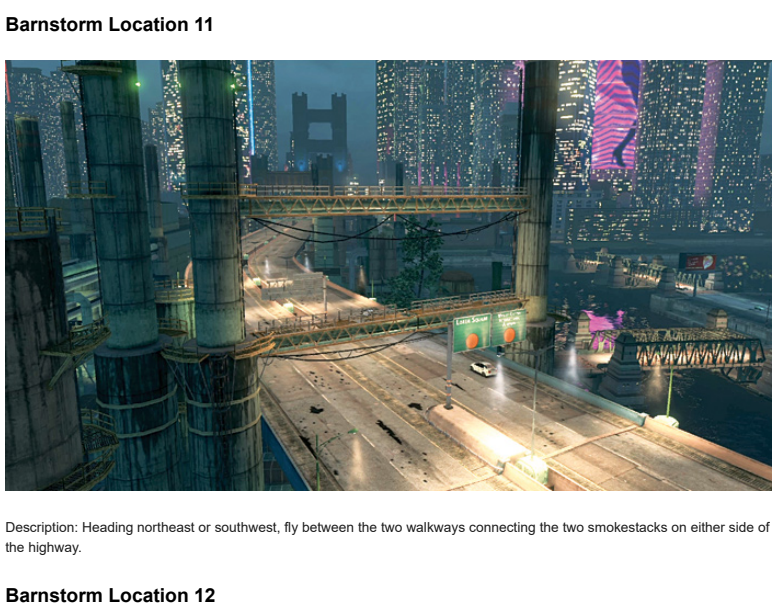
Description: Heading east or west, fly through the wide group of smokestacks.

Other Tips:

This can easily be done while chasing the helicopter at the end of Mission 5.

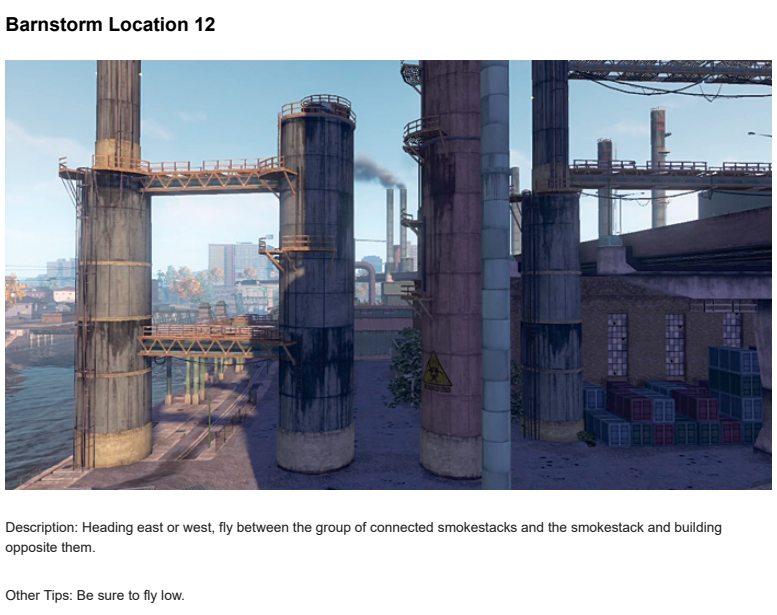
Make sure not to miss any of the smokestacks on the ends of this barnstorm location.

Barnstorm Location 11



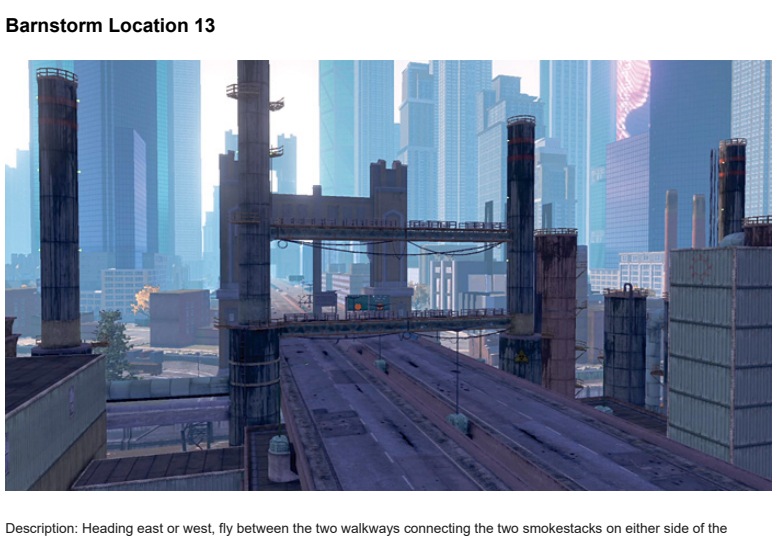
Description: Heading northeast or southwest, fly between the two walkways connecting the two smokestacks on either side of the highway.

Barnstorm Location 12



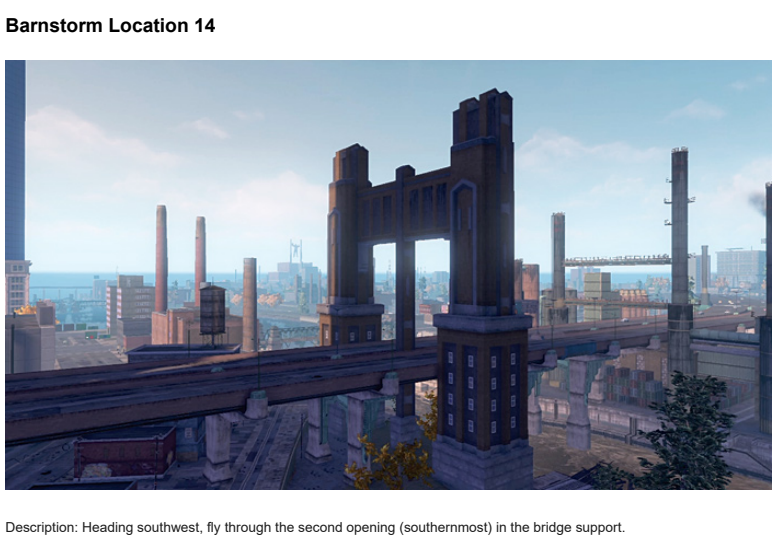
Description: Heading east or west, fly between the group of connected smokestacks and the smokestack and building opposite them.

Barnstorm Location 13



Description: Heading east or west, fly between the two walkways connecting the two smokestacks on either side of the highway.

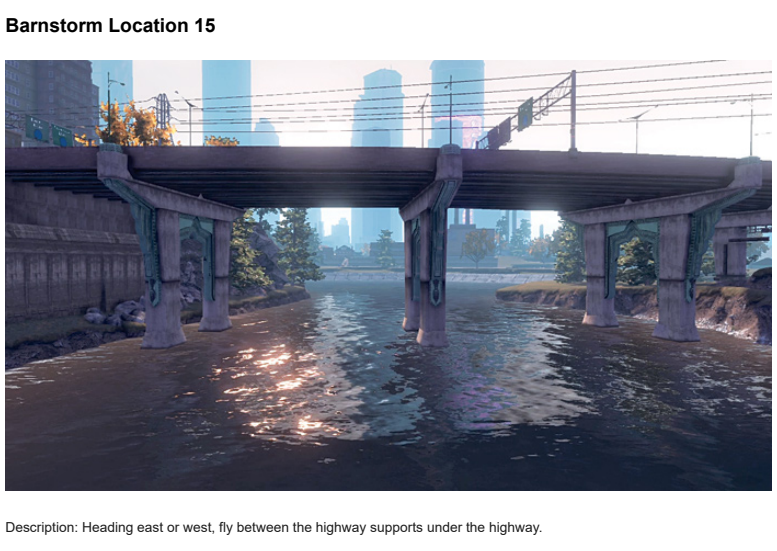
Barnstorm Location 14



Description: Heading southwest, fly through the second opening (southernmost) in the bridge support.

Other Tips: Flying sideways through either of the bridge supports will not unlock this barnstorm location.

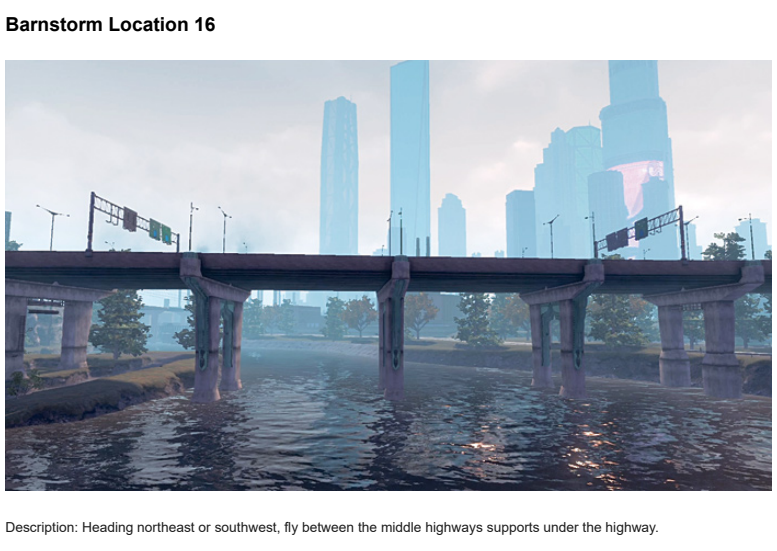
Barnstorm Location 15



Description: Heading east or west, fly between the highway supports under the highway.

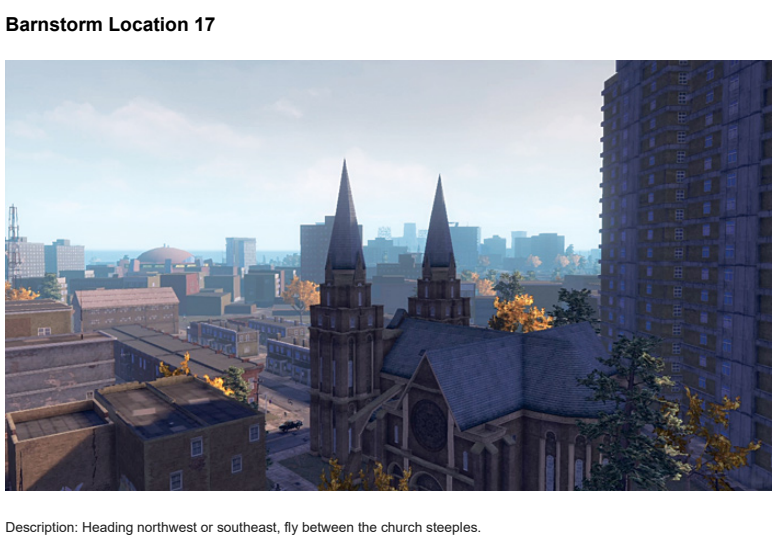
Other Tips: Fly through the larger gap in highway supports closest to the tiny island.

Barnstorm Location 16



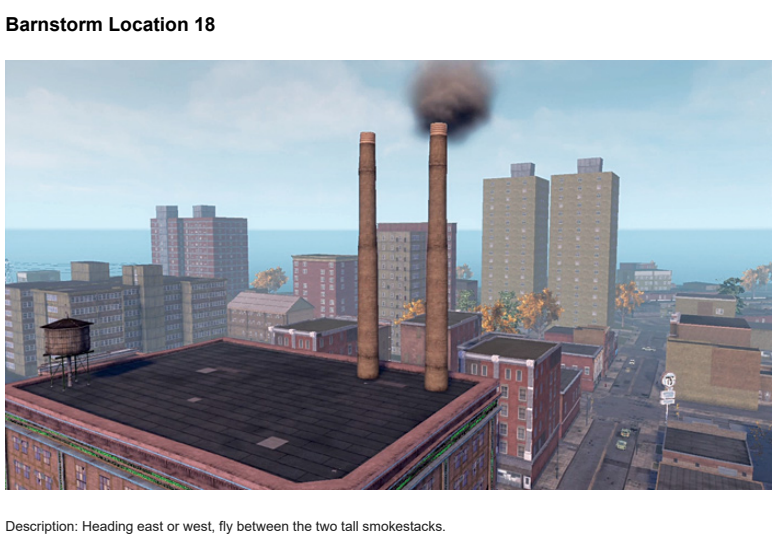
Description: Heading northeast or southwest, fly between the middle highways supports under the highway.

Barnstorm Location 17



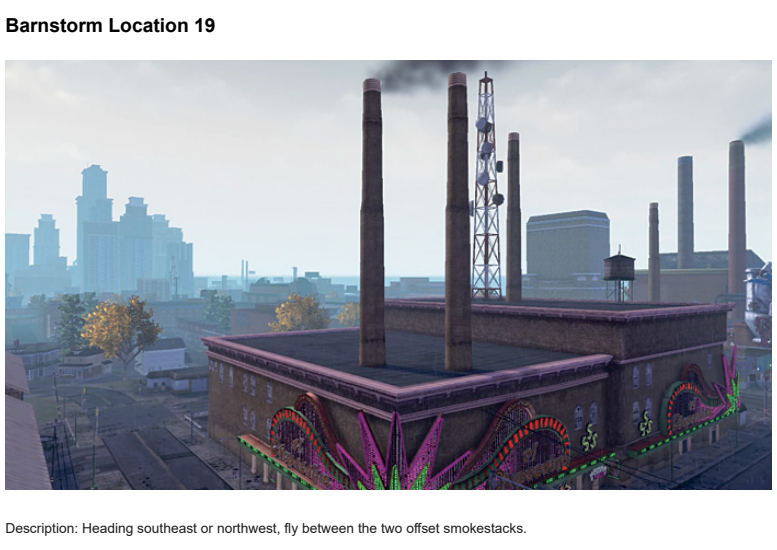
Description: Heading northwest or southeast, fly between the church steeples.

Barnstorm Location 18



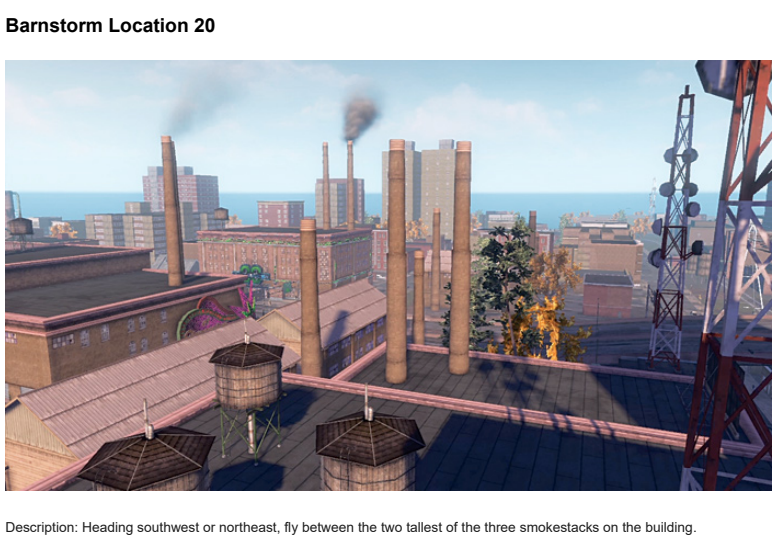
Description: Heading east or west, fly between the two tall smokestacks.

Barnstorm Location 19



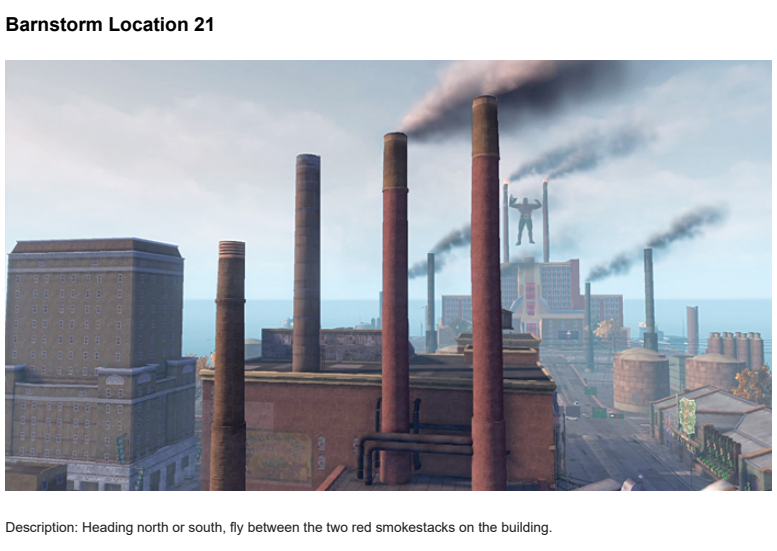
Description: Heading southeast or northwest, fly between the two offset smokestacks.

Barnstorm Location 20



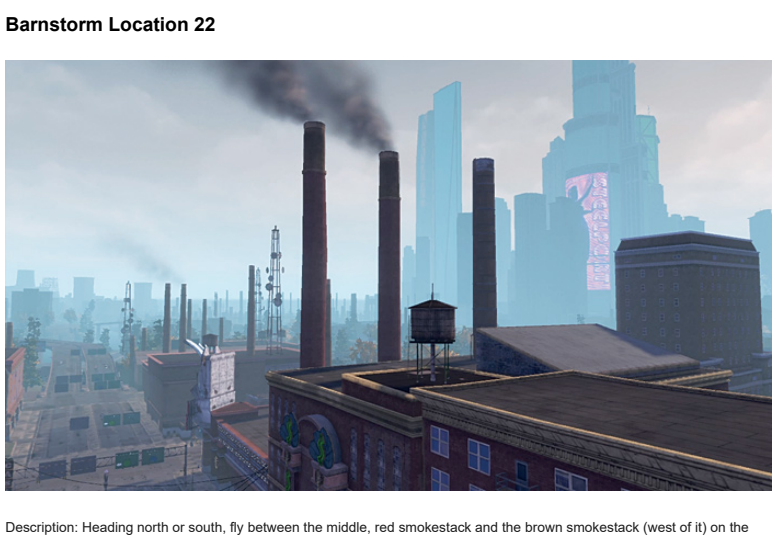
Description: Heading southwest or northeast, fly between the two tallest of the three smokestacks on the building.

Barnstorm Location 21



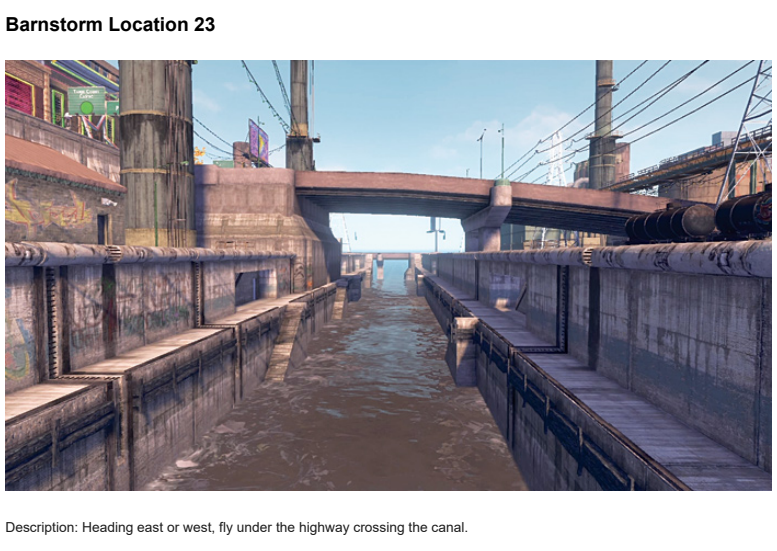
Description: Heading north or south, fly between the two red smokestacks on the building.

Barnstorm Location 22



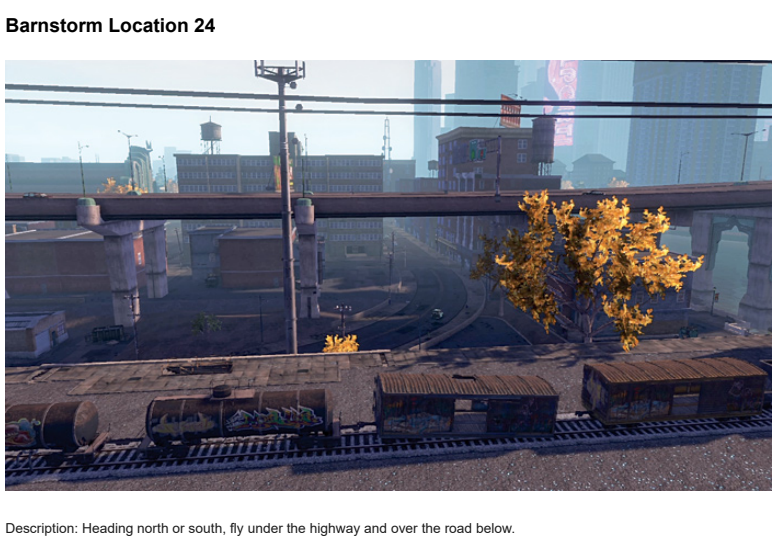
Description: Heading north or south, fly between the middle, red smokestack and the brown smokestack (west of it) on the building.

Barnstorm Location 23



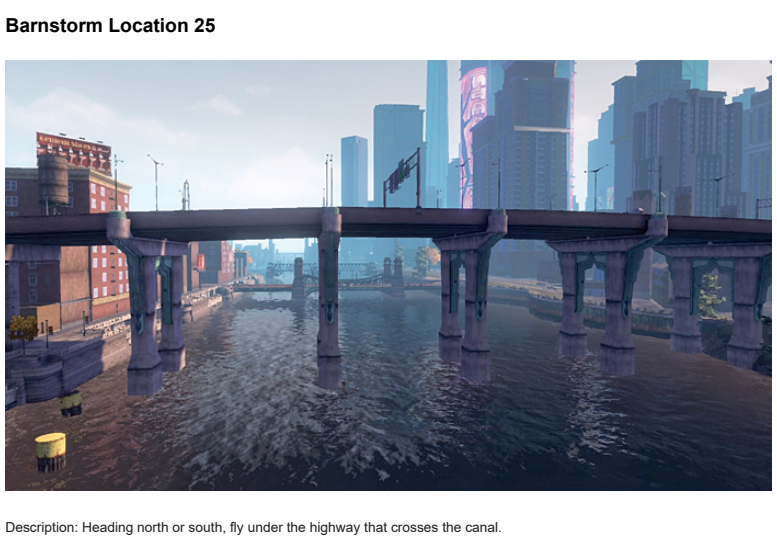
Description: Heading east or west, fly under the highway crossing the canal.

Barnstorm Location 24



Description: Heading north or south, fly under the highway and over the road below.

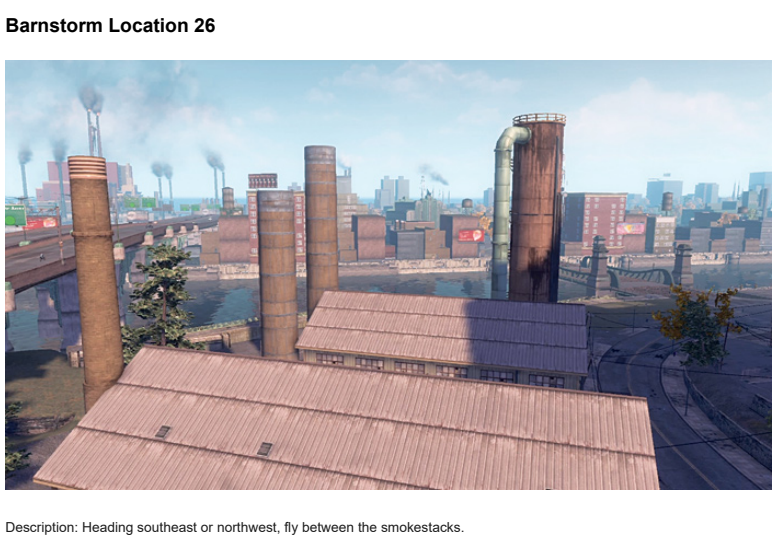
Barnstorm Location 25



Description: Heading north or south, fly under the highway that crosses the canal.

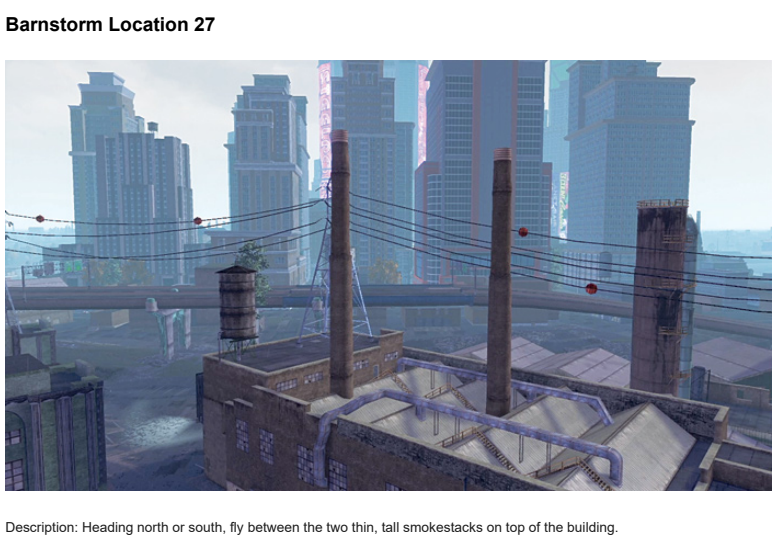
Other Tips: Go through the highway support gap that has the exit sign above it on the highway.

Barnstorm Location 26



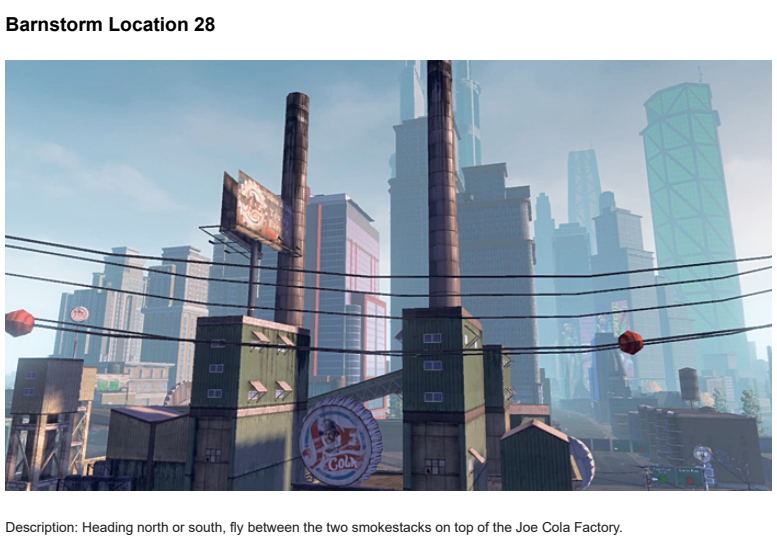
Description: Heading southeast or northwest, fly between the smokestacks.

Barnstorm Location 27



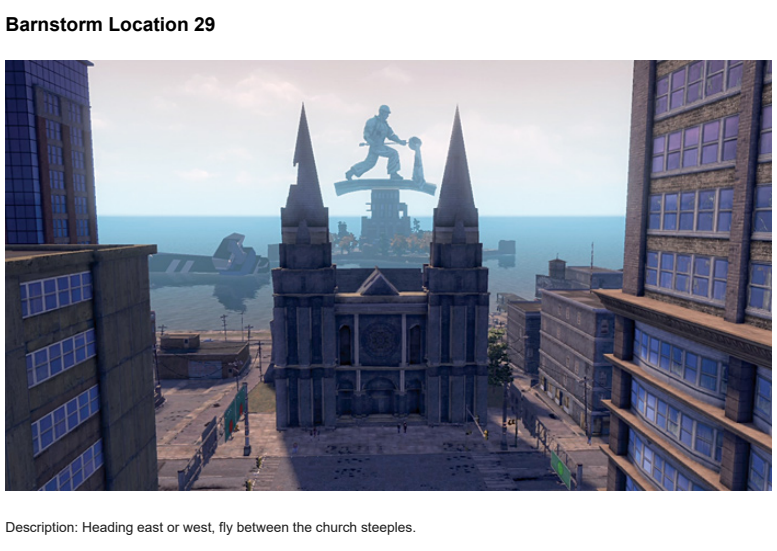
Description: Heading north or south, fly between the two thin, tall smokestacks on top of the building.

Barnstorm Location 28



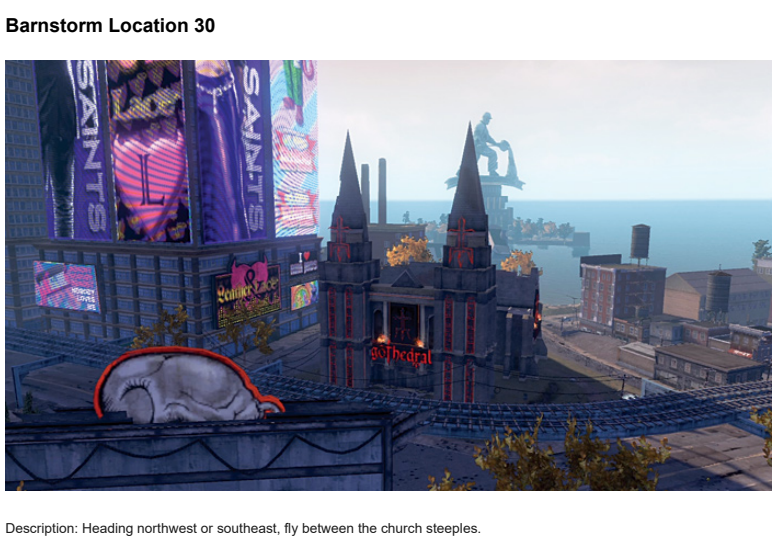
Description: Heading north or south, fly between the two smokestacks on top of the Joe Cola Factory.

Barnstorm Location 29



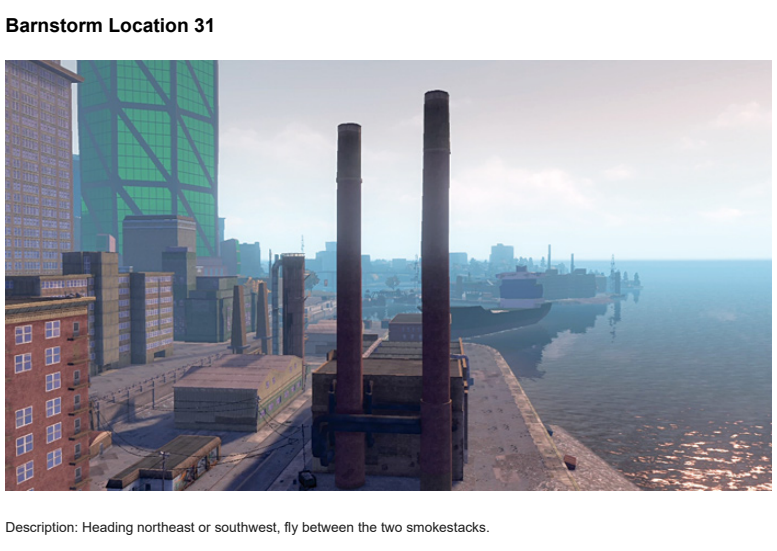
Description: Heading east or west, fly between the church steeples.

Barnstorm Location 30



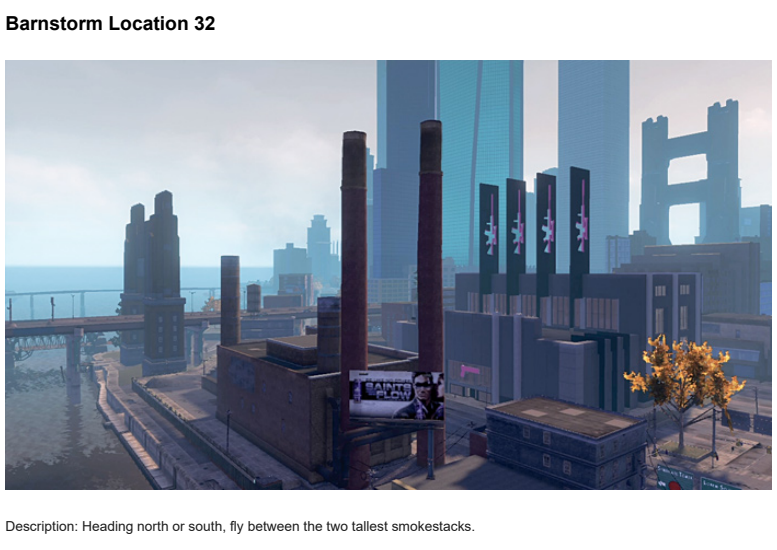
Description: Heading northwest or southeast, fly between the church steeples.

Barnstorm Location 31



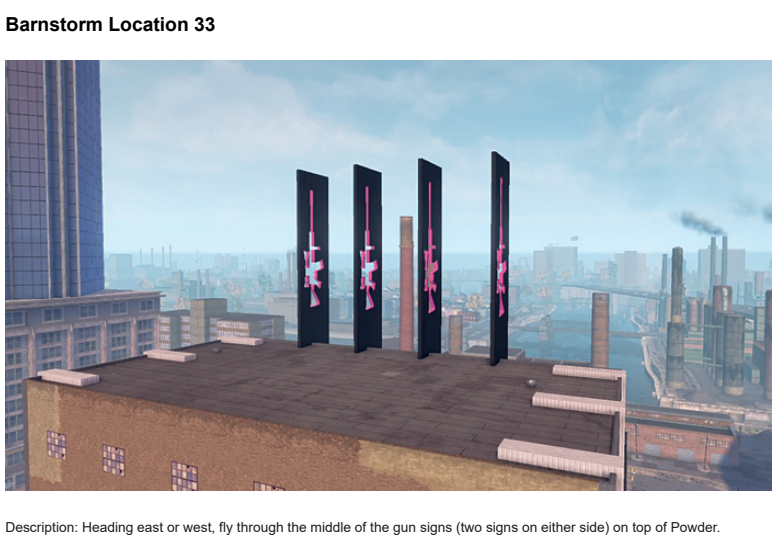
Description: Heading northeast or southwest, fly between the two smokestacks.

Barnstorm Location 32



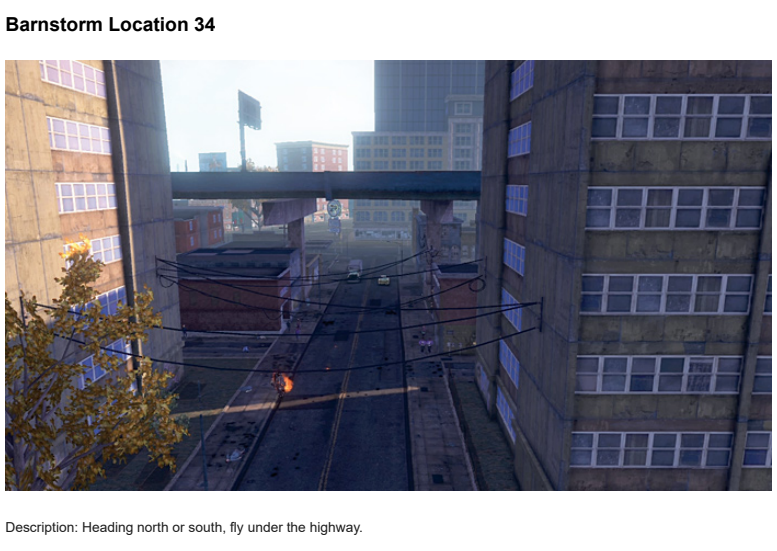
Description: Heading north or south, fly between the two tallest smokestacks.

Barnstorm Location 33



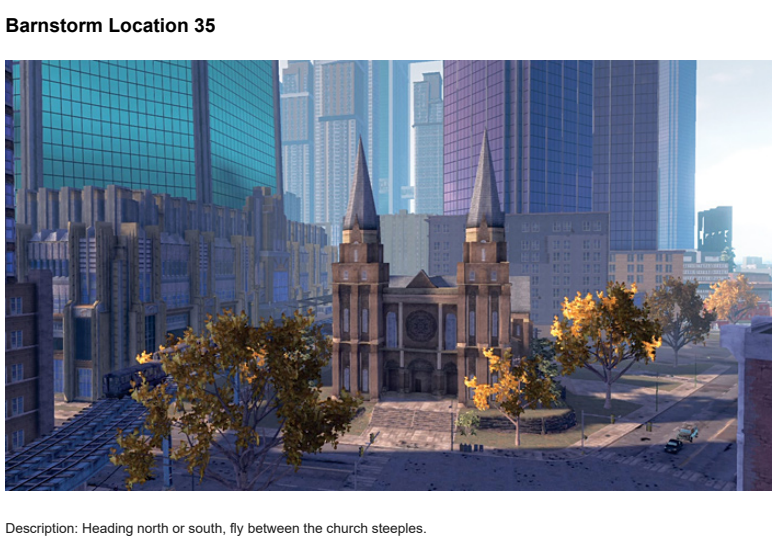
Description: Heading east or west, fly through the middle of the gun signs (two signs on either side) on top of Powder.

Barnstorm Location 34



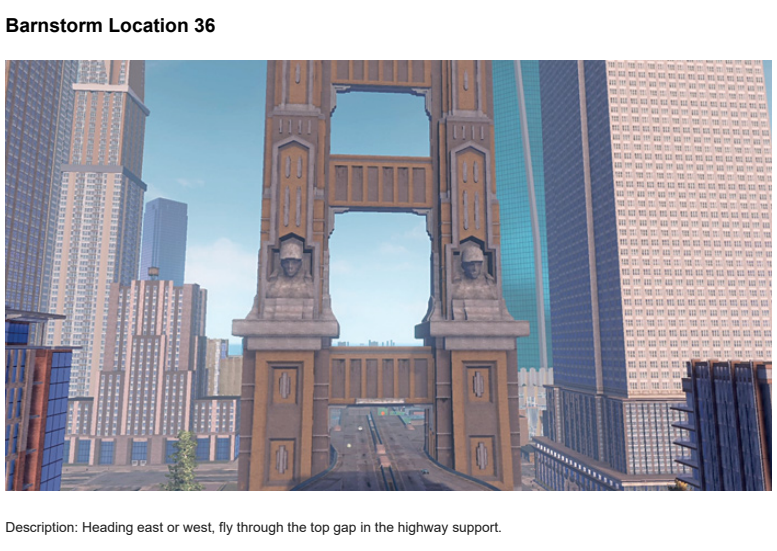
Description: Heading north or south, fly under the highway.

Barnstorm Location 35



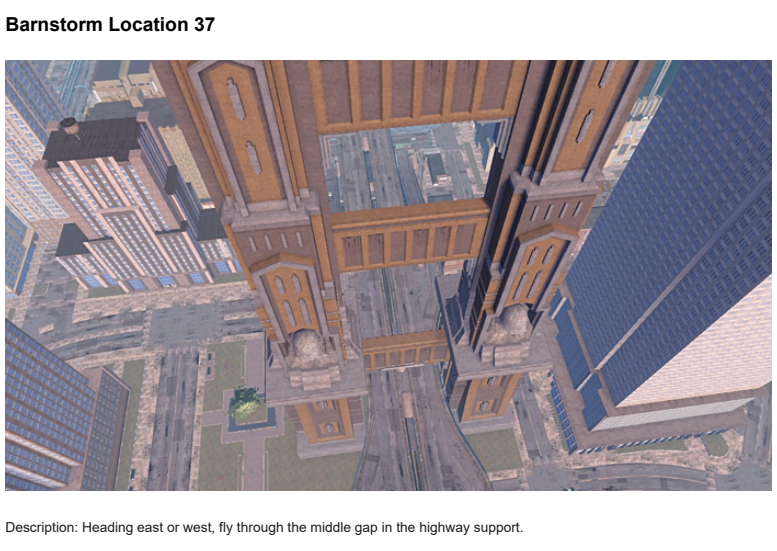
Description: Heading north or south, fly between the church steeples.

Barnstorm Location 36



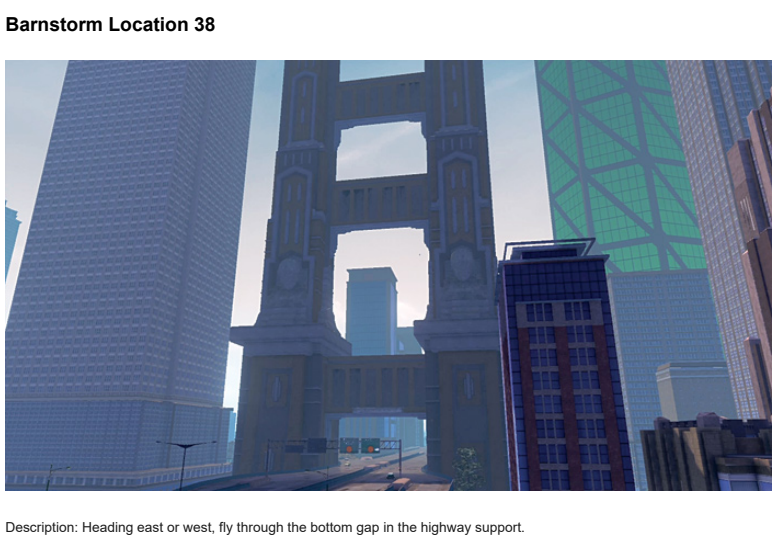
Description: Heading east or west, fly through the top gap in the highway support.

Barnstorm Location 37



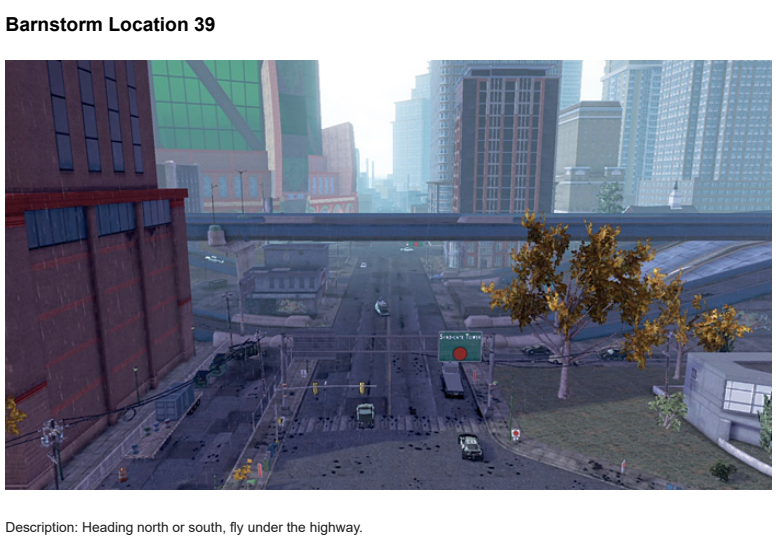
Description: Heading east or west, fly through the middle gap in the highway support.

Barnstorm Location 38



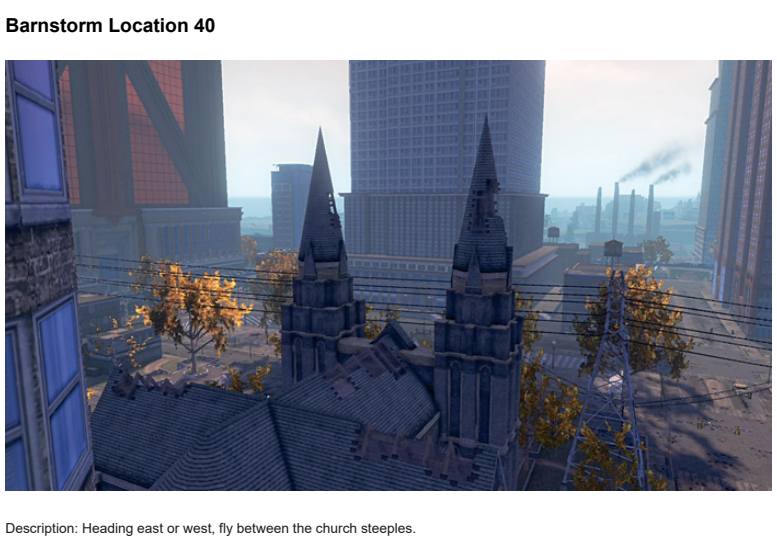
Description: Heading east or west, fly through the bottom gap in the highway support.

Barnstorm Location 39



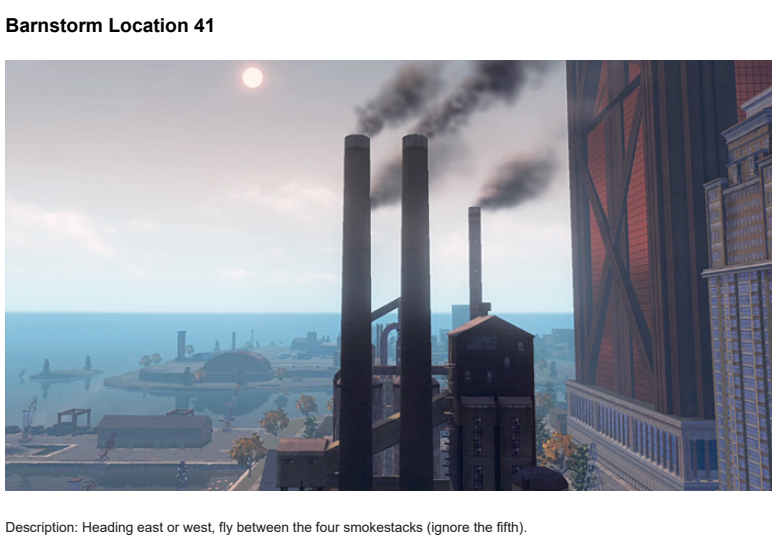
Description: Heading north or south, fly under the highway.

Barnstorm Location 40



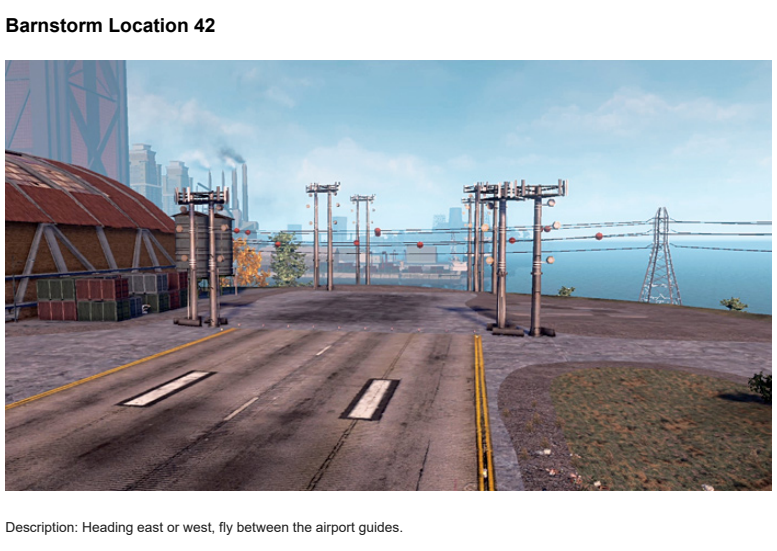
Description: Heading east or west, fly between the church steeples.

Barnstorm Location 41



Description: Heading east or west, fly between the four smokestacks (ignore the fifth).

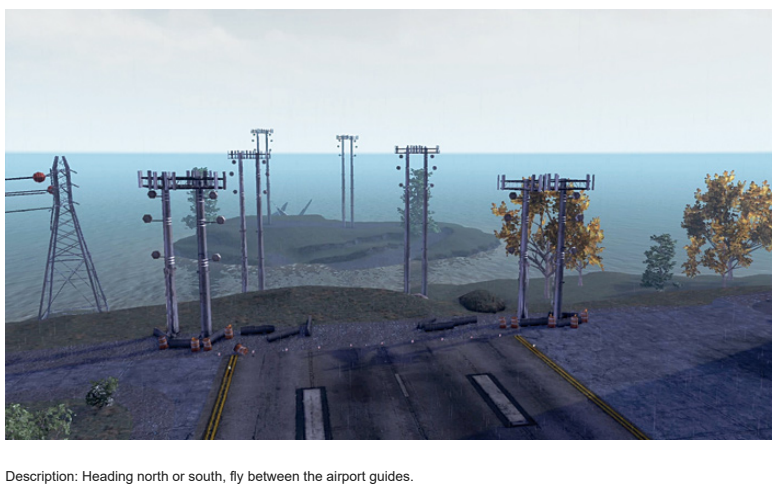
Barnstorm Location 42



Description: Heading east or west, fly between the airport guides.

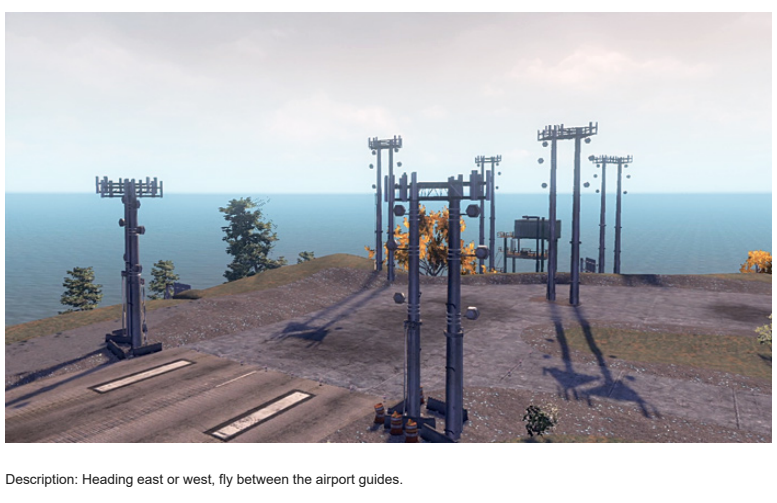
Other Tips: If you take a plane from the hangar (after purchase) and fly it due west, it will pass through these guides.

Barnstorm Location 43



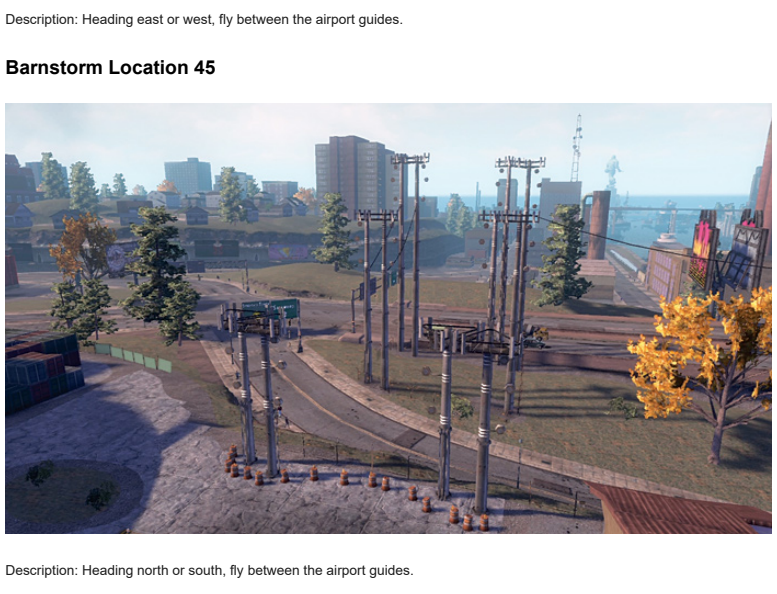
Description: Heading north or south, fly between the airport guides.

Barnstorm Location 44



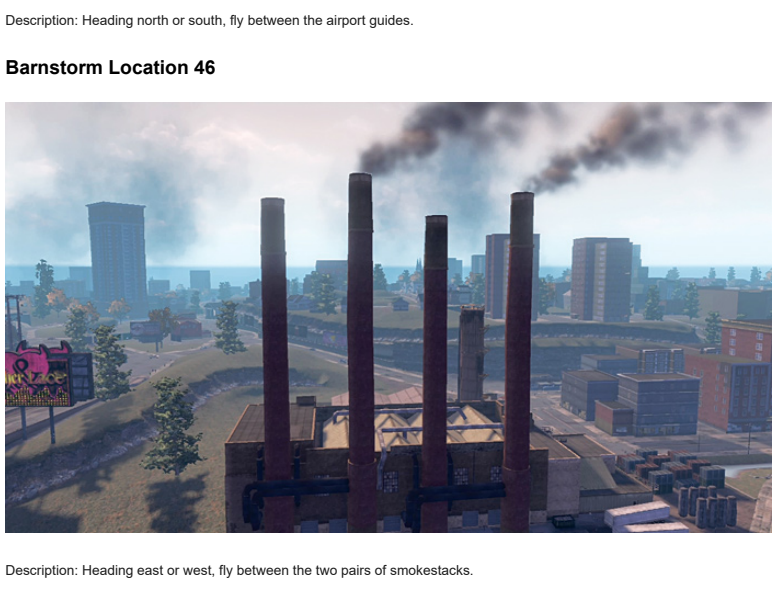
Description: Heading east or west, fly between the airport guides.

Barnstorm Location 45



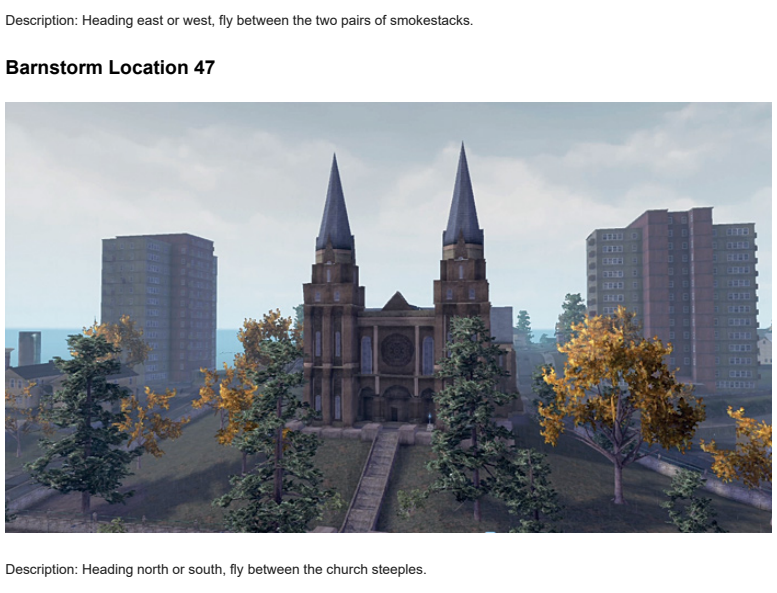
Description: Heading north or south, fly between the airport guides.

Barnstorm Location 46



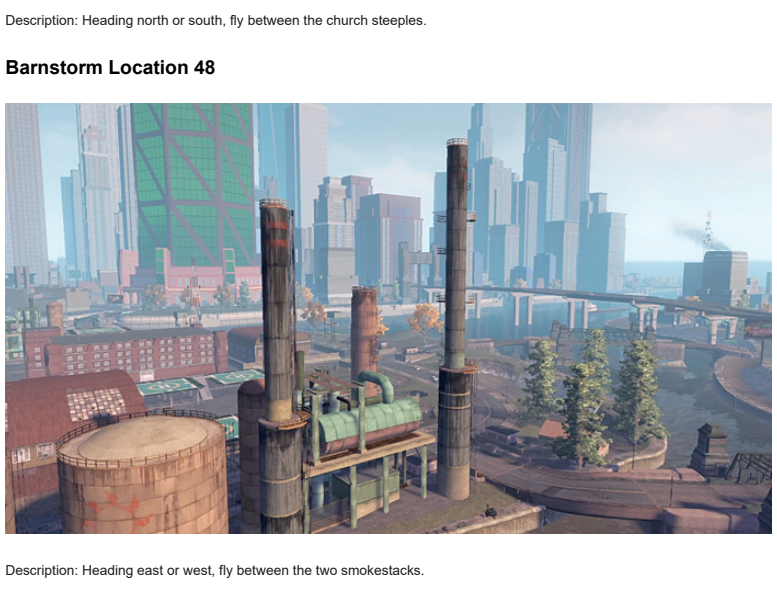
Description: Heading east or west, fly between the two pairs of smokestacks.

Barnstorm Location 47



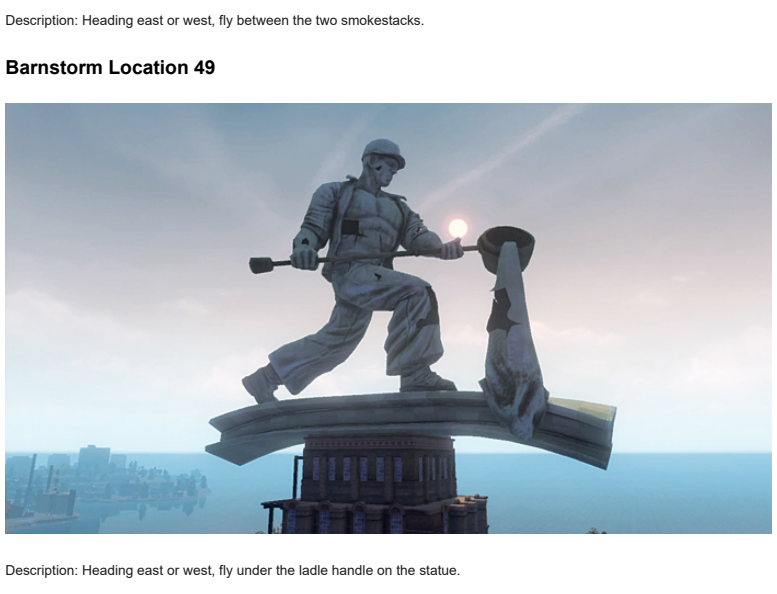
Description: Heading north or south, fly between the church steeples.

Barnstorm Location 48



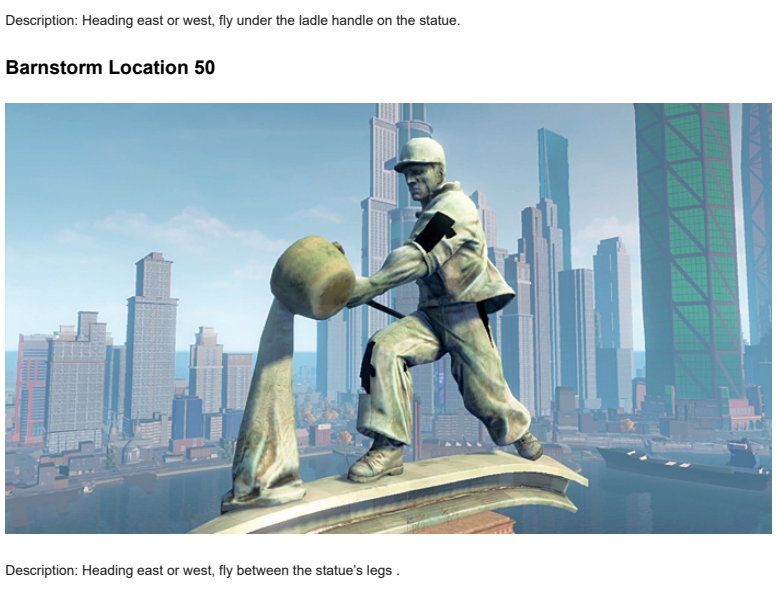
Description: Heading east or west, fly between the two smokestacks.

Barnstorm Location 49



Description: Heading east or west, fly under the ladle handle on the statue.

Barnstorm Location 50



Description: Heading east or west, fly between the statue's legs .

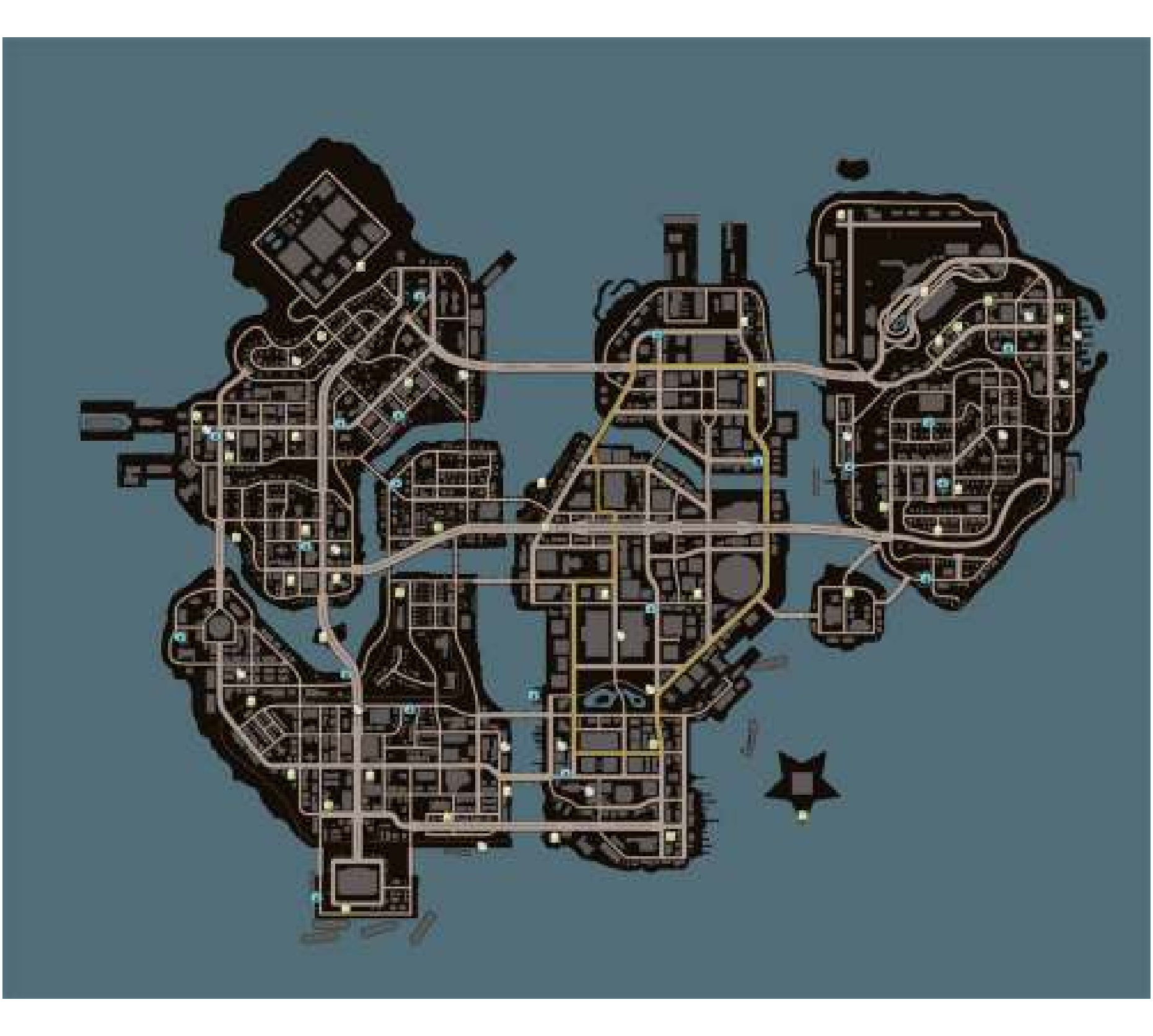
Collectibles

Sex Dolls

Gotta Find Them All

Like any good city ridden with crime and filth, Steelport has its fair share of nooks and crannies where those above and beyond the law attempt to hide the evidence of their misdeeds (or fetishes, as it turns out).

Early in the story, you're introduced to sex doll collectibles through Pierce's need to catch them all, but those aren't the only hidden things you can find. There are drug packages, counterfeit money pallets, and photo ops hidden throughout the city, and locating every one of these items can give you a little extra cash on the side, giving you a good incentive to explore everywhere you can reach by any means you can.



To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

LEGEND

Angel	Escort	Fraud	Genki	Helicopter
Mayhem	Snatch	Tank	Torch	Trafficking

There are 20 sex dolls, money pallets, drug packages, and photo ops each. Each one will earn you $1,000 and for every 5 you get you will receive a $1,000 bonus. Locating them all without any help can be really time consuming. Fortunately, the game provides you the ability to buy the GPS locations of every single collectible in the game, once you've reached a high enough respect level. While purchasing the GPS locations for collectible is well worth the price-tag, you can opt to use this section and spend your money on other things like ammo or weapon upgrades!

Our maps show you the locations as they'd appear on your in-game GPS if you did buy that ability, but like the GPS, it doesn't show you the exact location where the collectibles are hidden. That's what the screenshots help to illustrate! But even so, there are still some collectibles that can be tough to describe with pictures alone.

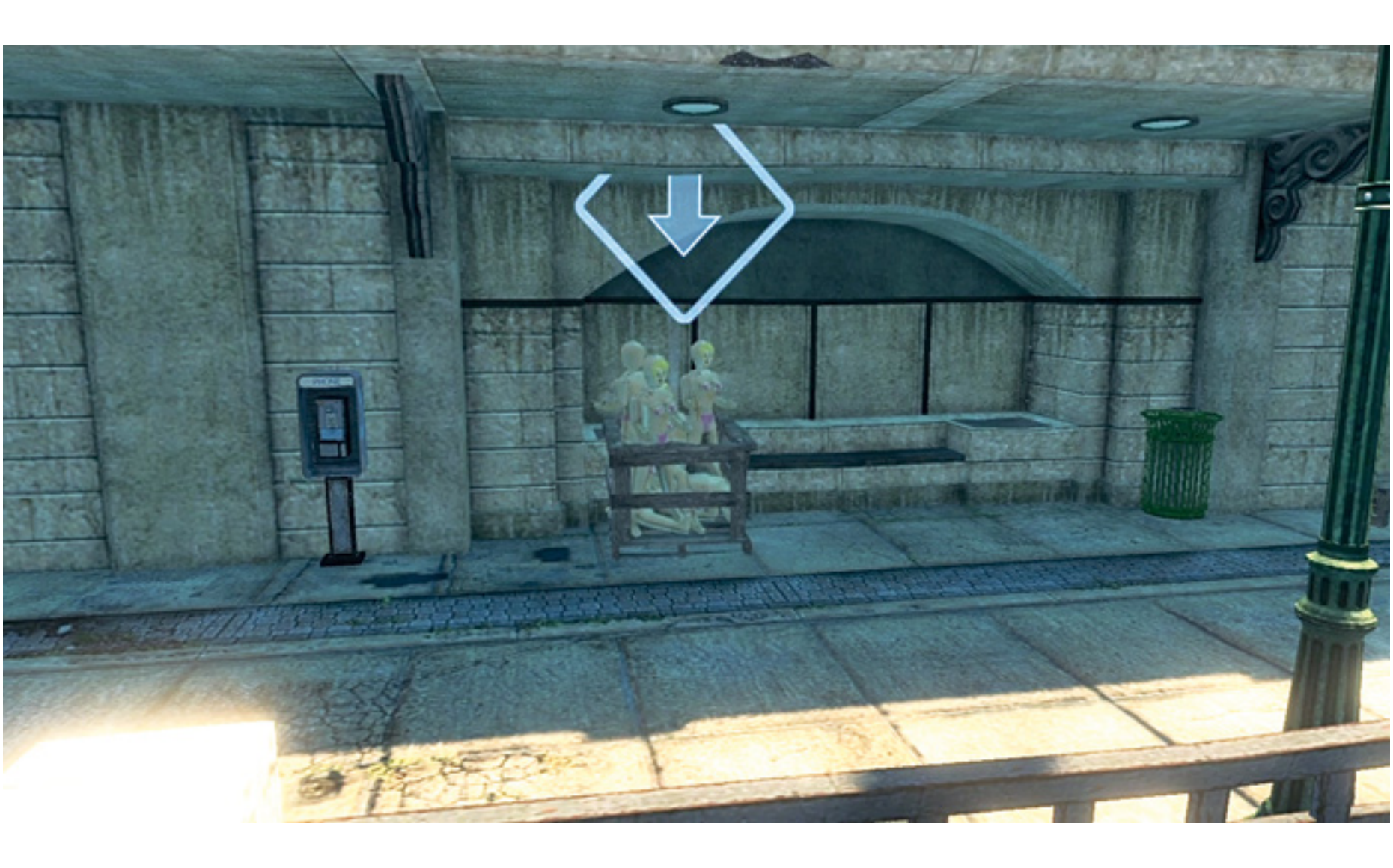
Sex Dolls

Sex Dolls 4, 6, 8, and 13: Acquiring these dolls requires the ability to get onto rooftops that don't have easy ground access. Any helicopter can fit the role, but the Thompson is preferred for its speed. If you wait long enough in the game to begin your collection, you can have access to aircraft from the airport hangar, or even some STAG VTOLs, like the Specter hoverbike!

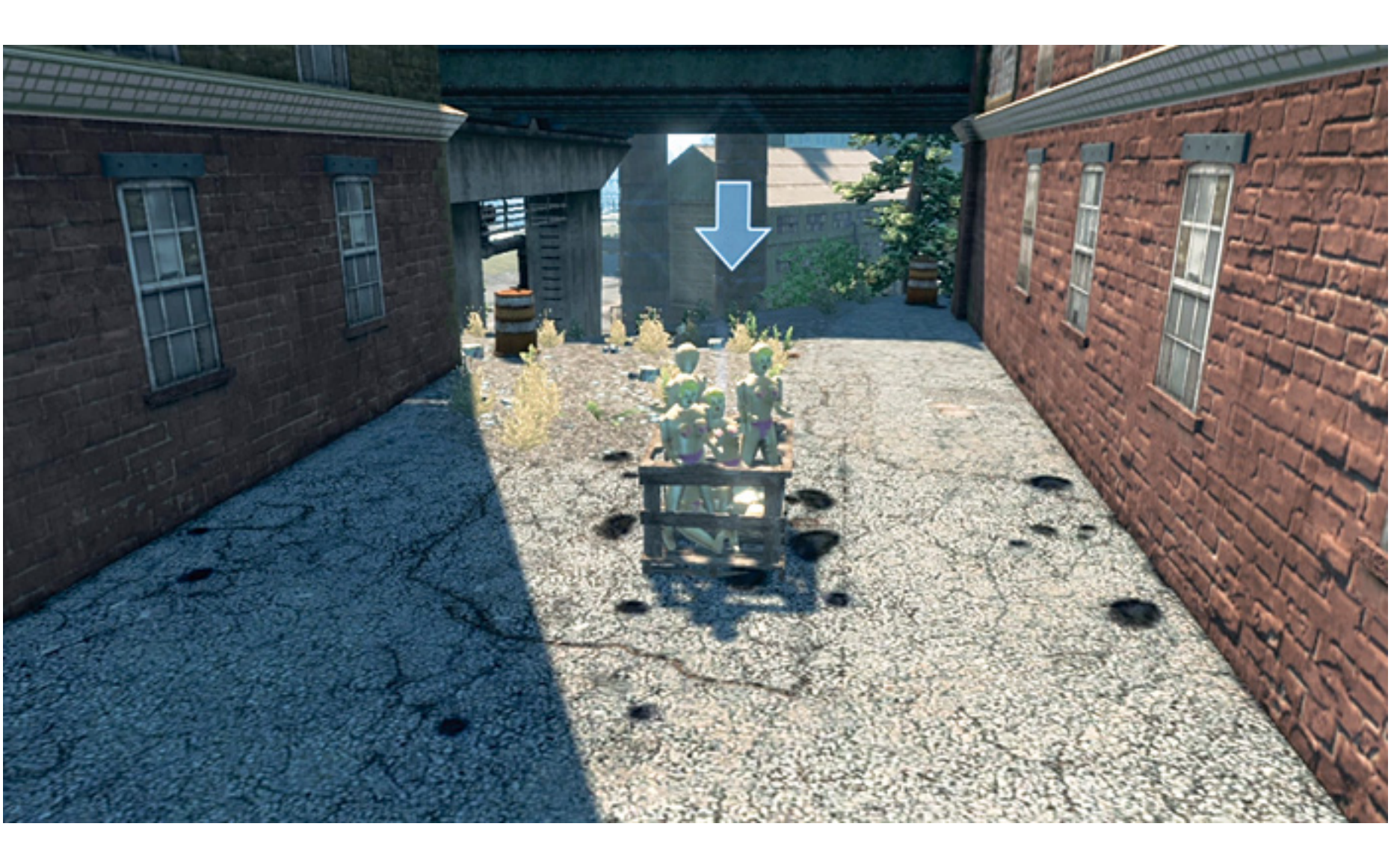
Sex Doll 9: You have to go inside the Leather and Lace shop to locate this set of dolls. From where you walk in, the dolls are hidden in a small room to the left of the cashier in the back of the store.

Sex Doll 11: Without the GPS telling you exactly where the doll is in the tunnel, it can be easy to pass up if you're driving fast. Check the gaps in the brick wall dividing the traffic lanes; the dolls are lying in one of them.

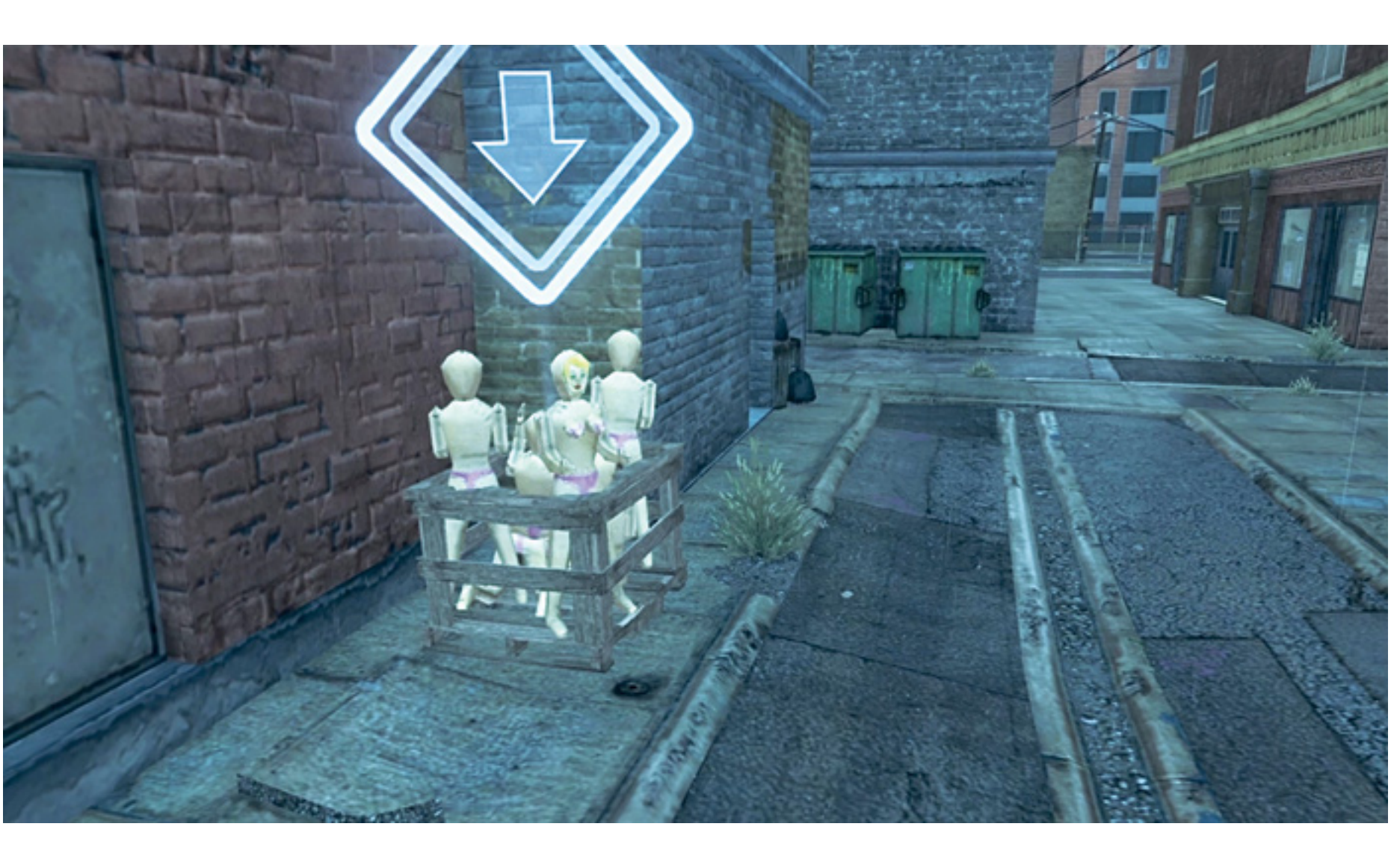
SEX DOLL 1



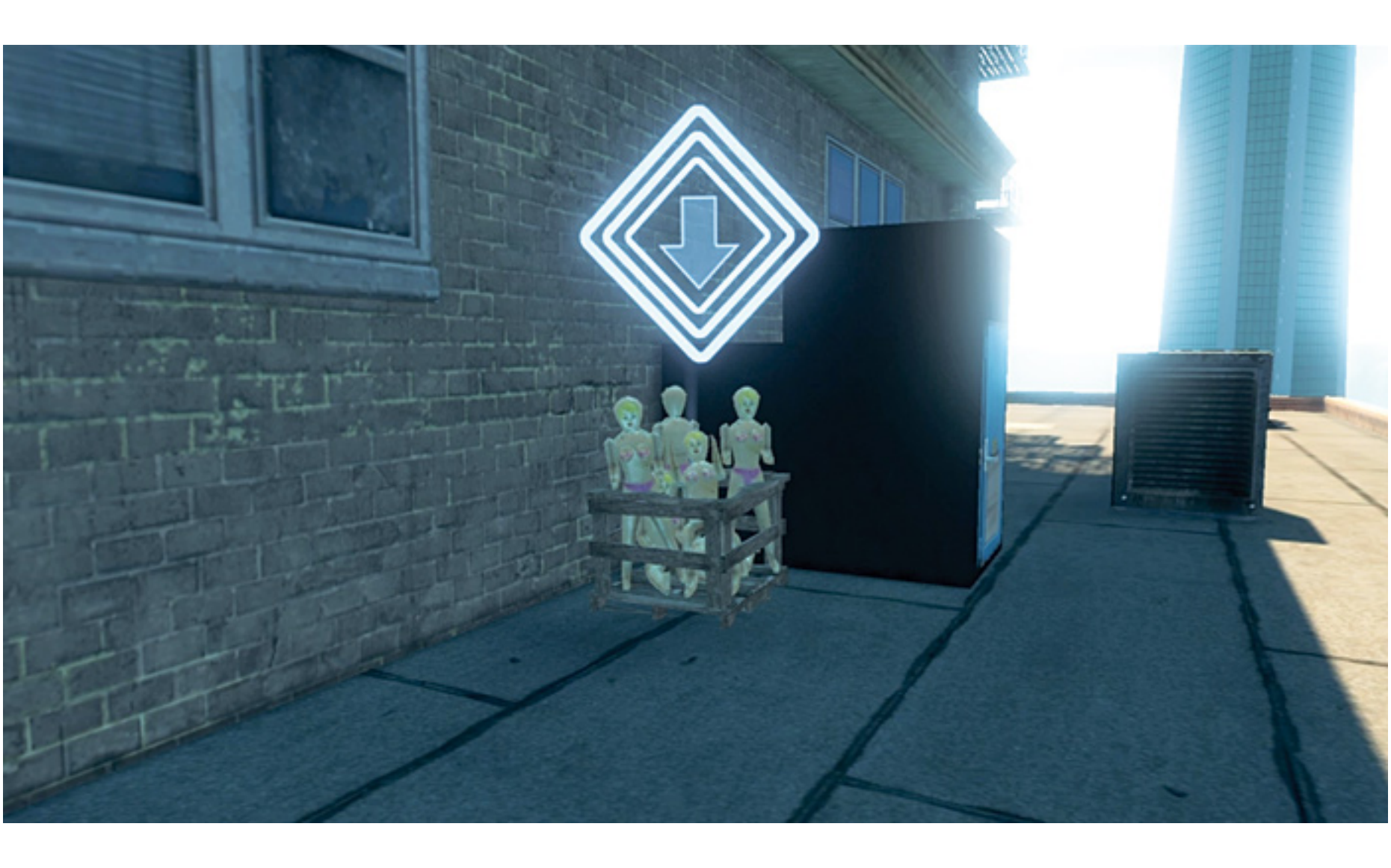
SEX DOLL 2



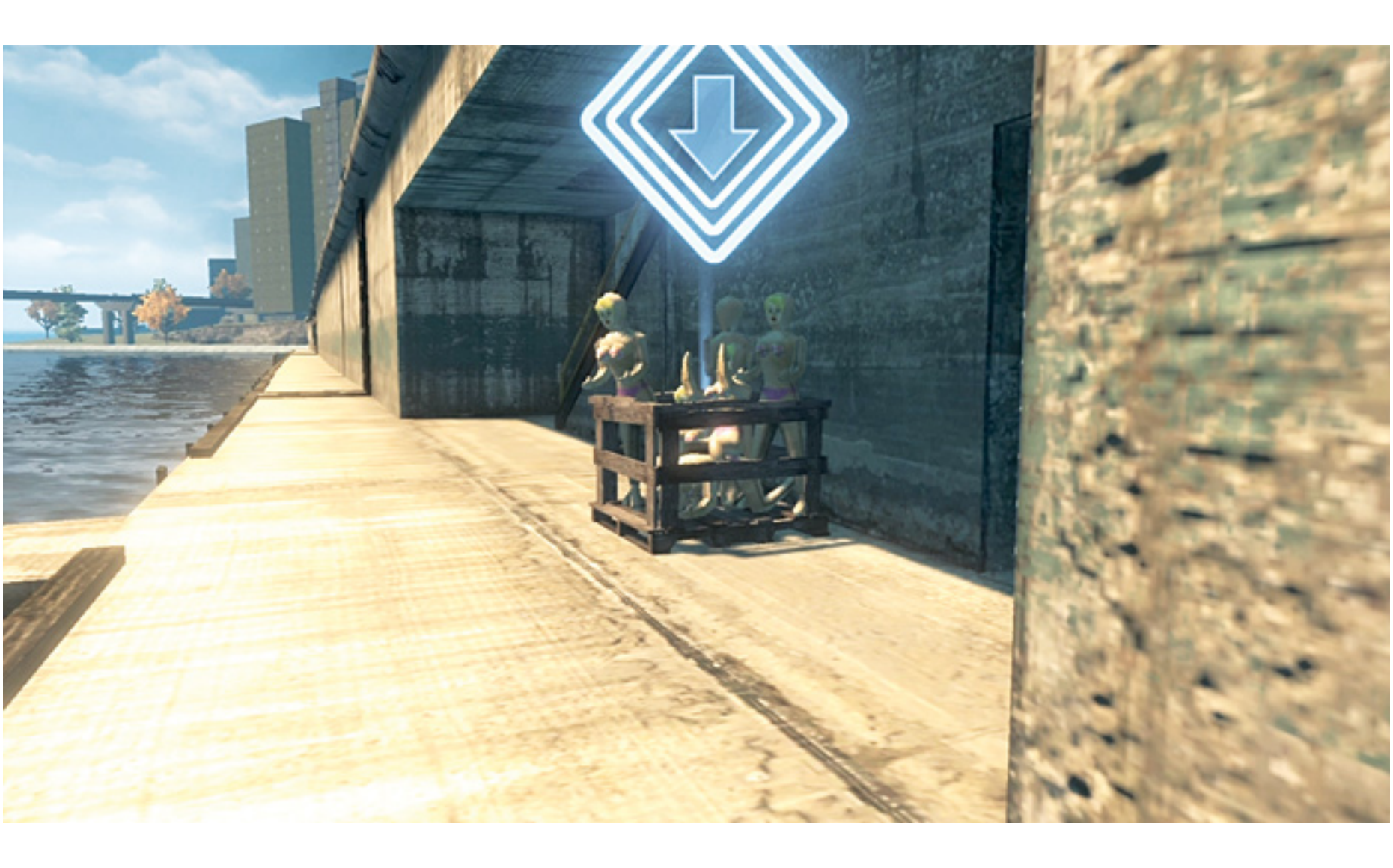
SEX DOLL 3



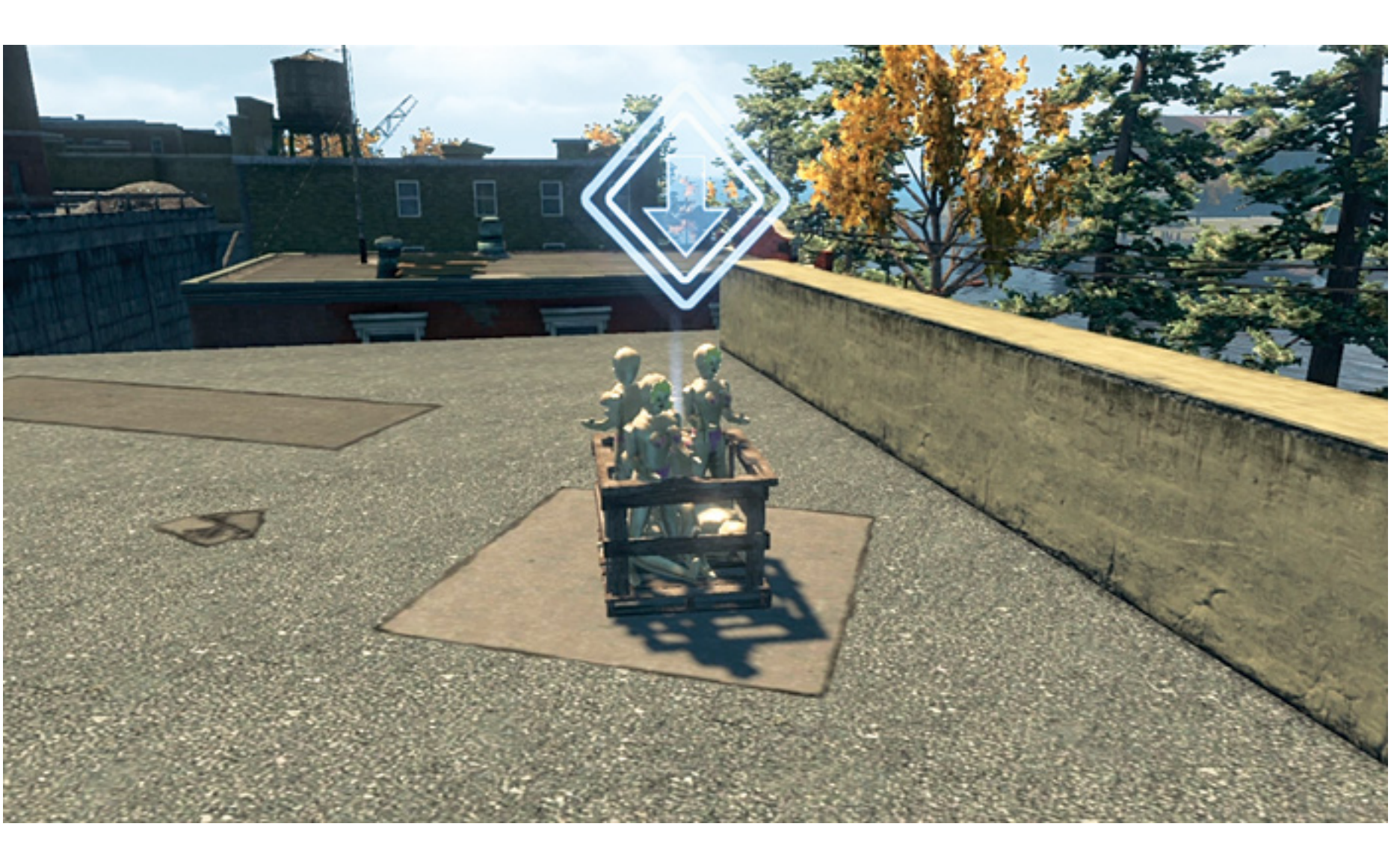
SEX DOLL 4



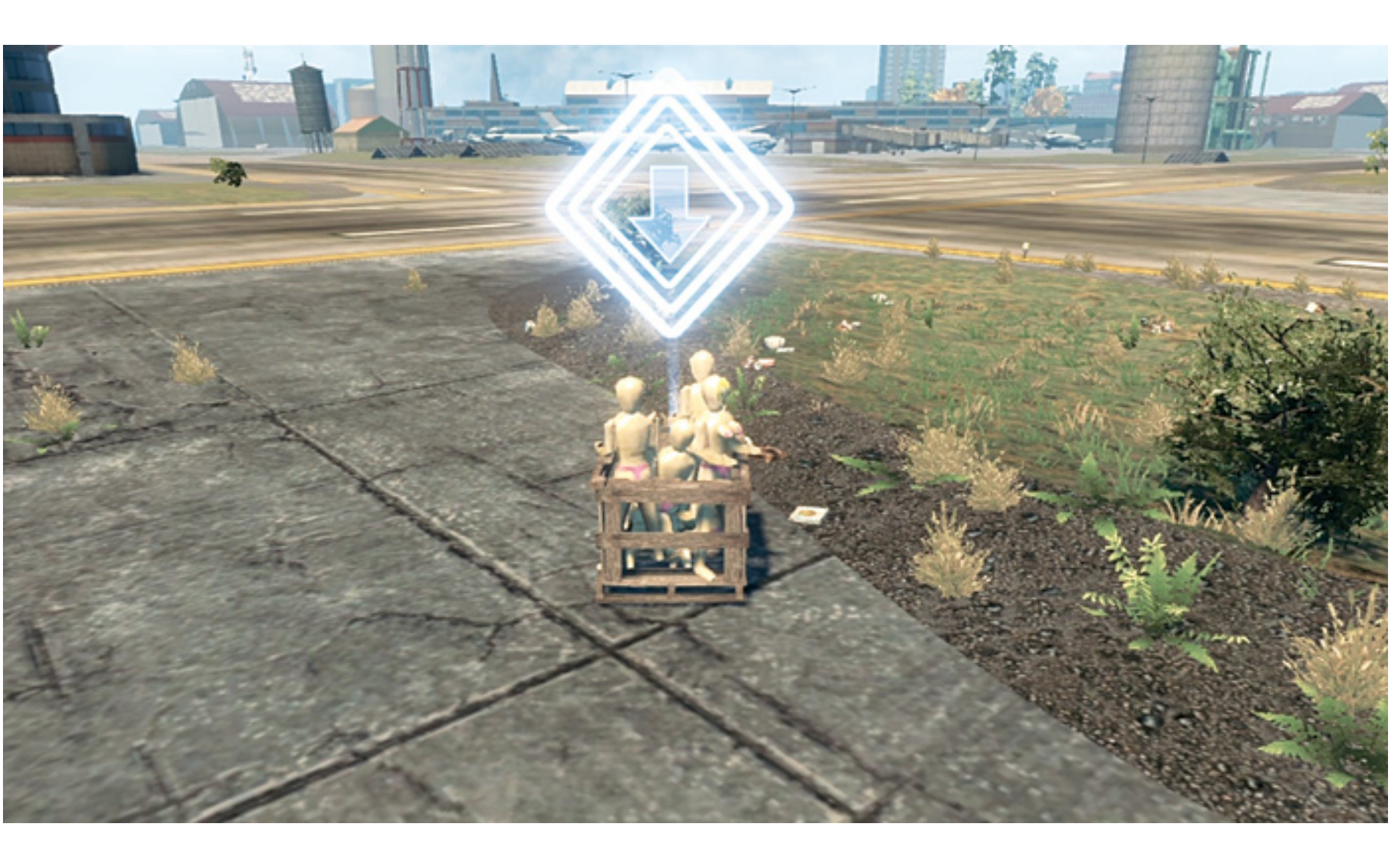
SEX DOLL 5



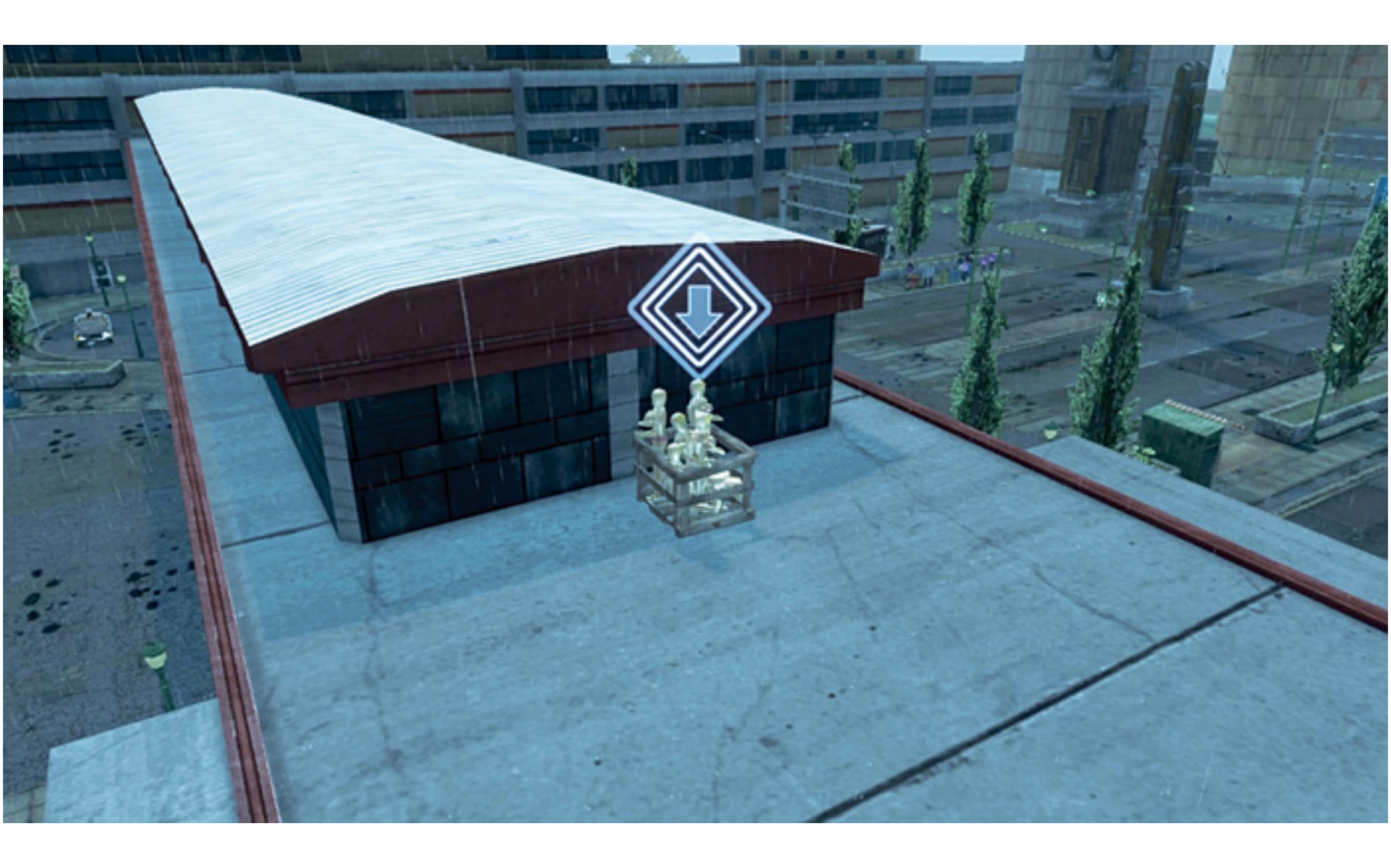
SEX DOLL 6



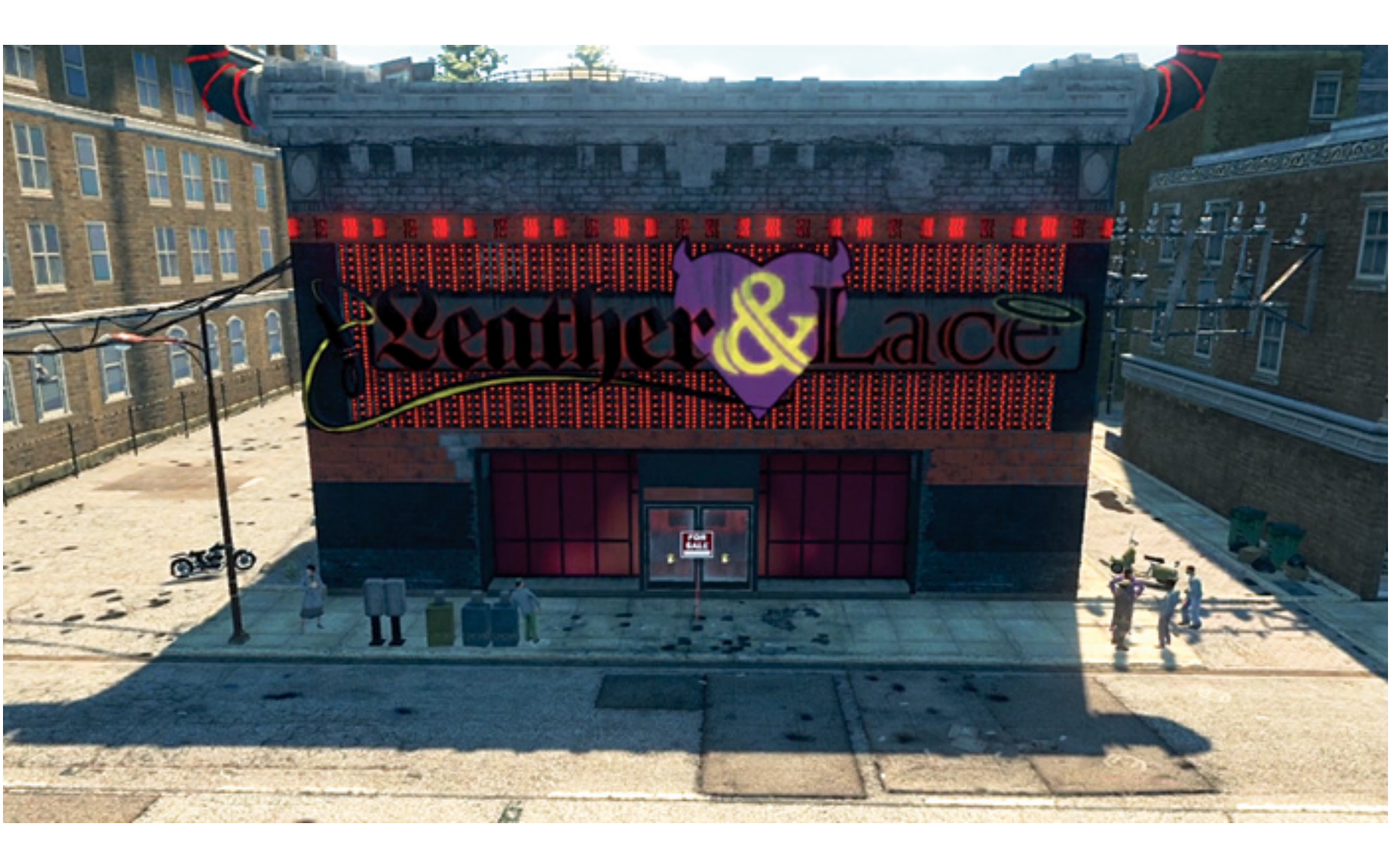
SEX DOLL 7



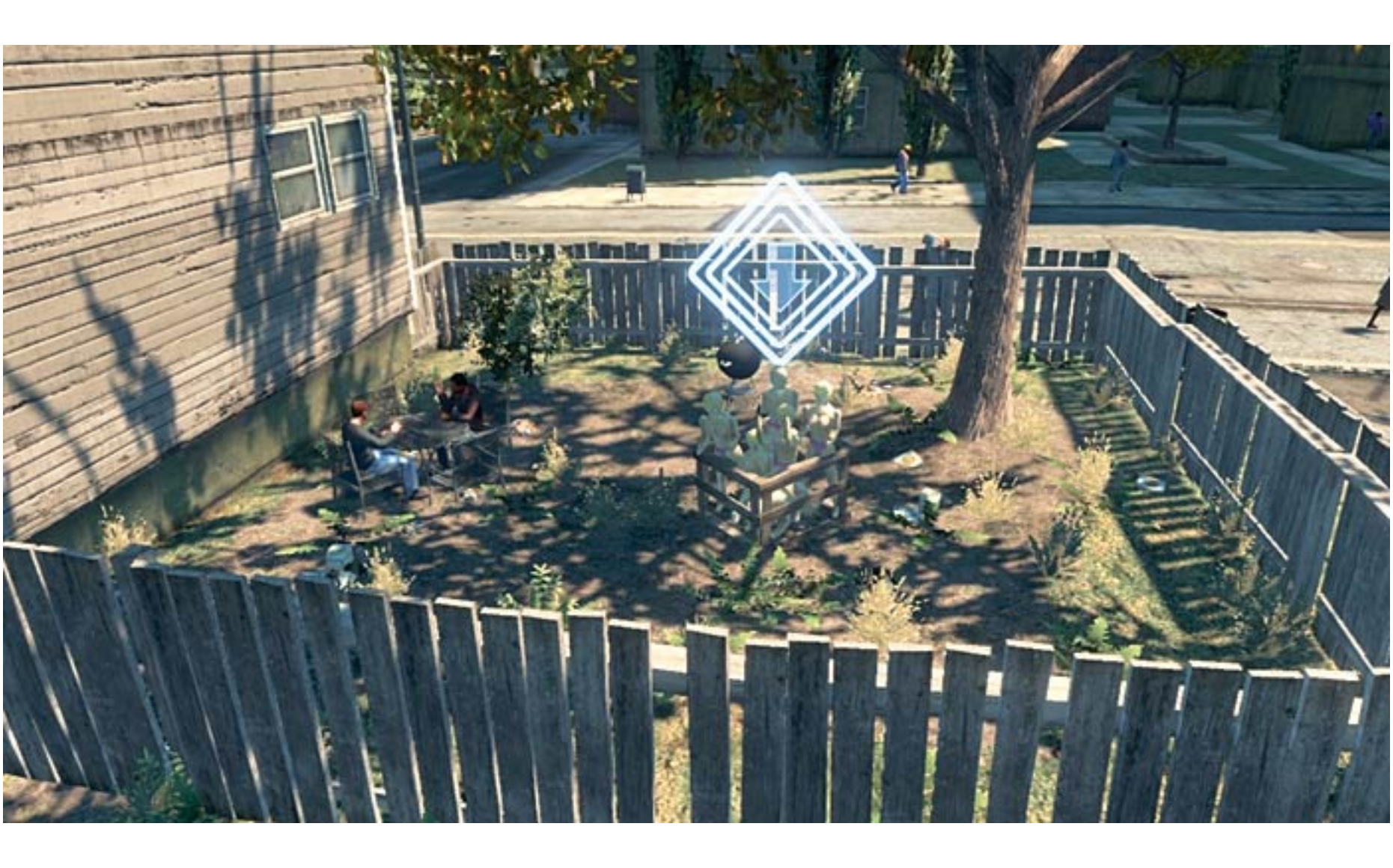
SEX DOLL 8



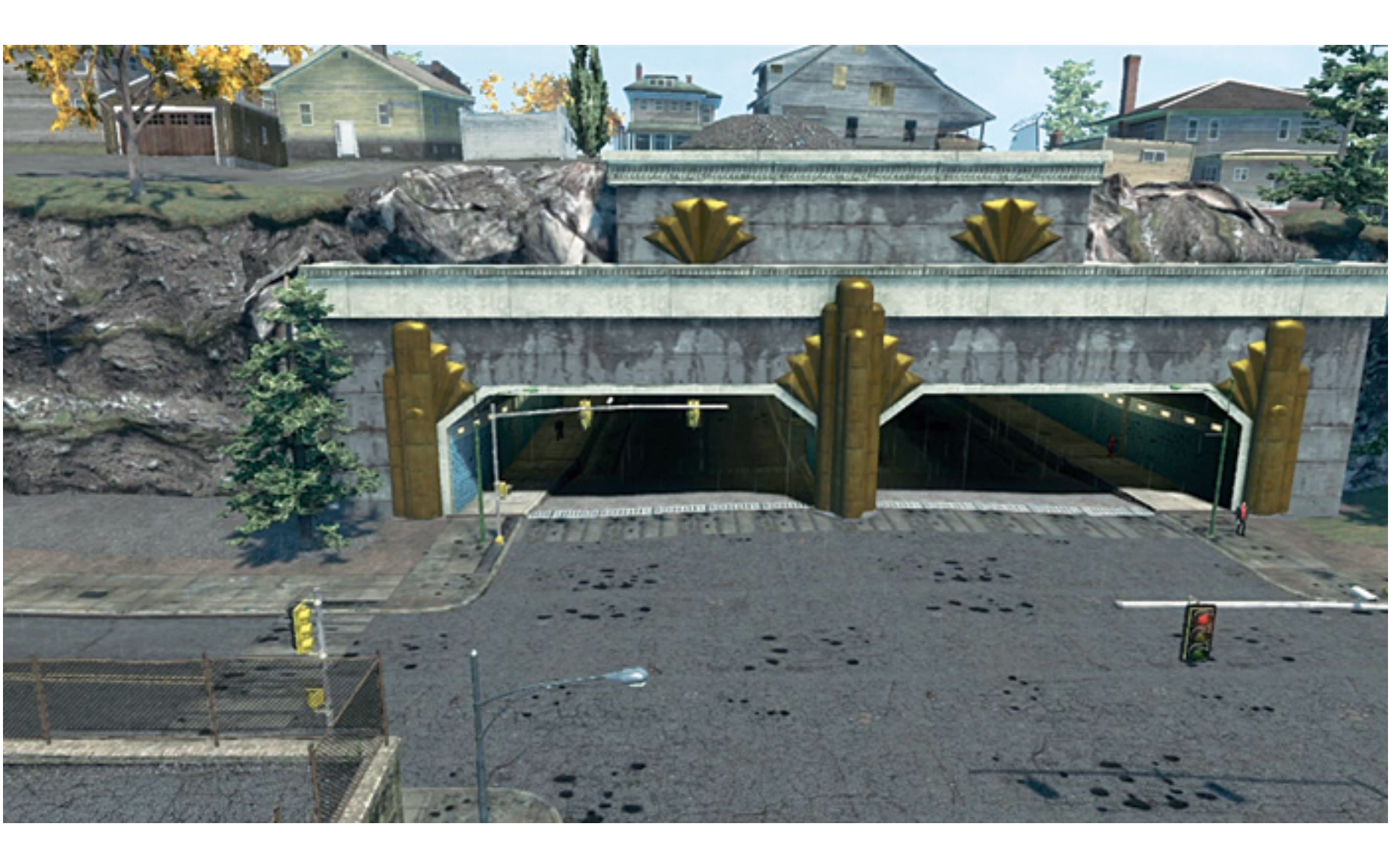
SEX DOLL 9



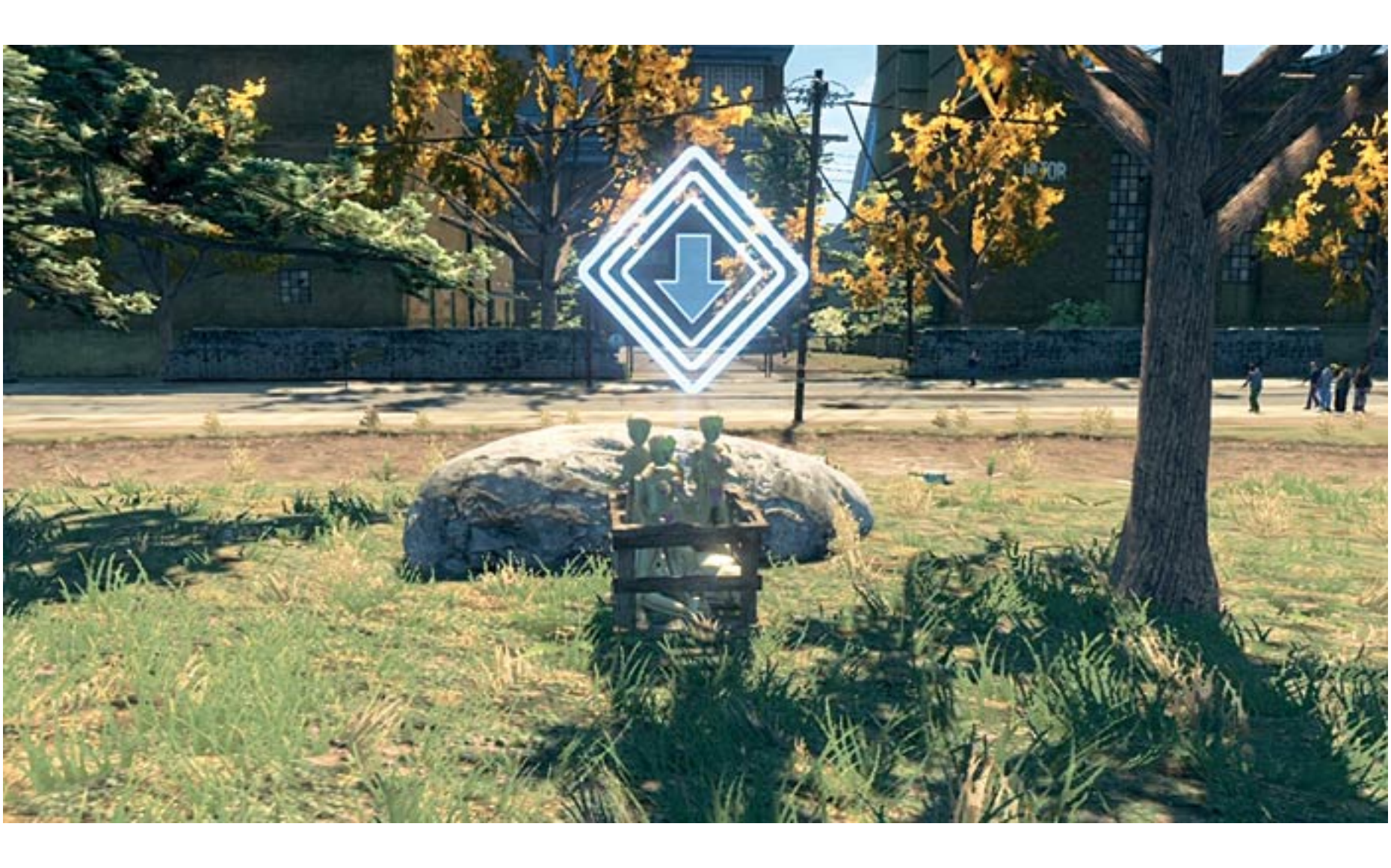
SEX DOLL 10



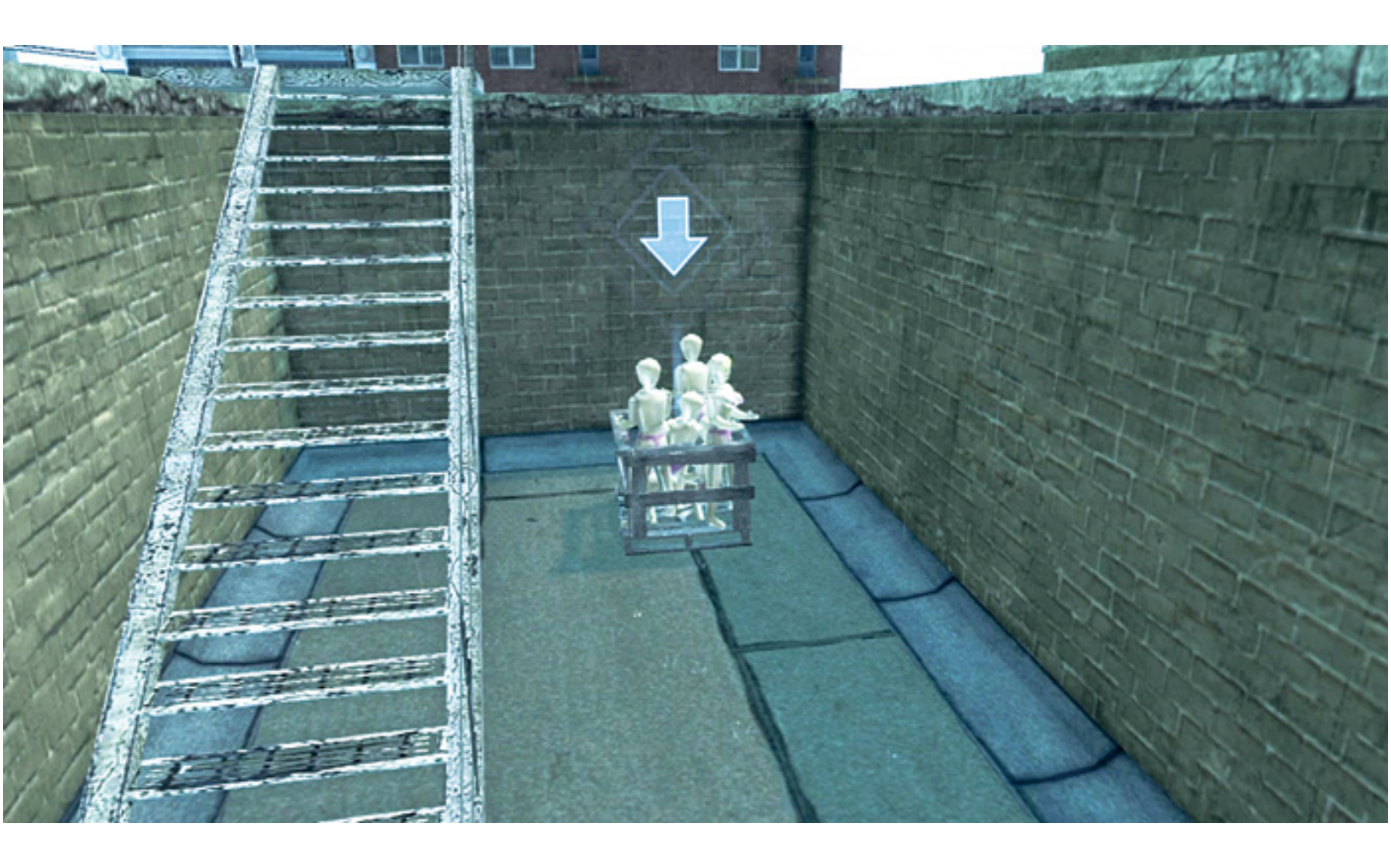
SEX DOLL 11



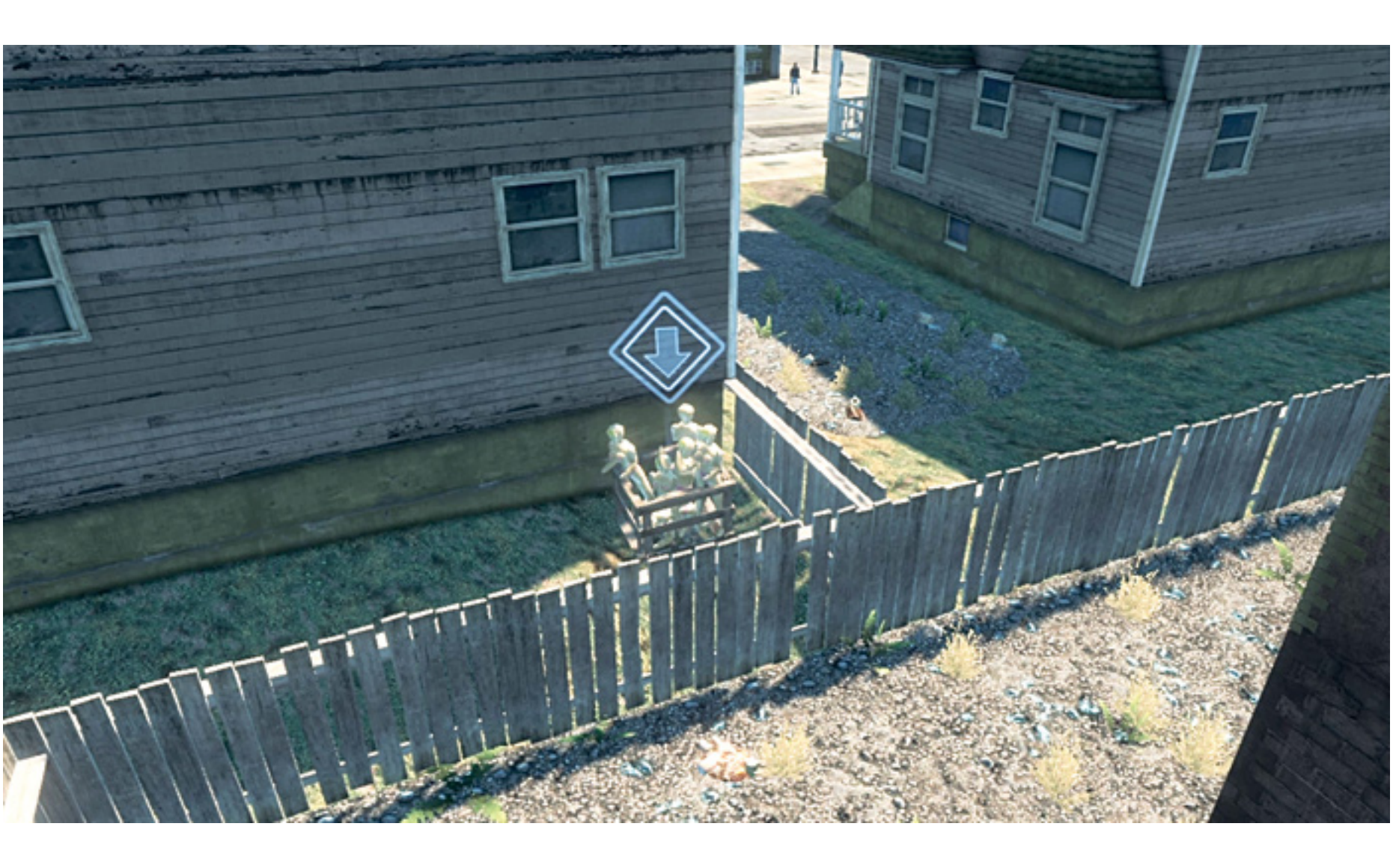
SEX DOLL 12



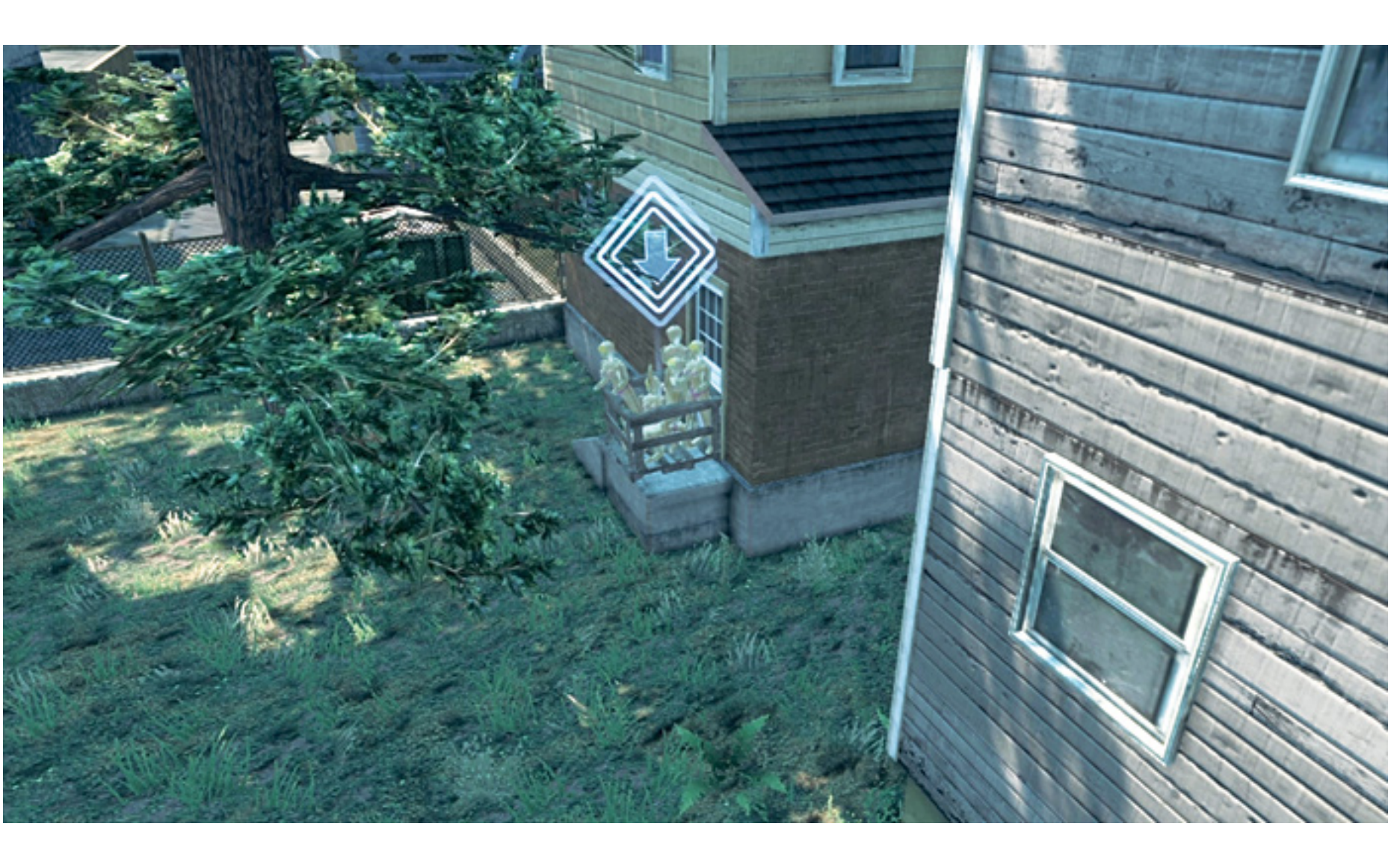
SEX DOLL 13



SEX DOLL 14



SEX DOLL 15



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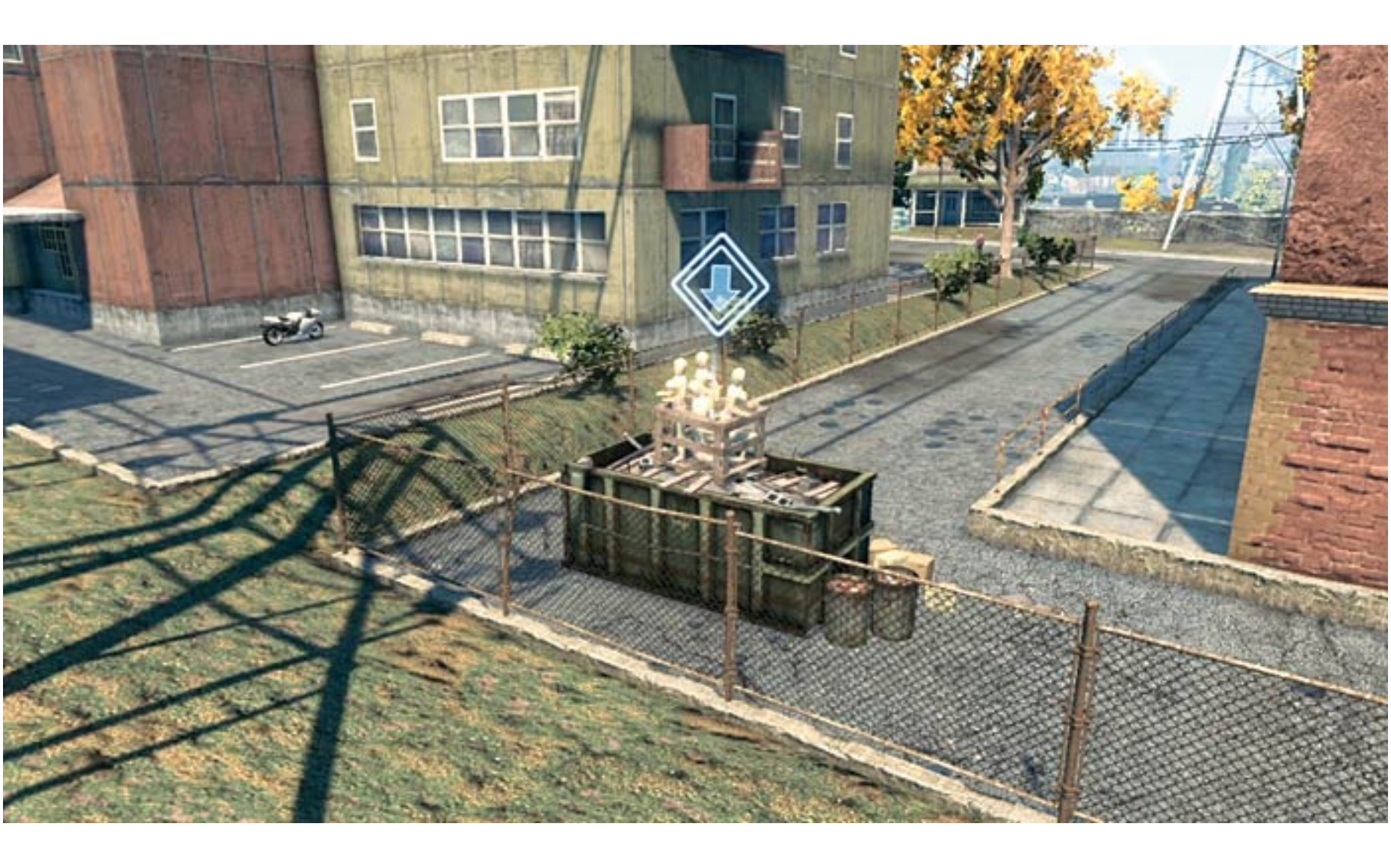

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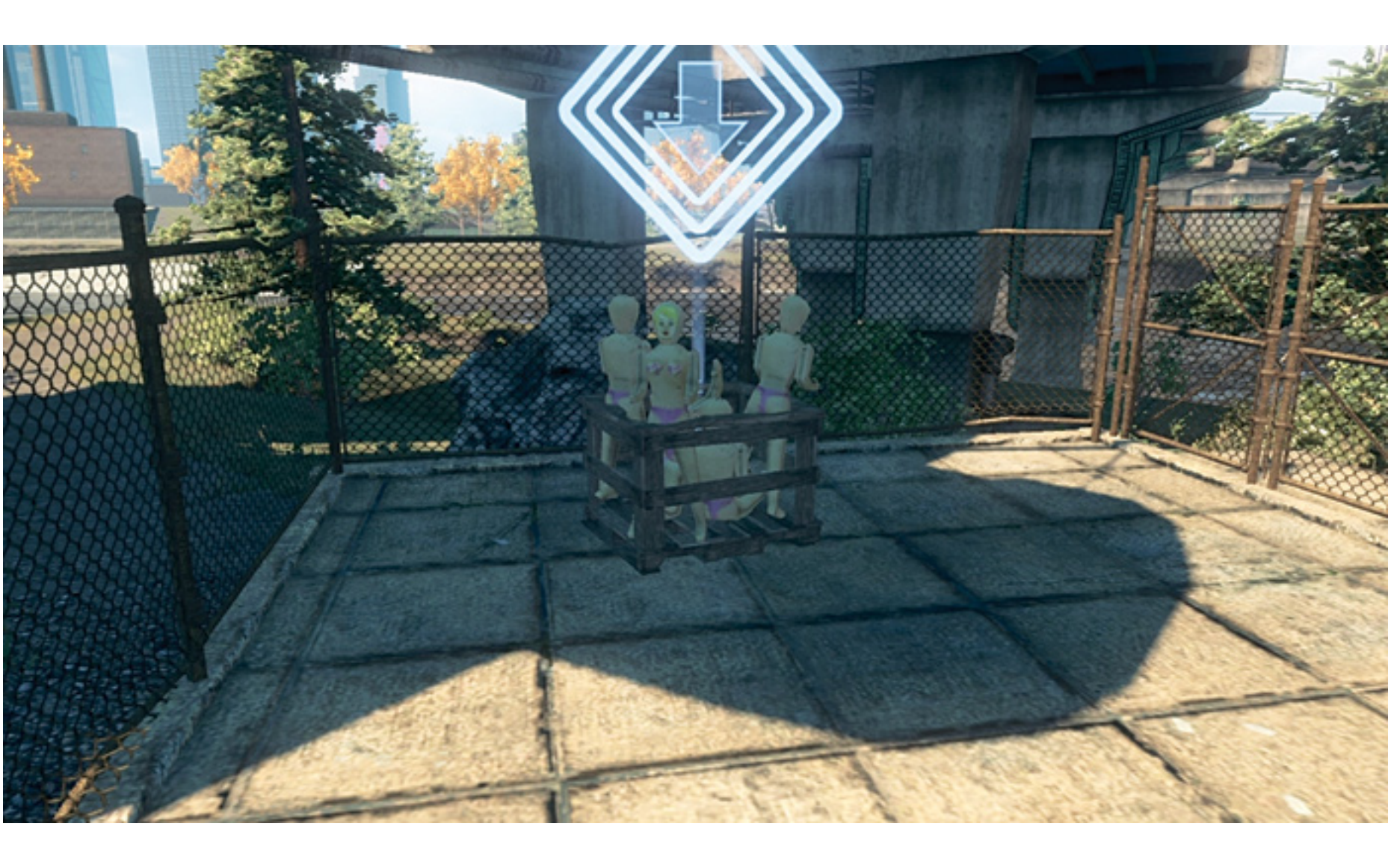

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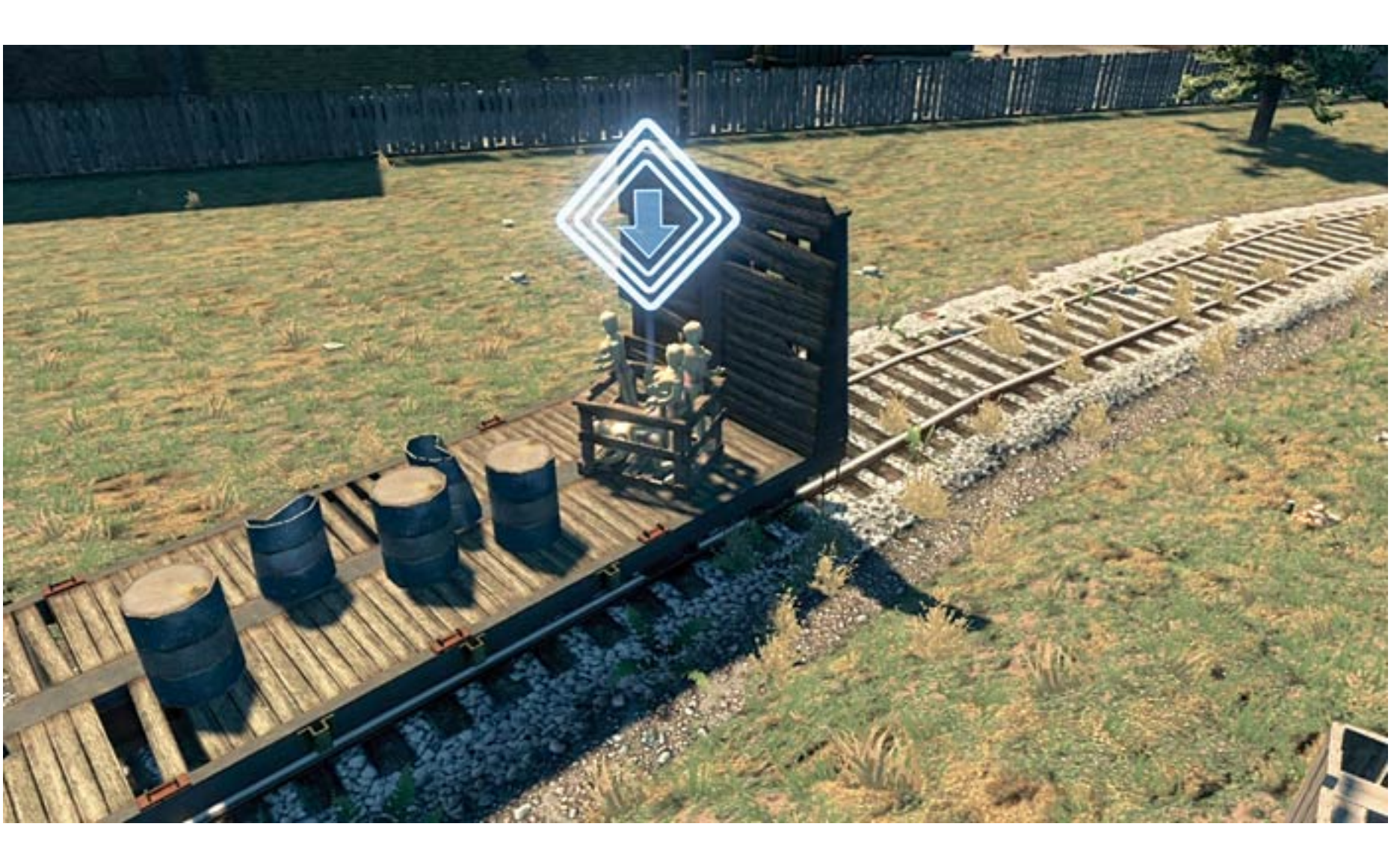

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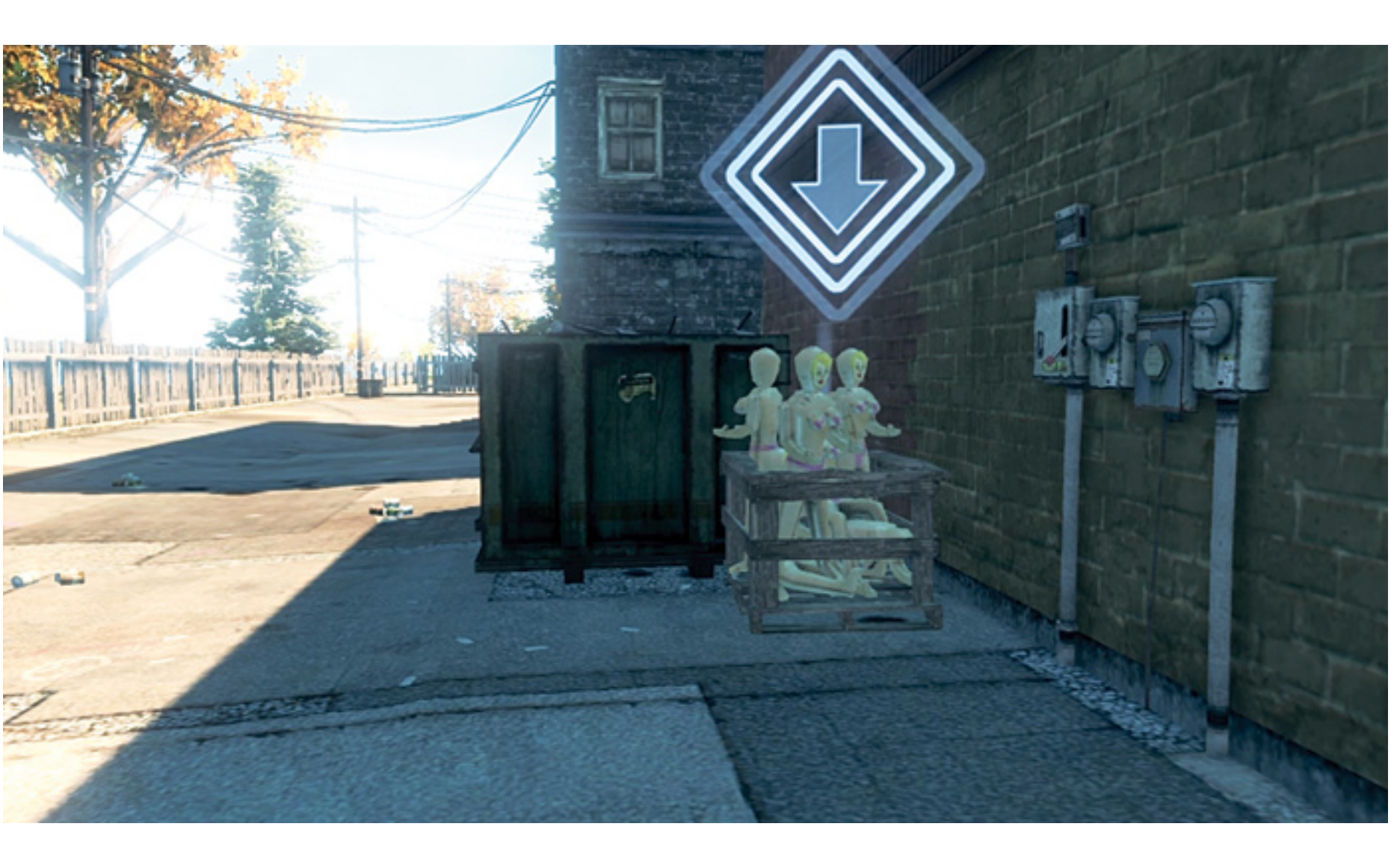

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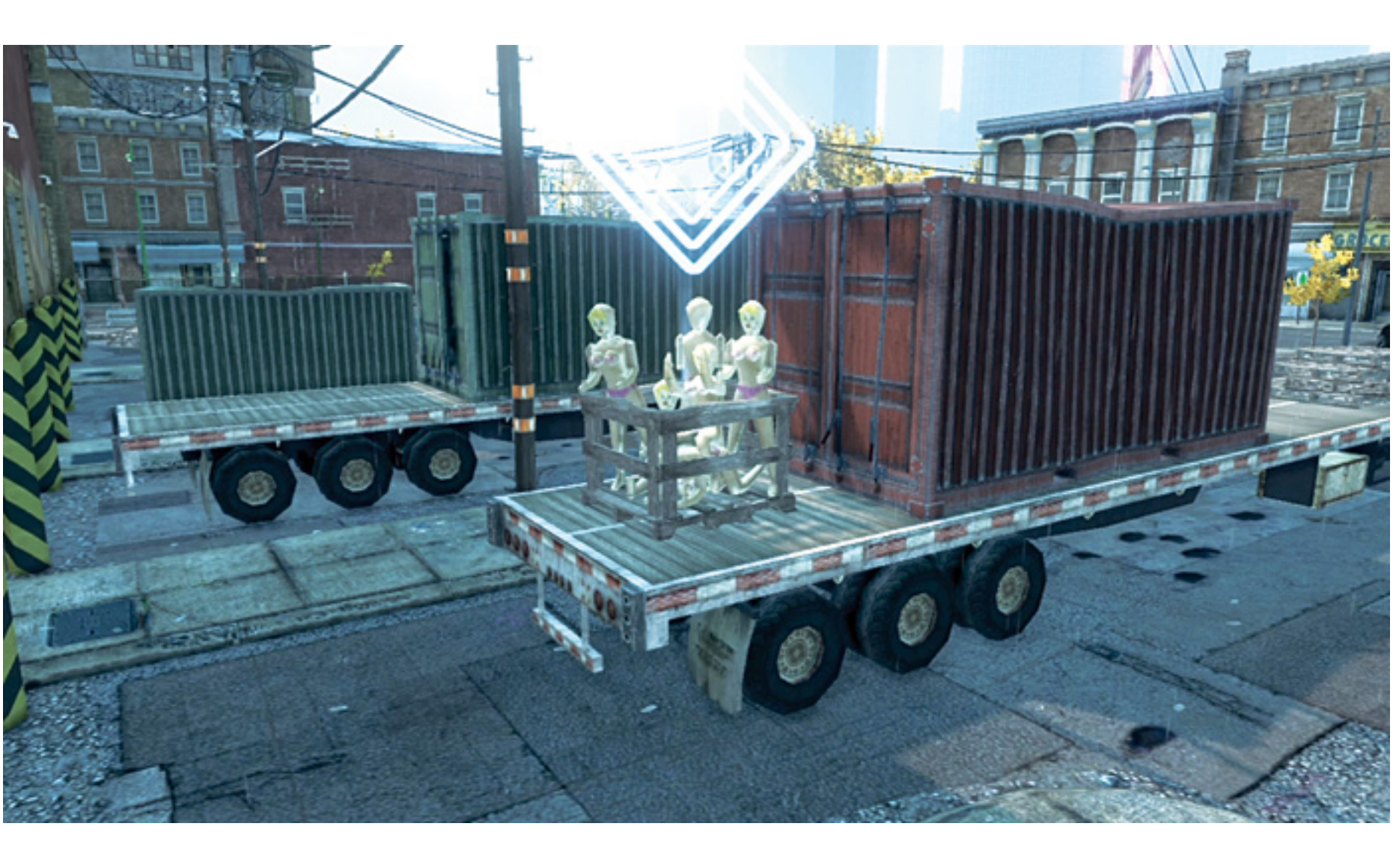


Collectibles

Money Pallets

Money pallet tips:

Money Pallets 3, 11 and 19: Helicopters or VTOLs will make grabbing these simple.

Money Pallet 4: Smiling Jack's Diner is the location of an important conversation with Kinzie, but it also hides one of the money pallets you want to find. Enter the diner and proceed inside as far as you can go. At the back of the restaurant in a small alcove, the money waits for pickup.

Money Pallet 6: The heights of this tower can be access from the ground near the highway, but you might want to do this one earlier in the game if you have a severe aversion to zombies.

Money Pallet 7: A bit tricky, this one: Check the open train cars to find the cash.

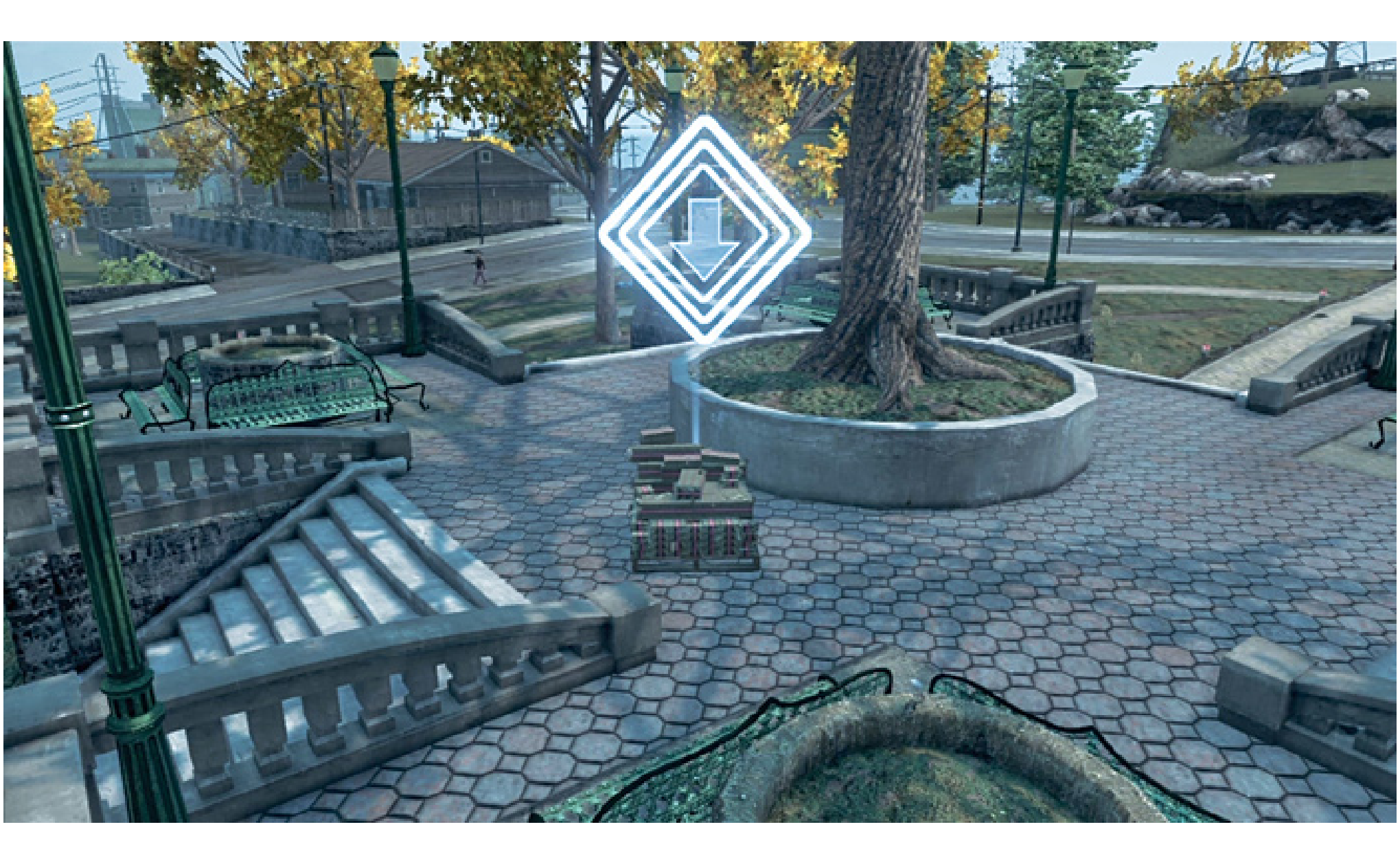
Money Pallet 9: It might look like you need access to a flying vehicle to get this stack of cash, but it is possible to leap from the highway onto this rooftop without harming yourself.

Money Pallet 13: Check the plaza between the two apartment buildings here. It's easy to miss the cash on the steps of one of the buildings.

Money Pallet 15: The monument island shaped like a star hides cash inside the building at the southernmost point.

Money Pallet 16: You can get access to this cash from the ground level, but keep in mind you're going to have the military all over you. However, a Specter can help you slip right into the tower, making your visit short and sweet.

MONEY PALLET 1



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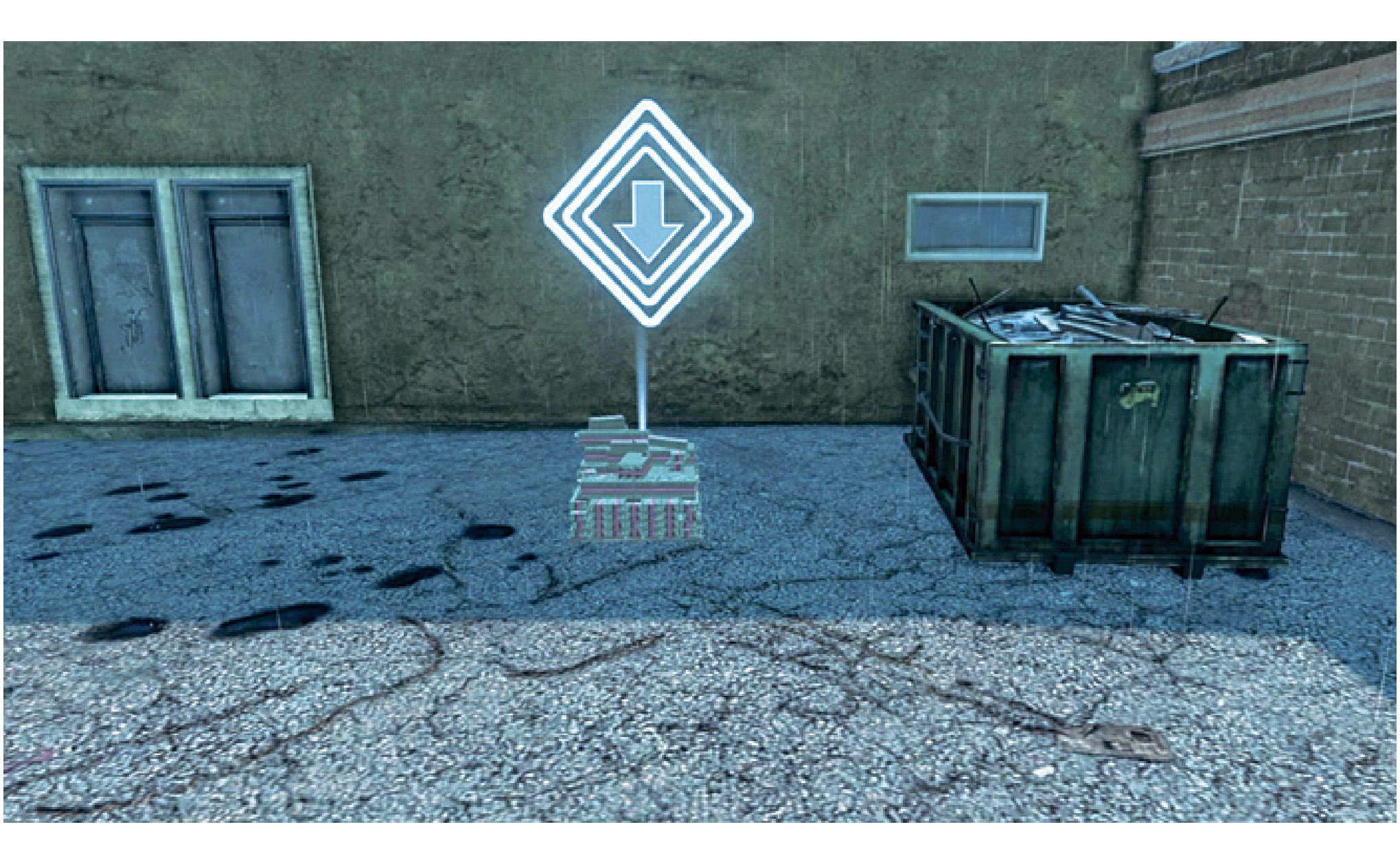

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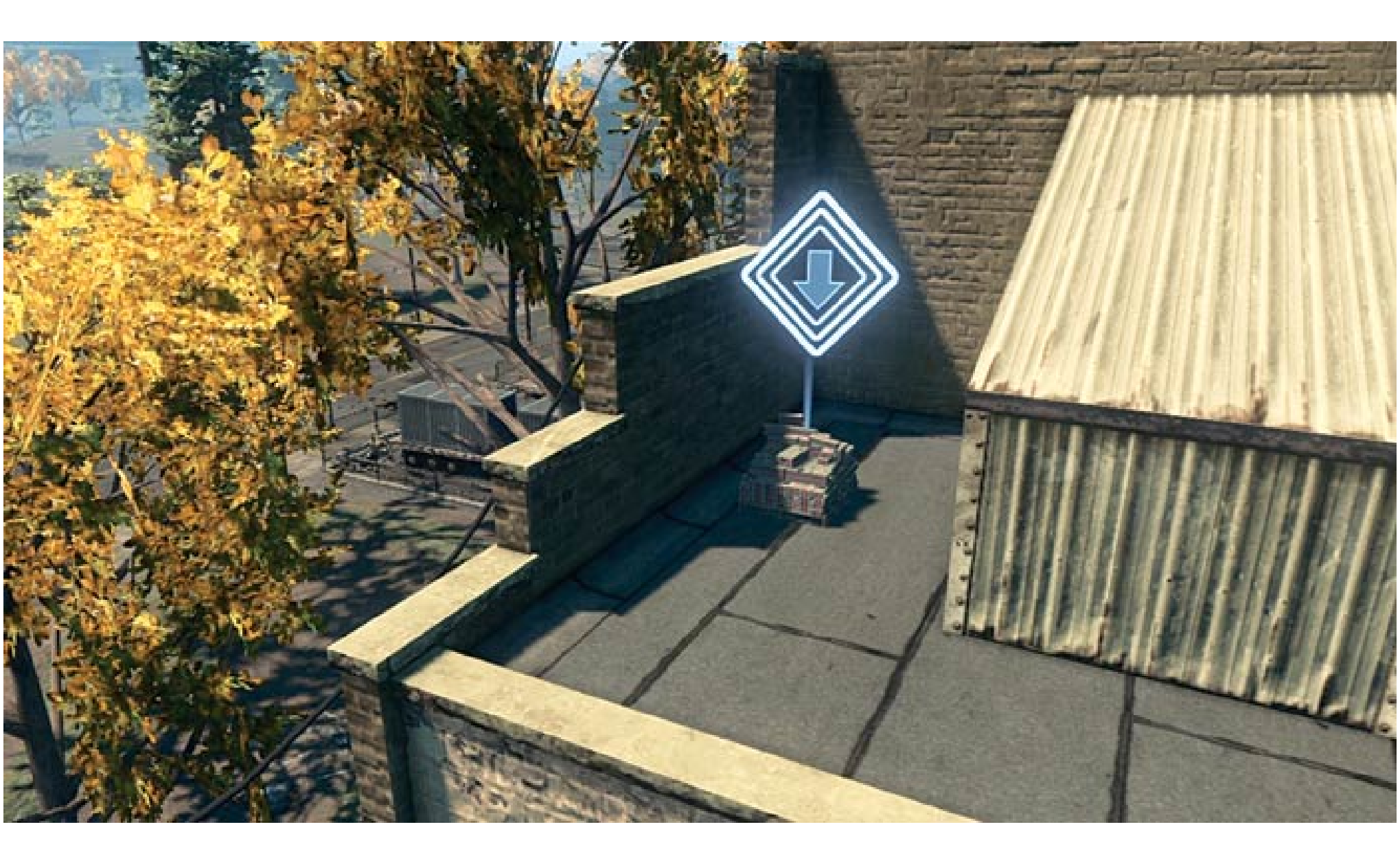

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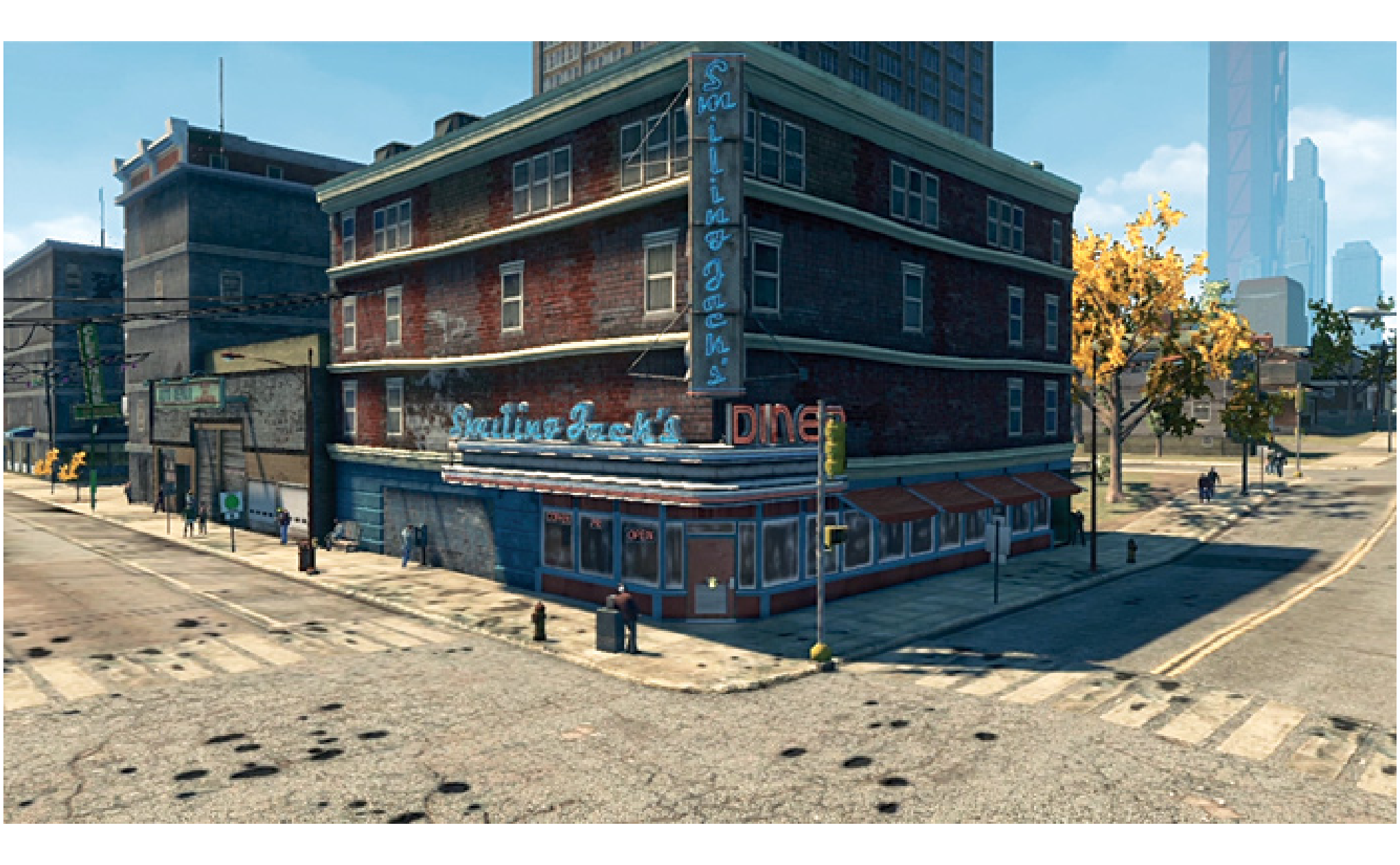

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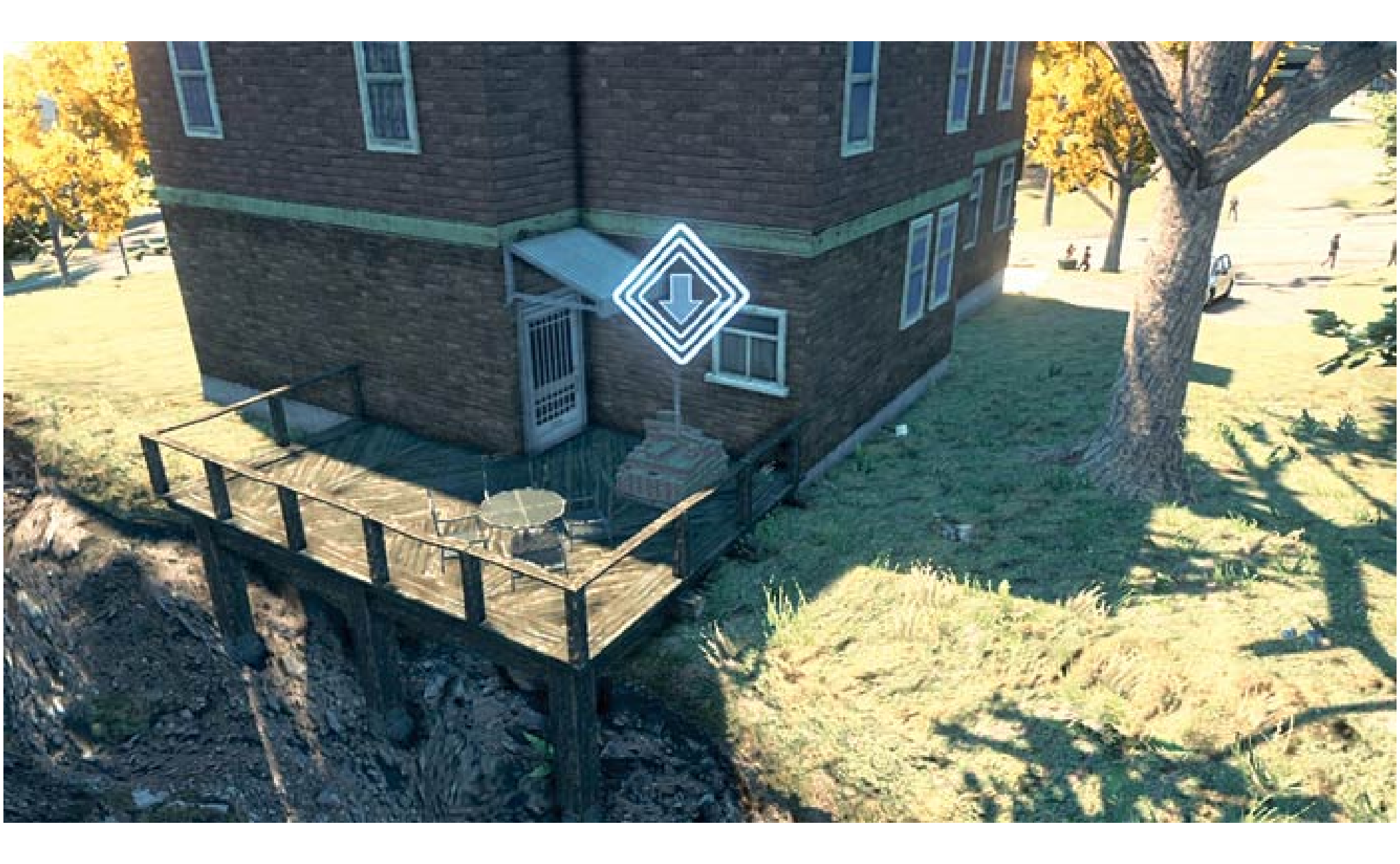

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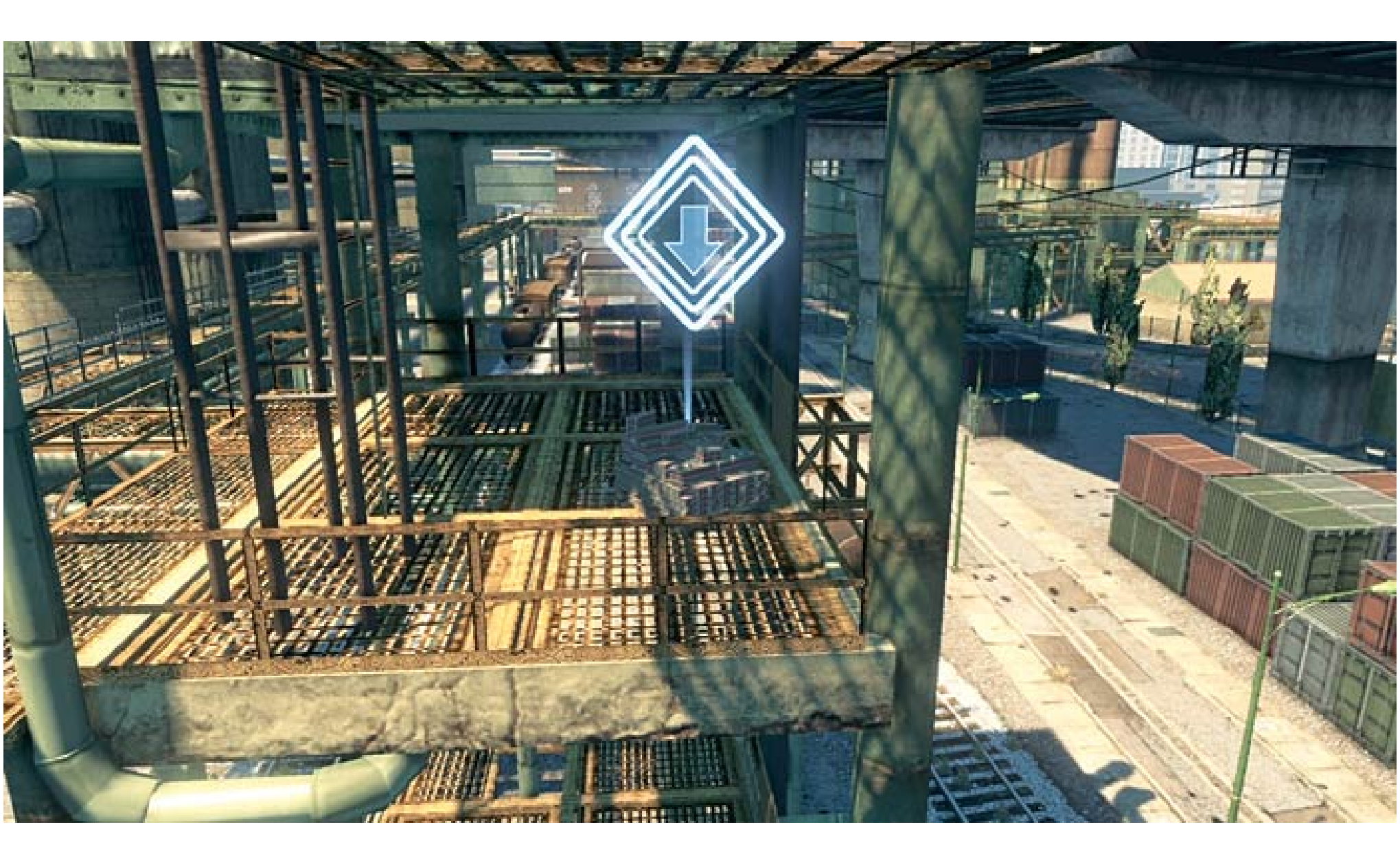

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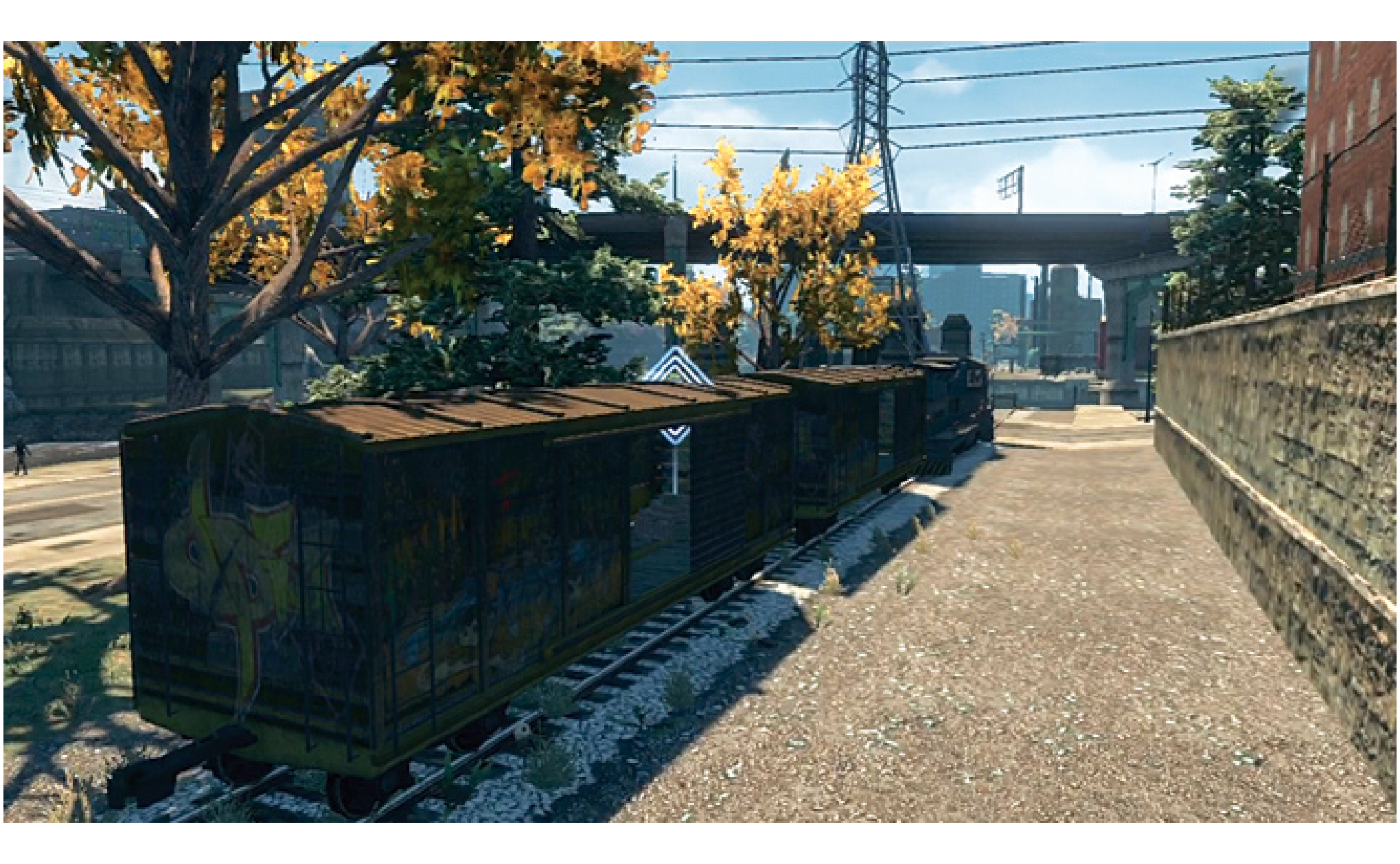

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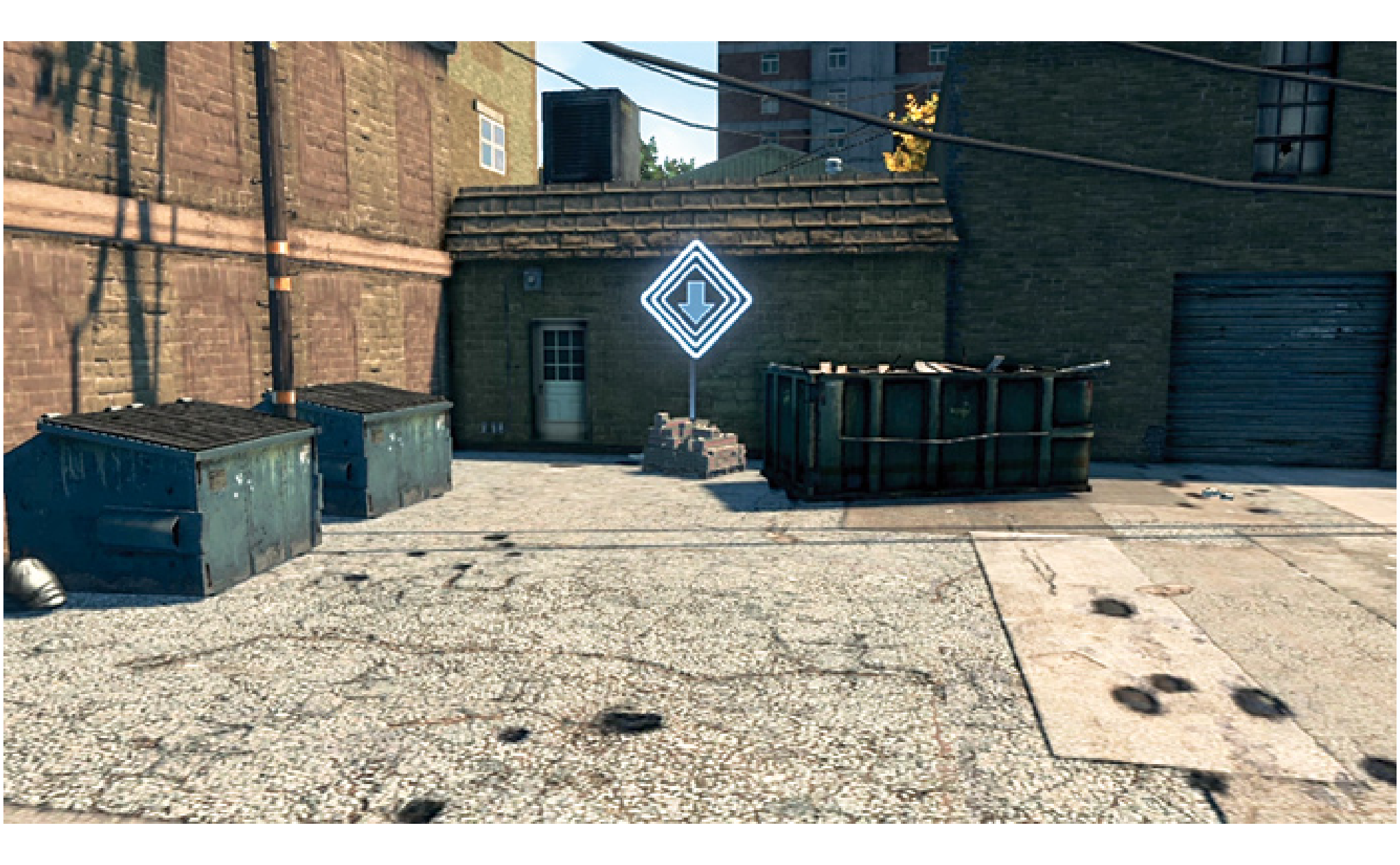

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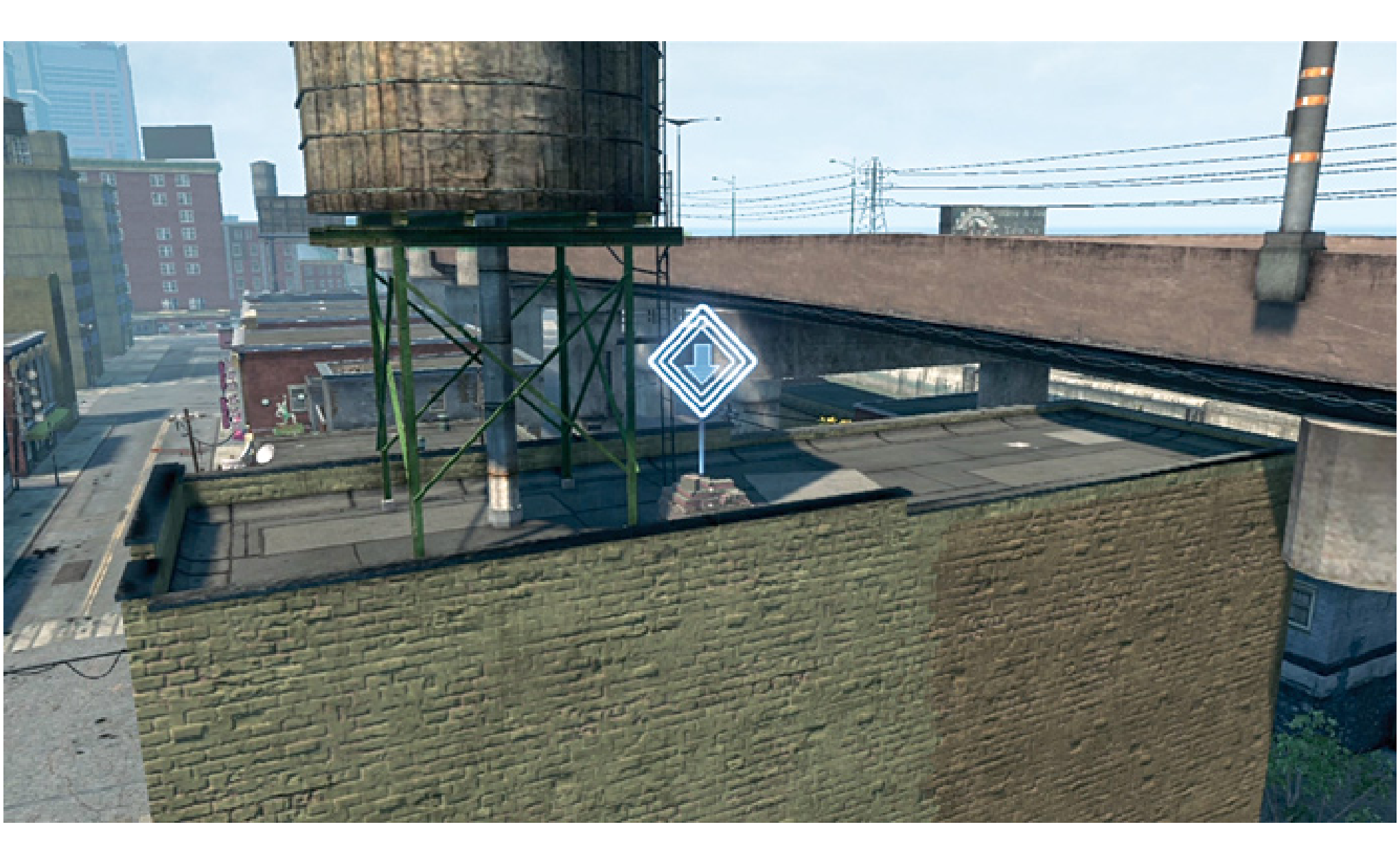

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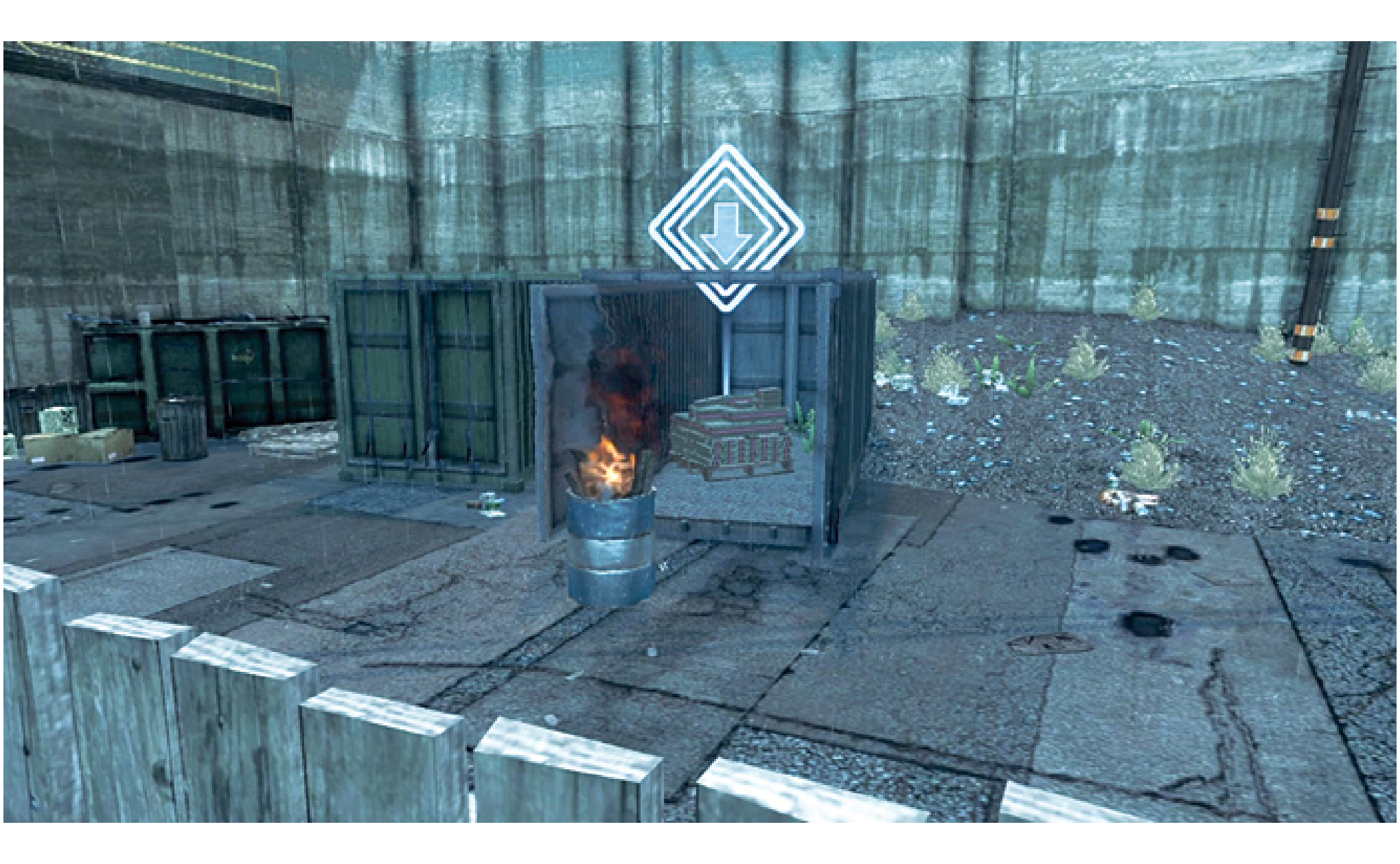

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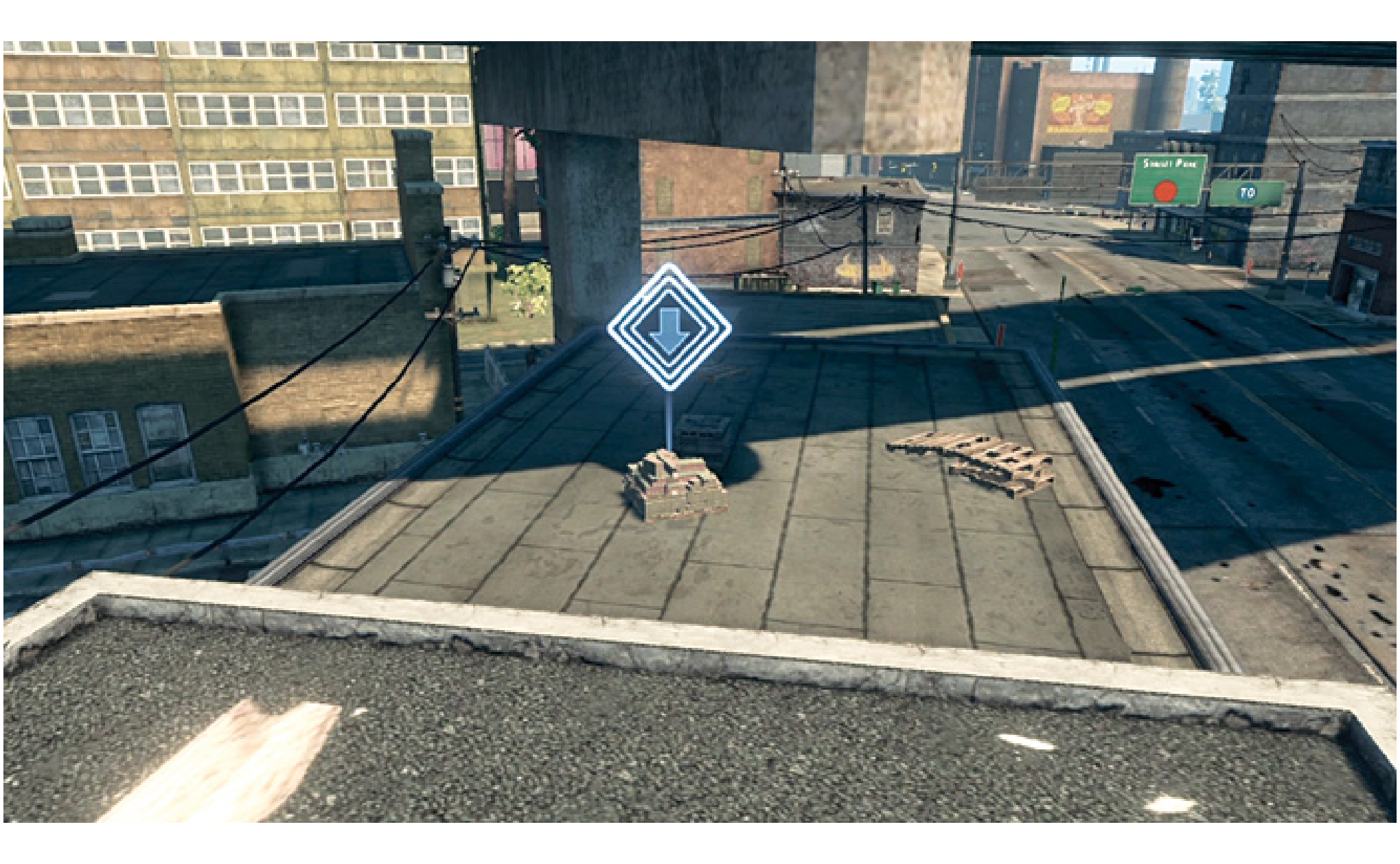

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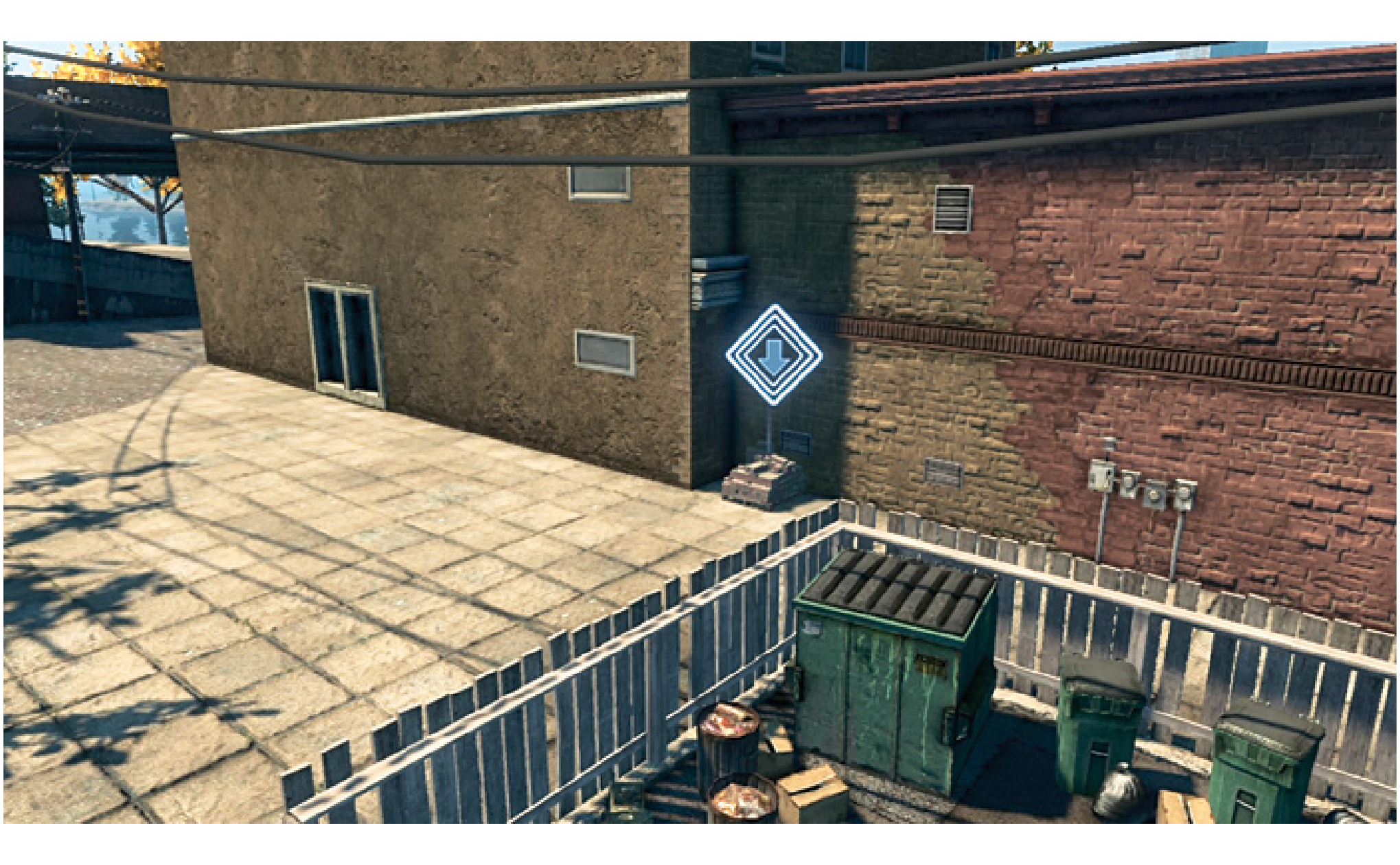

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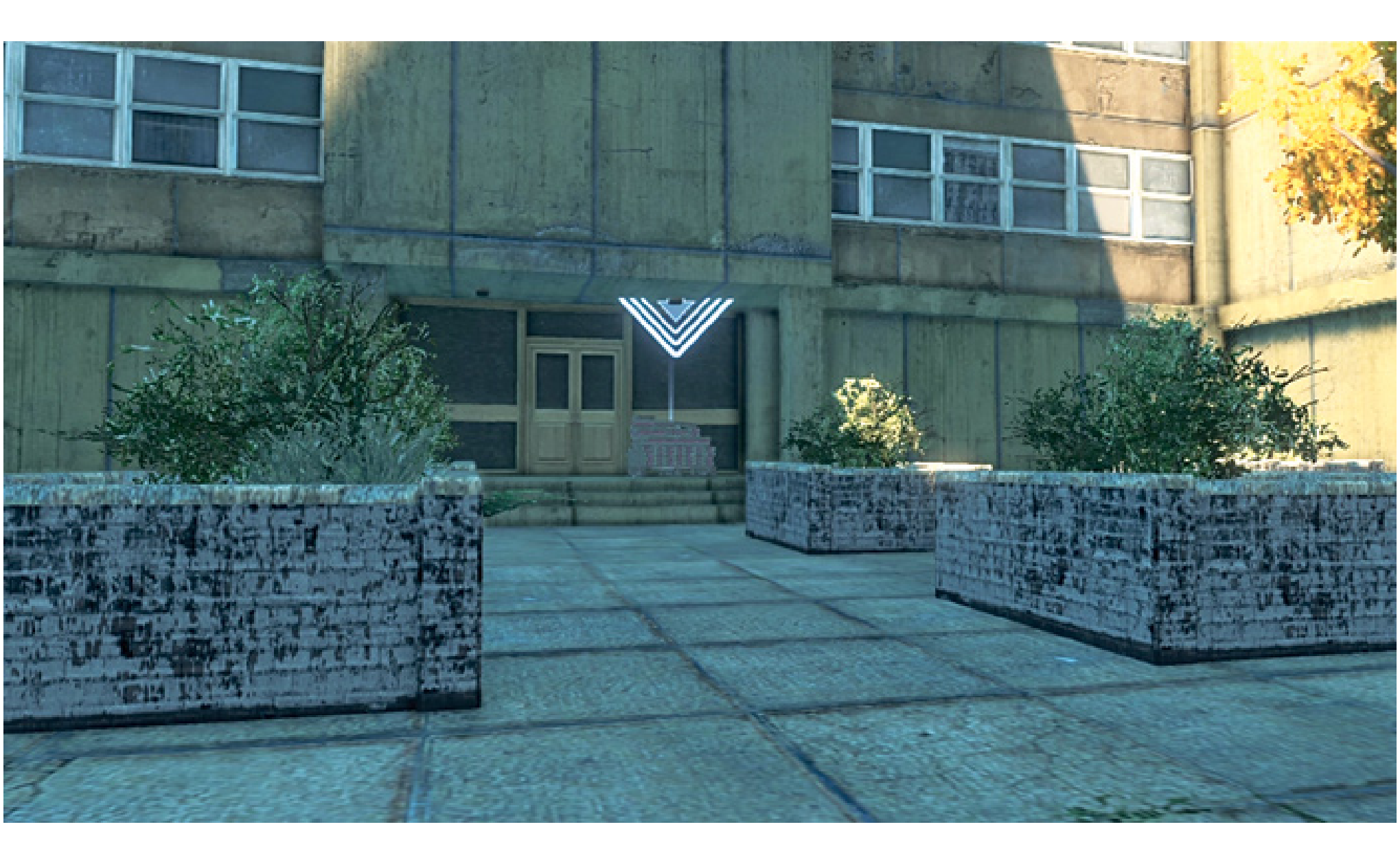

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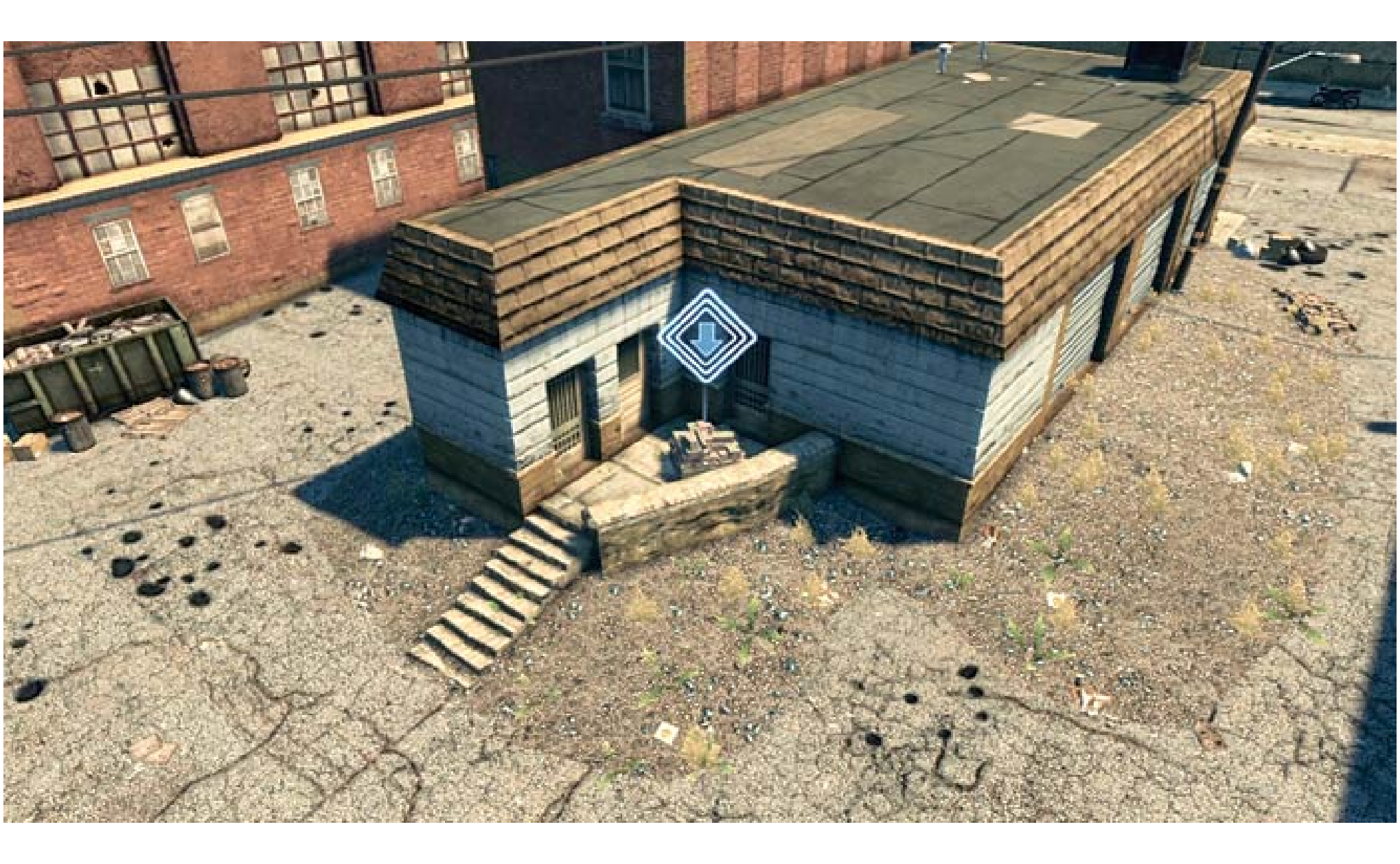

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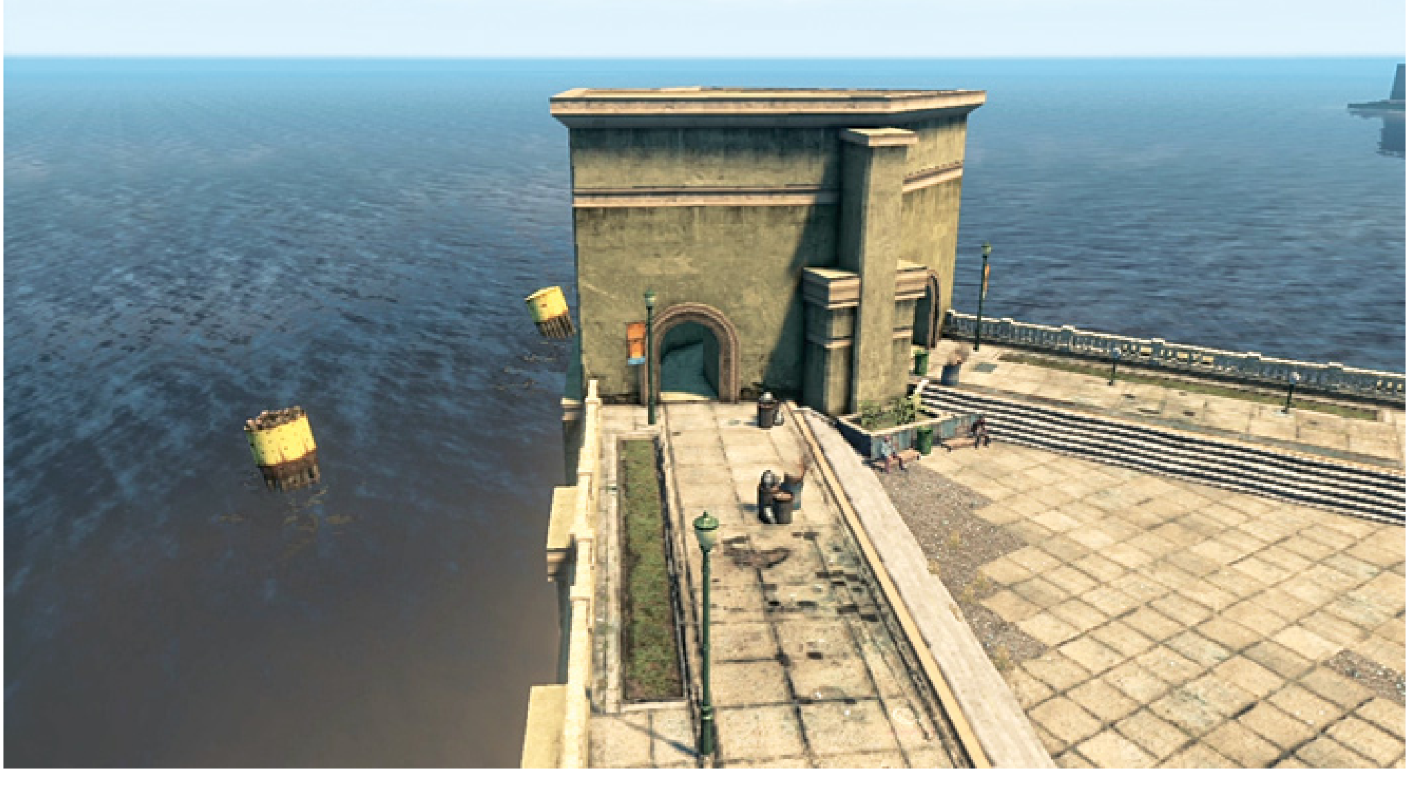

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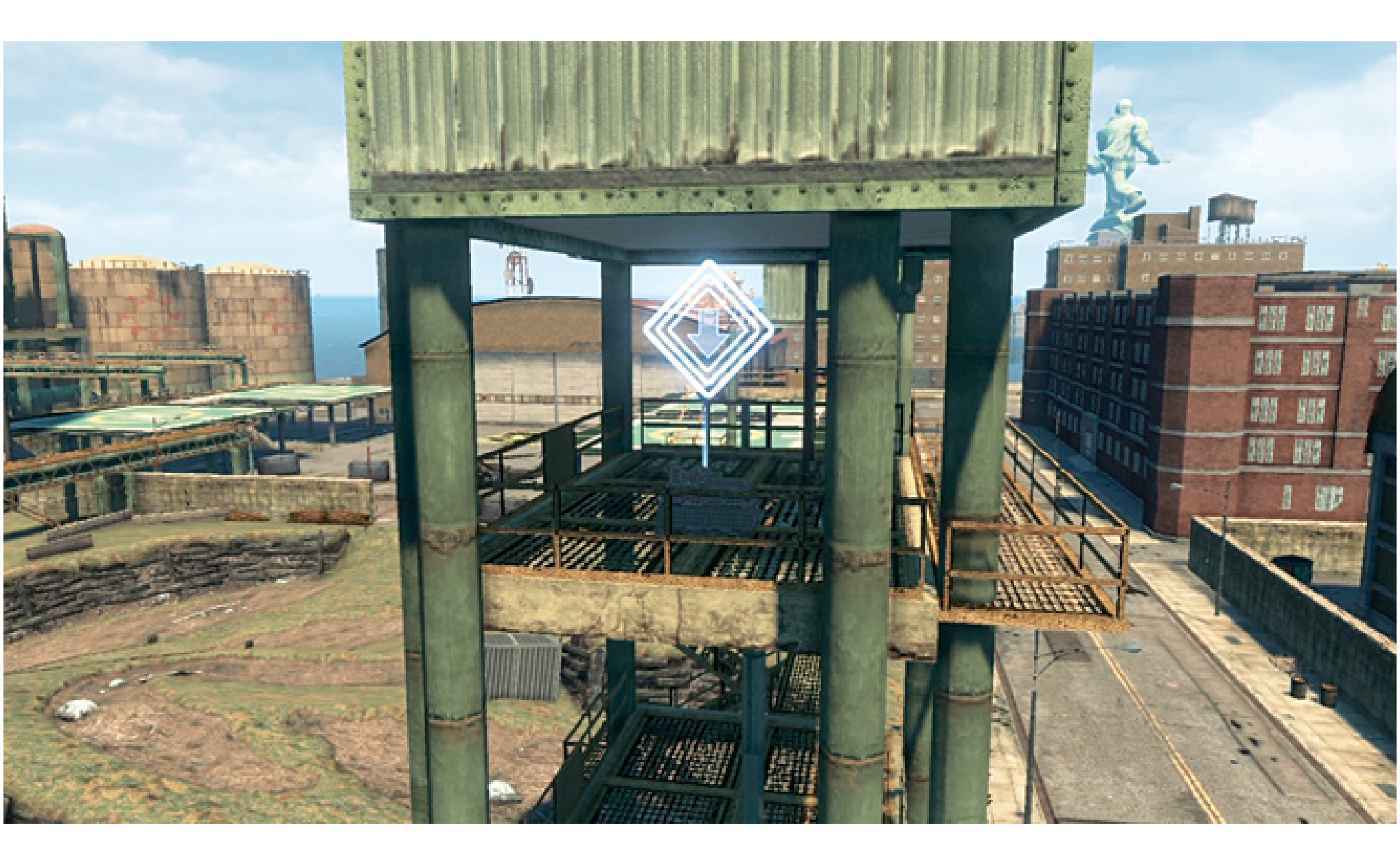

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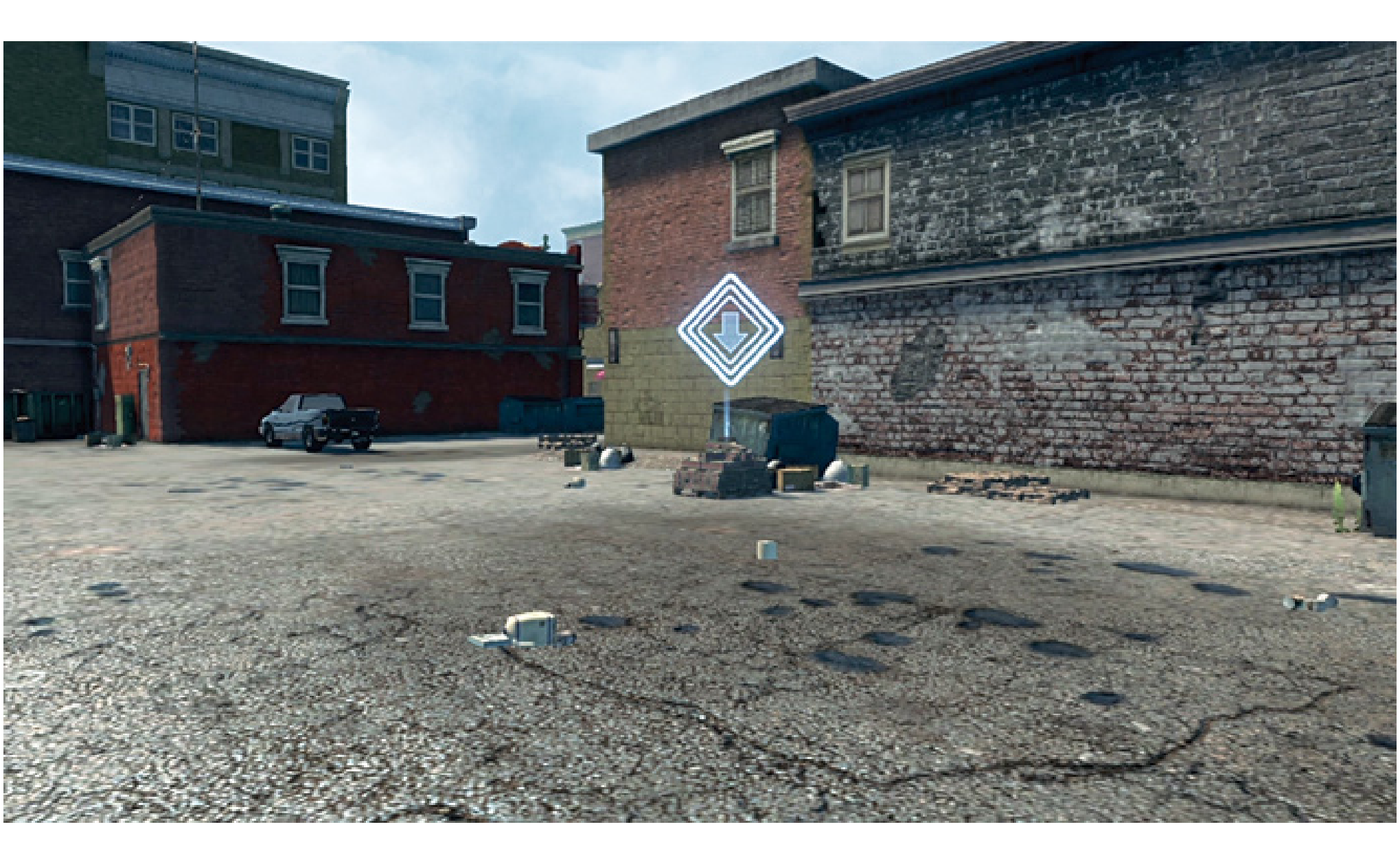

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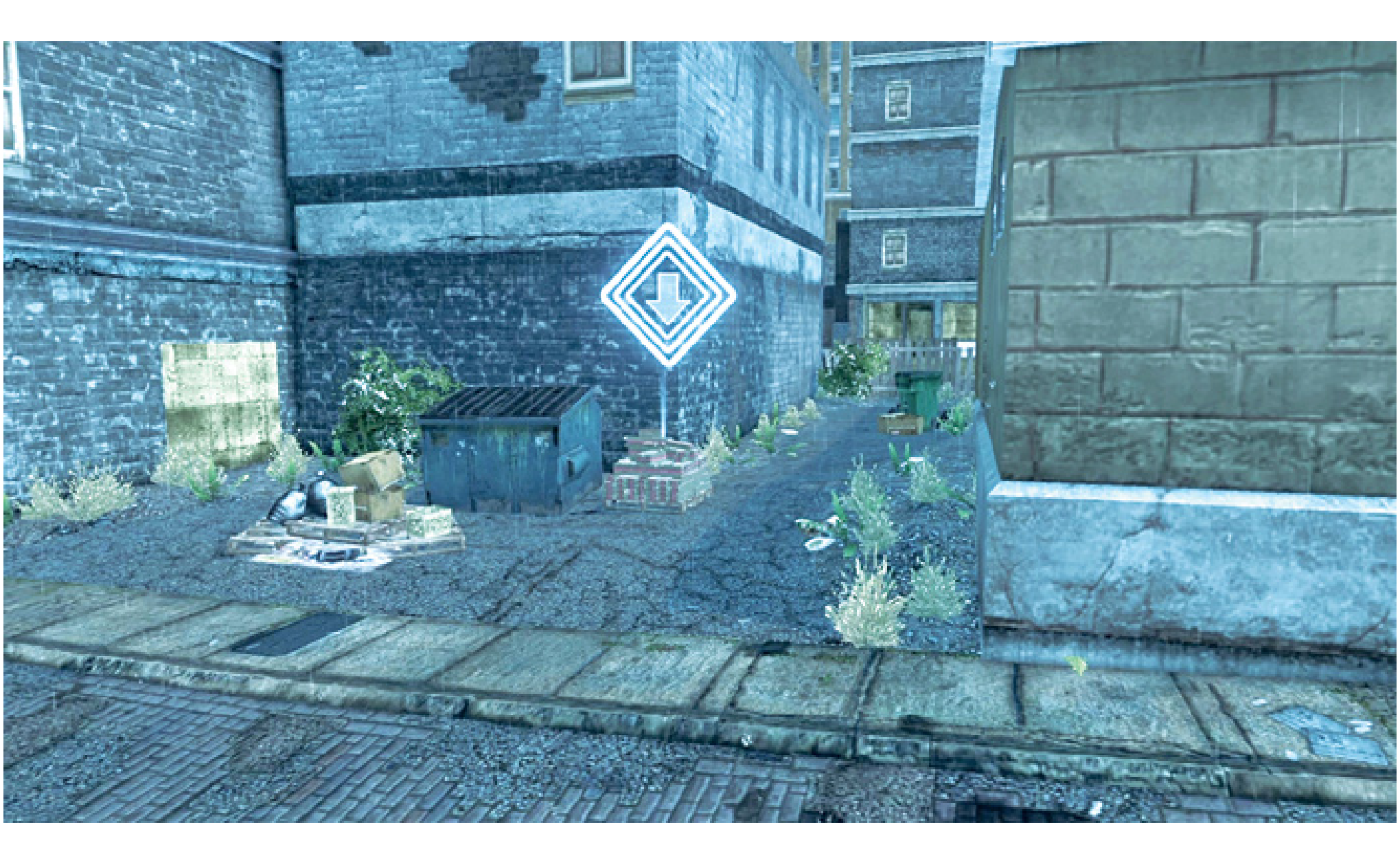

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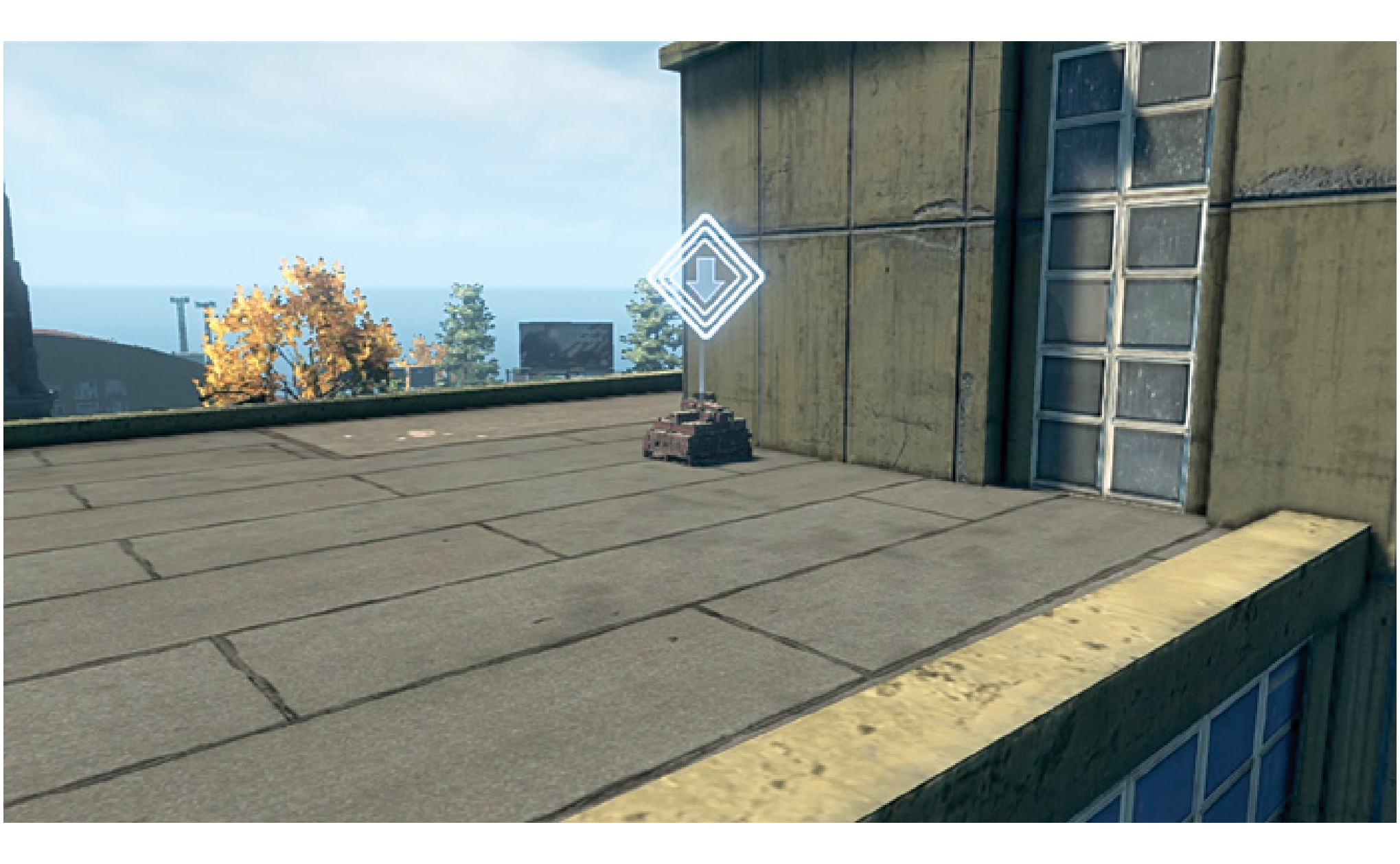
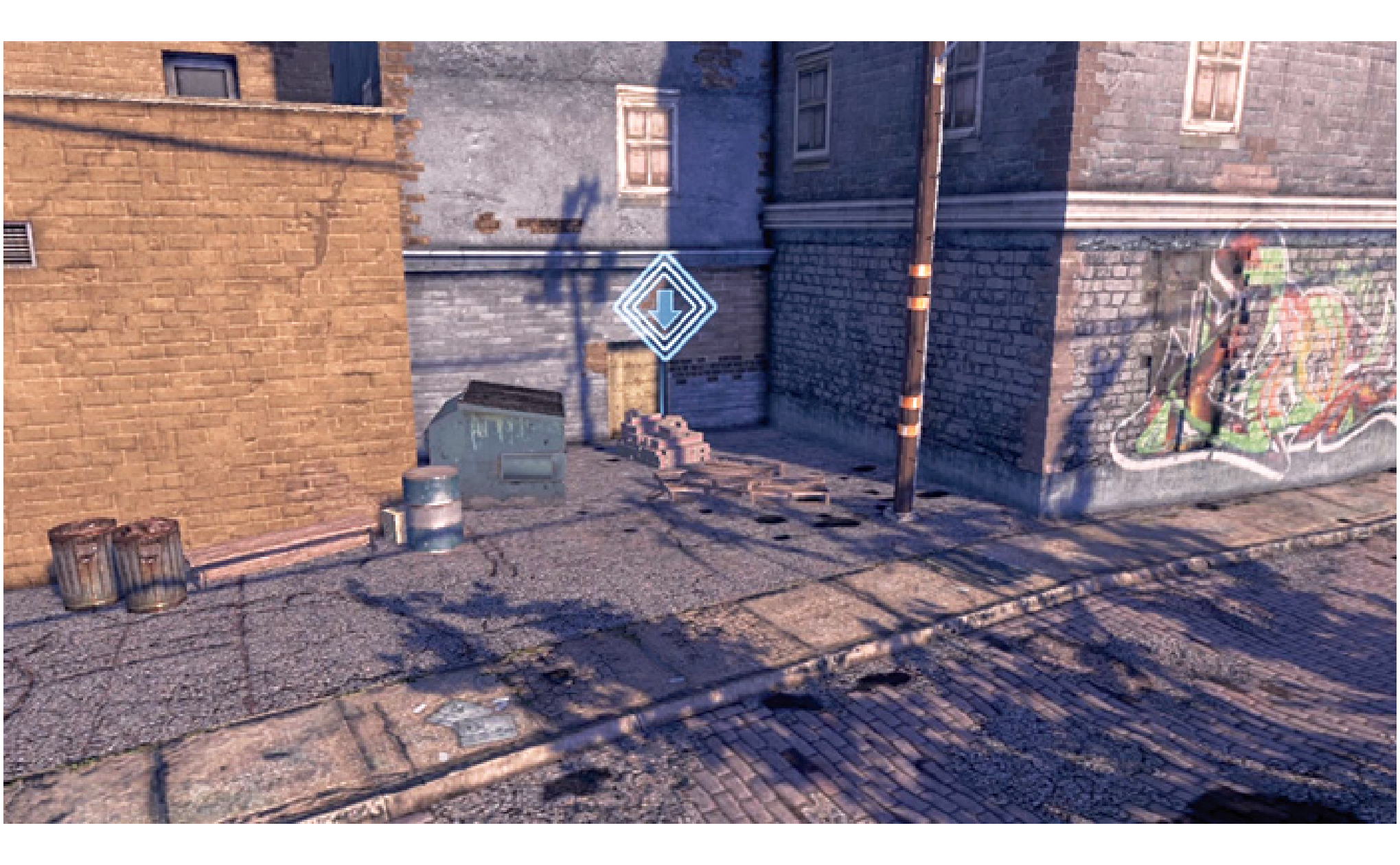
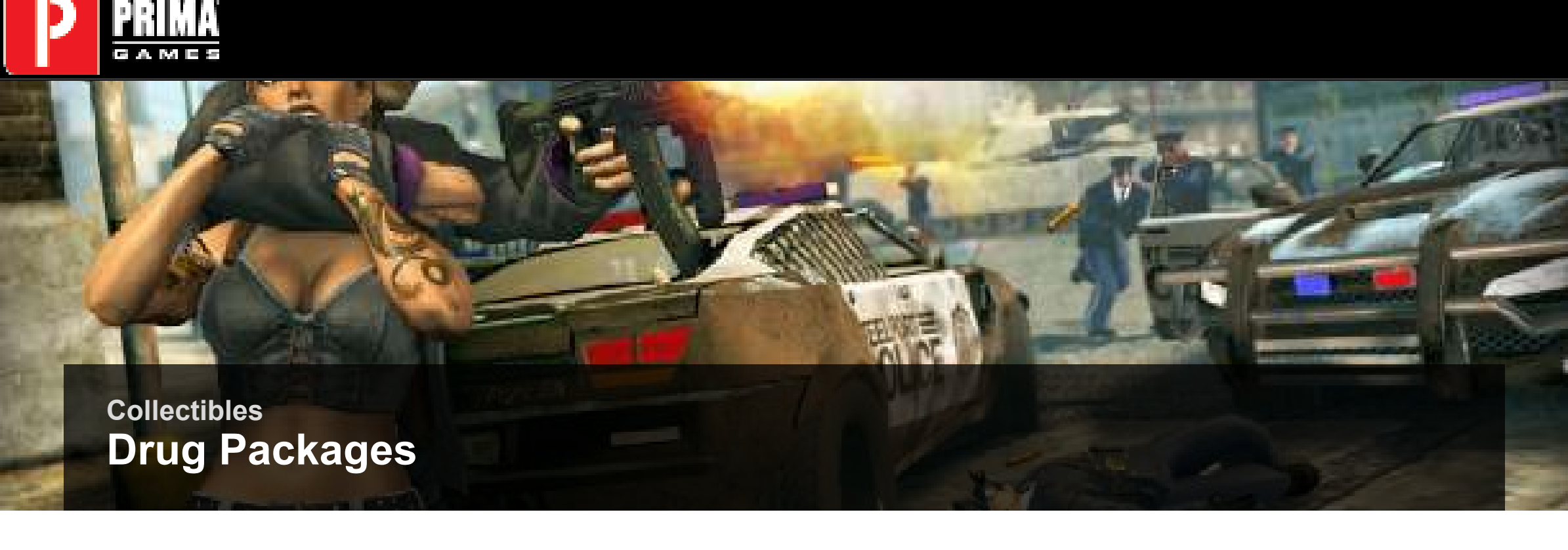


MONEY PALLET 20





Collectibles

Drug Packages

Drug package tips:

Drug Packages 2, 3, and 12: These all require some sort of flying vehicle to access.

Drug Package 5: Without this guide or without the GPS ability to find collectibles unlocked, this and package 6 would be very easy to miss during your travels through the city. Because it is located in a cave near a highway bridge, access is limited to approaches from above, as there is no simple way to climb up to the cave from the water. A tree also stands before the cave, making it easy to just fly or boat past it without suspecting a thing. You can sacrifice a Thompson to get you to this cliff, or try to leap down from above and parachute in. A Specter is also a good choice, since it's small enough to make a safe landing on the ground near the tree. Once you get to the ledge, move past the tree and into the cave where the drugs await.

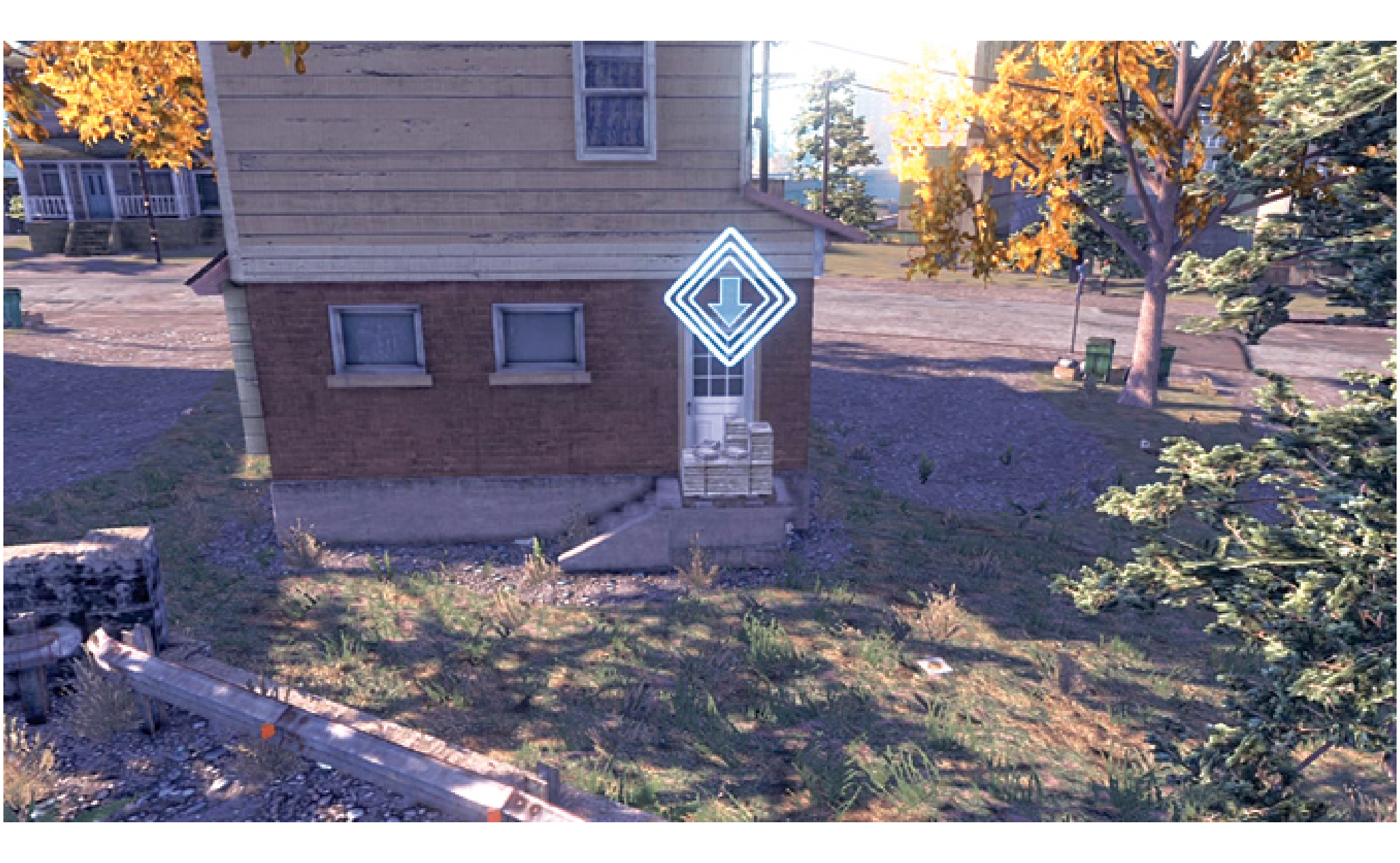
Drug Package 6: Much like number 5, this package is hidden in a small cliff-side cave, camouflaged by a tree, and access to it is still limited to landings of small craft like the Specter or Thompson, or simply by leaping down to the ledges from above. However, unlike 5, it is possible to catch a glimpse of the icon leading to the package from the outside if you fly past it at the right angle. However you choose to get here, you'll find the package hidden in a small cave.

Drug Package 9: Another easy-to-miss location, underneath the freeway on-ramp at this point is a small garage. Behind it, the package waits for collection.

Drug Package 10: You can use the stairs on the outside of the building to climb to the rooftop, but you can make things much quicker just by swooping in with a flying vehicle.

Drug Package 17: The XXX strip joint has a back alley that is fenced off rather thoroughly, but you can climb it easily enough to get to the package hidden there.

Drug Package 1



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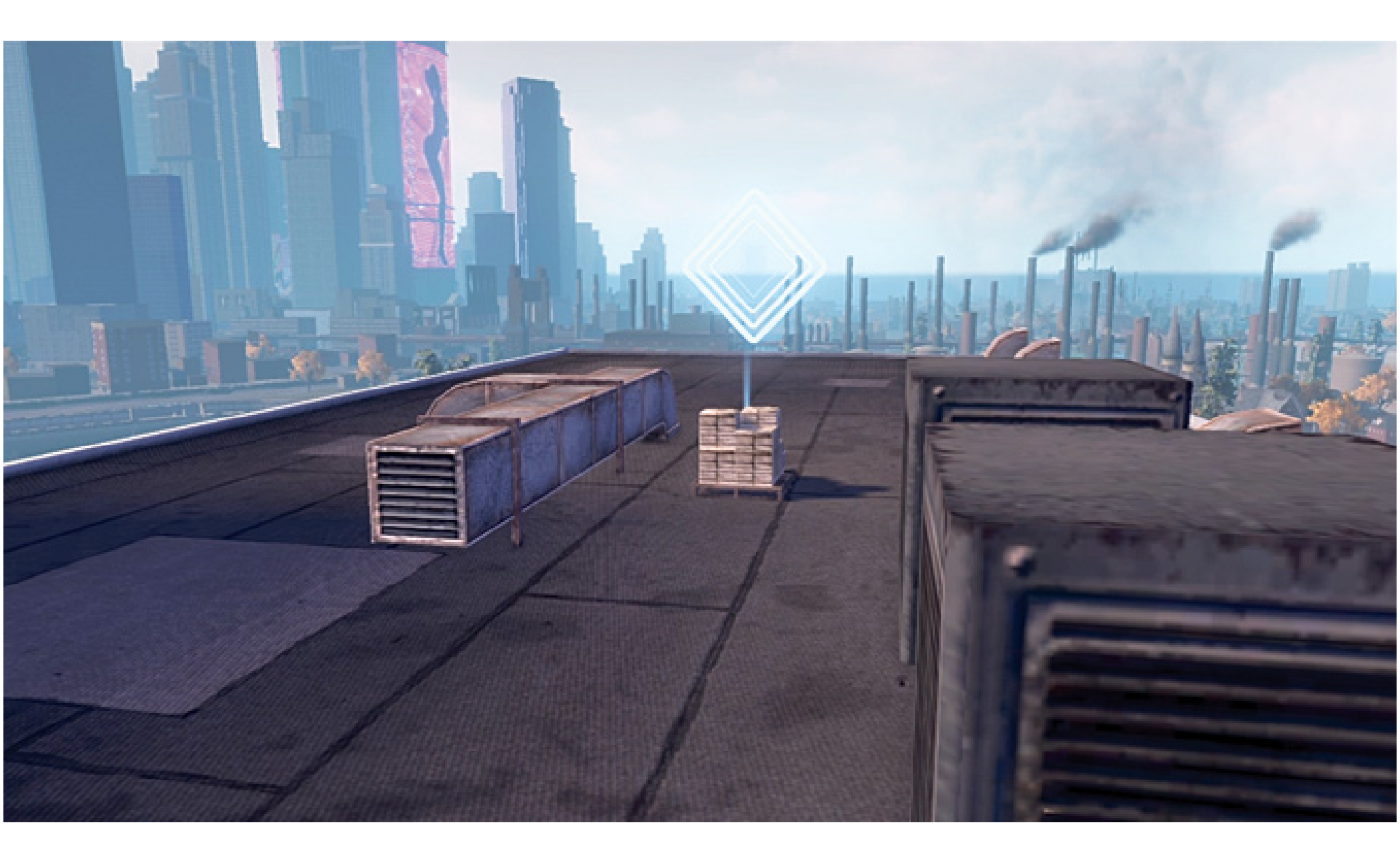

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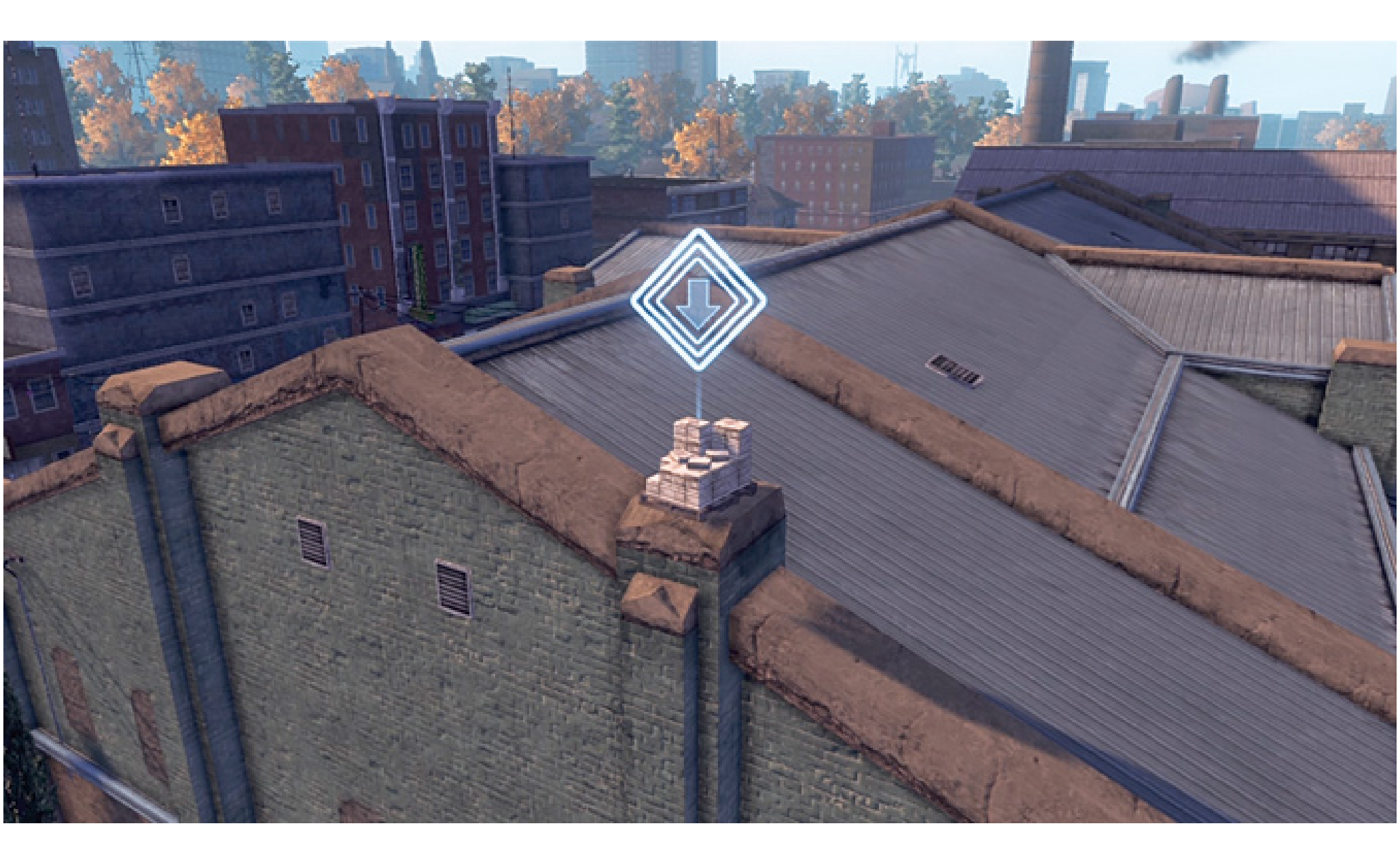

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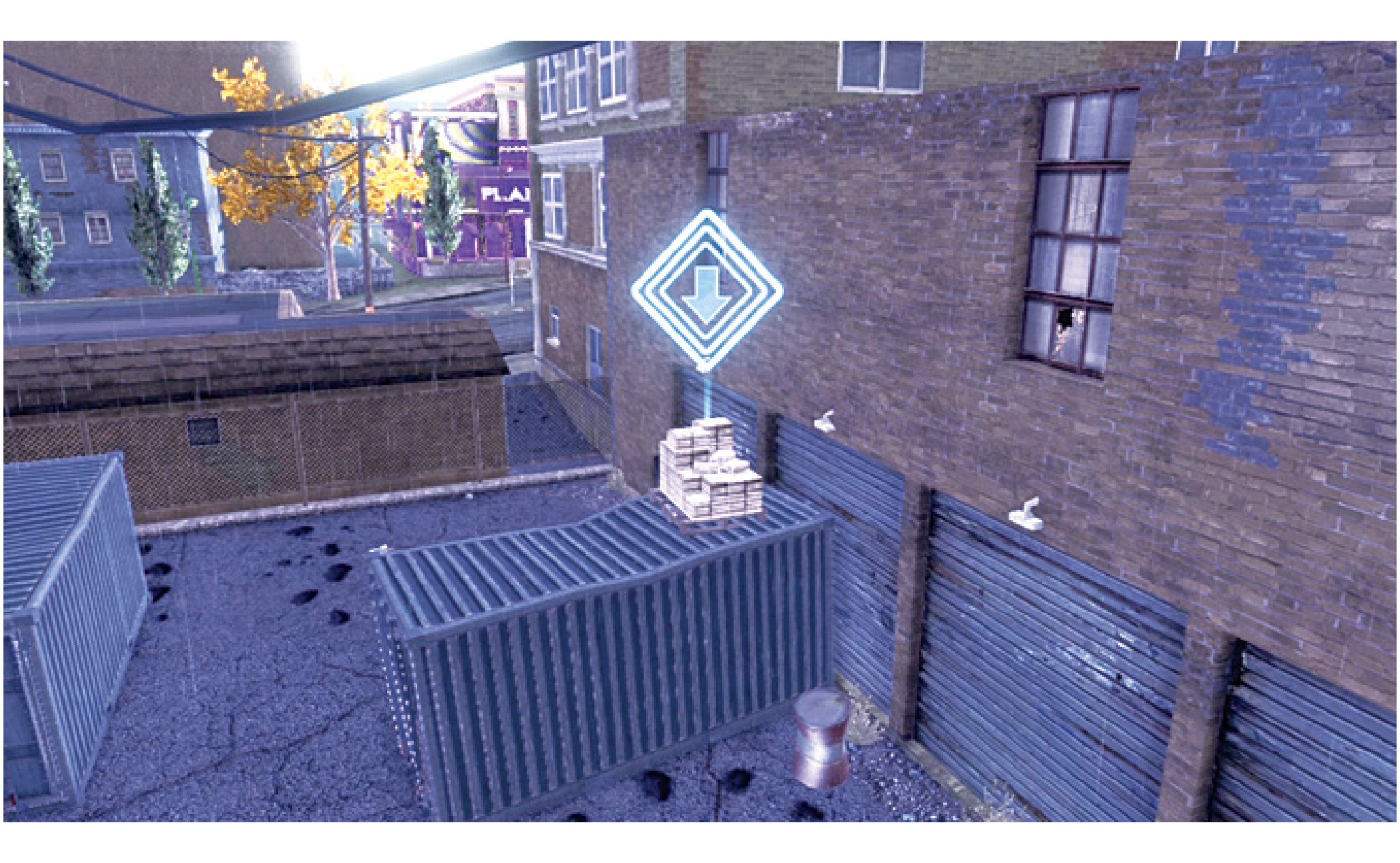

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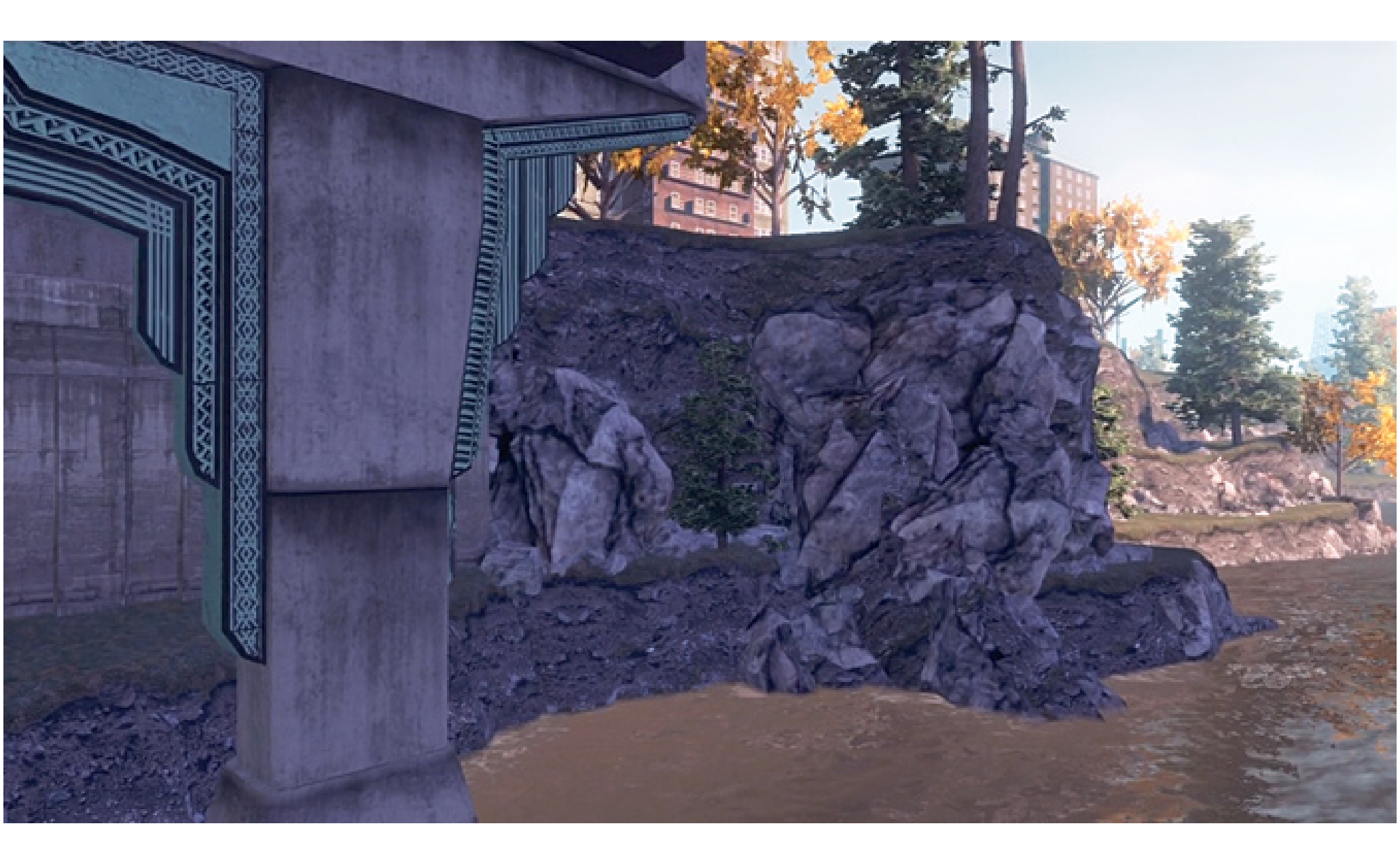

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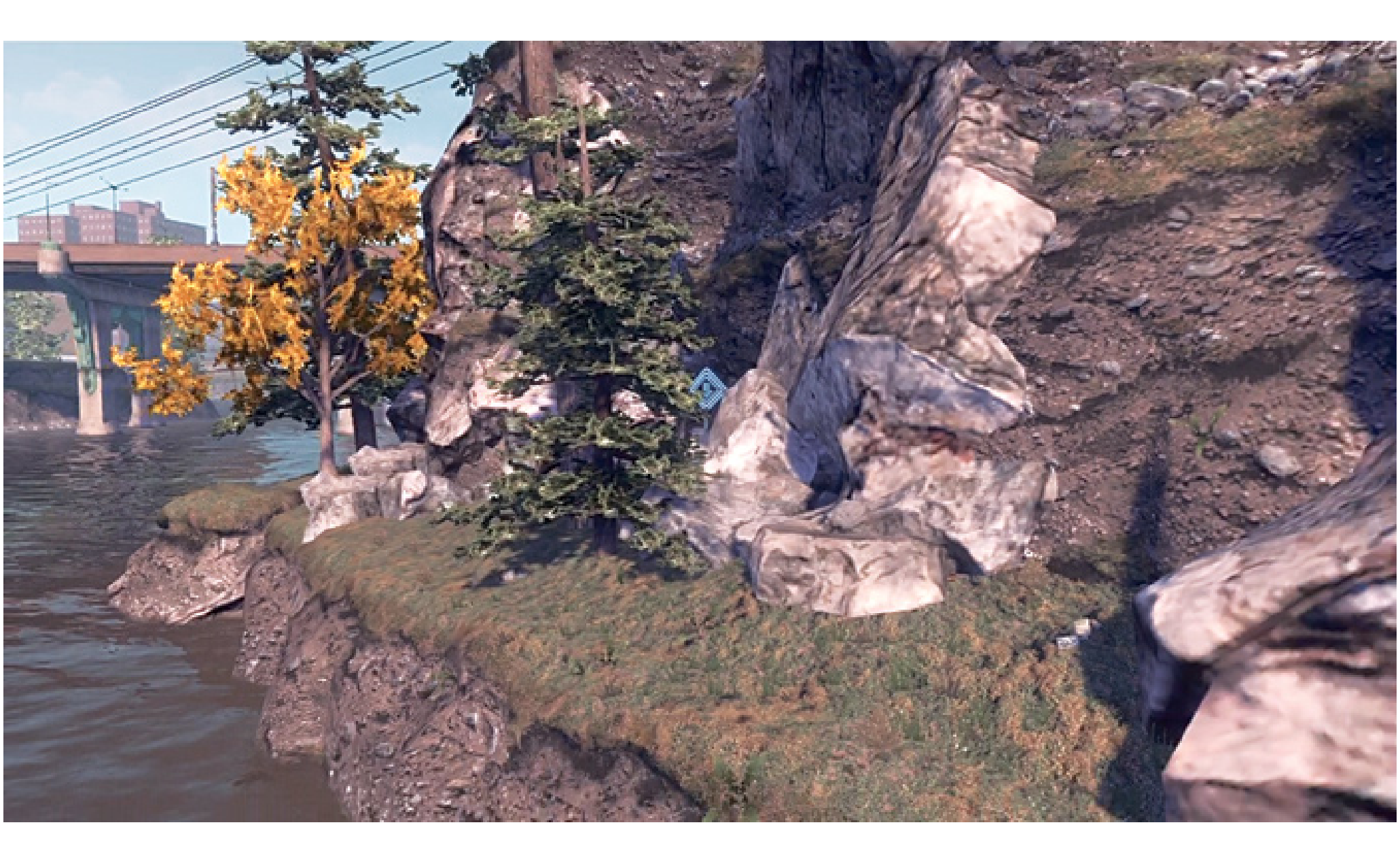

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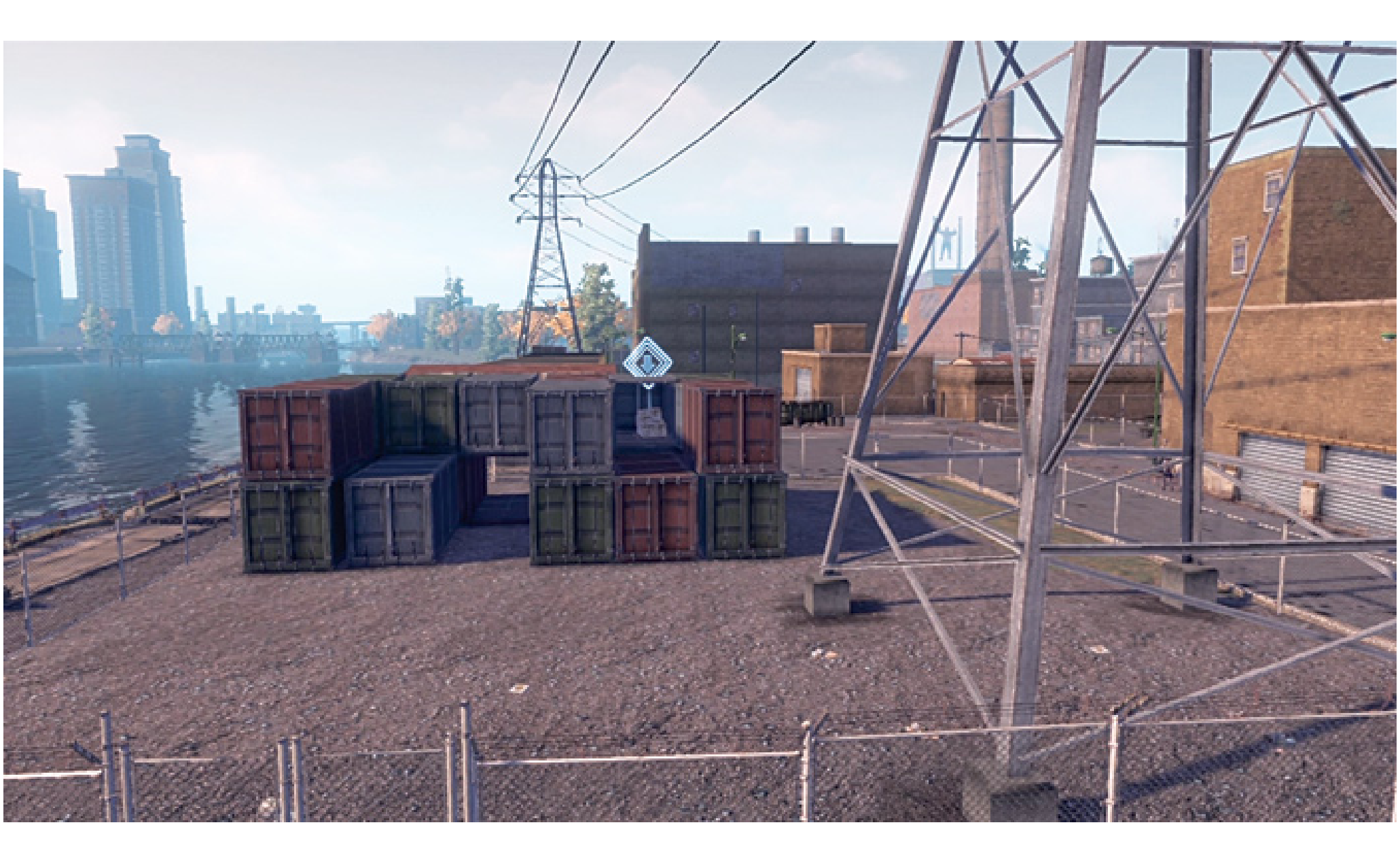

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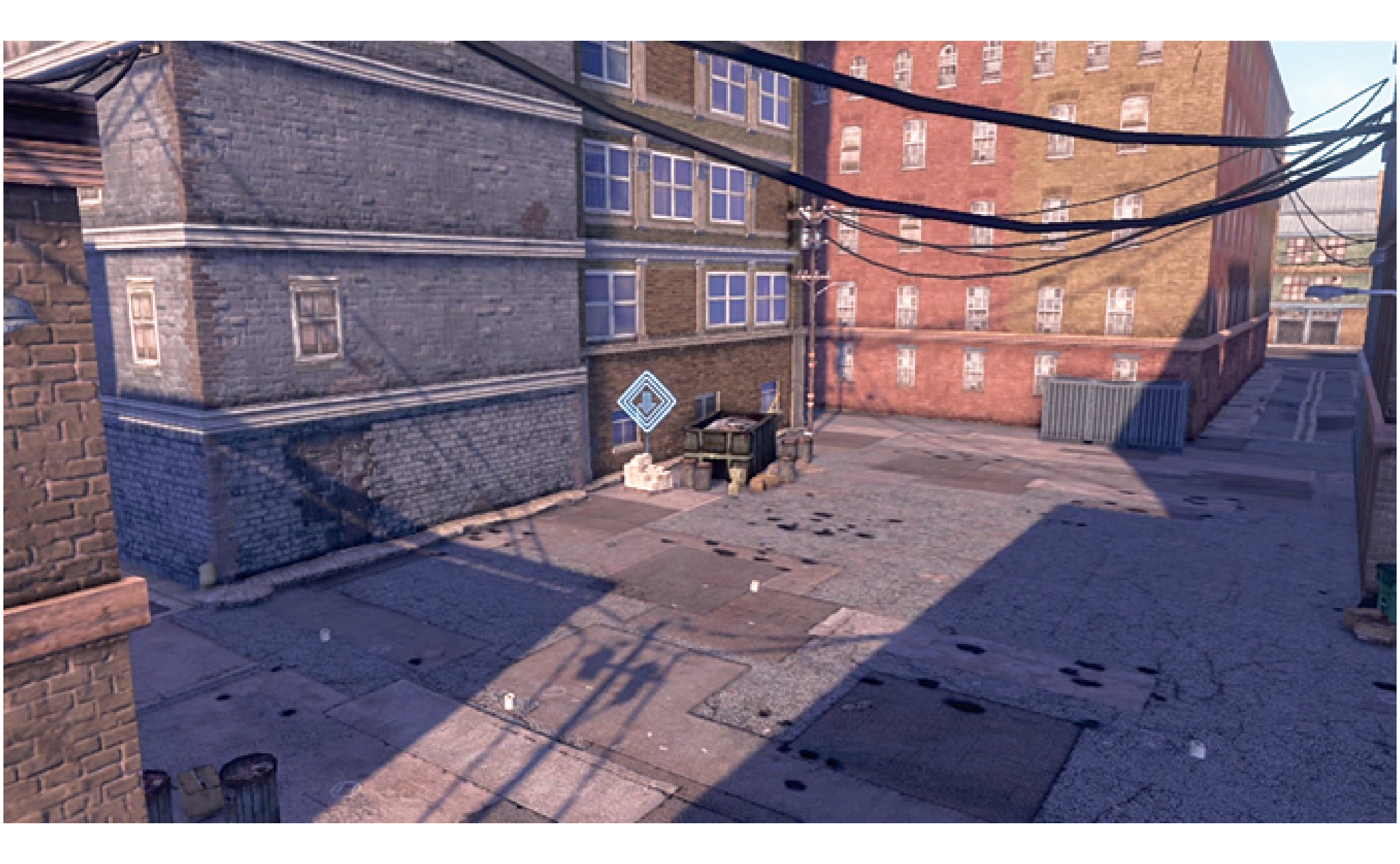

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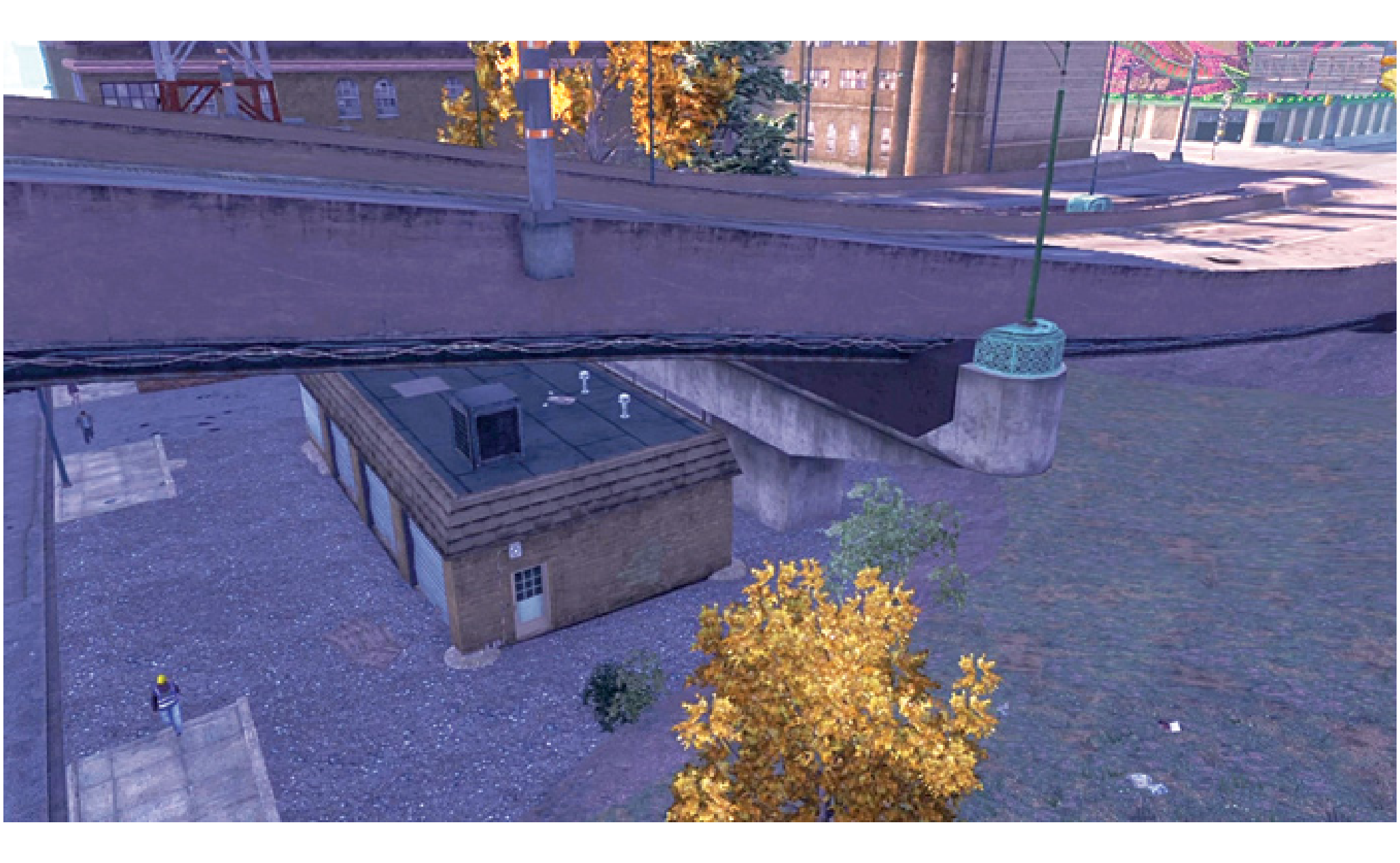

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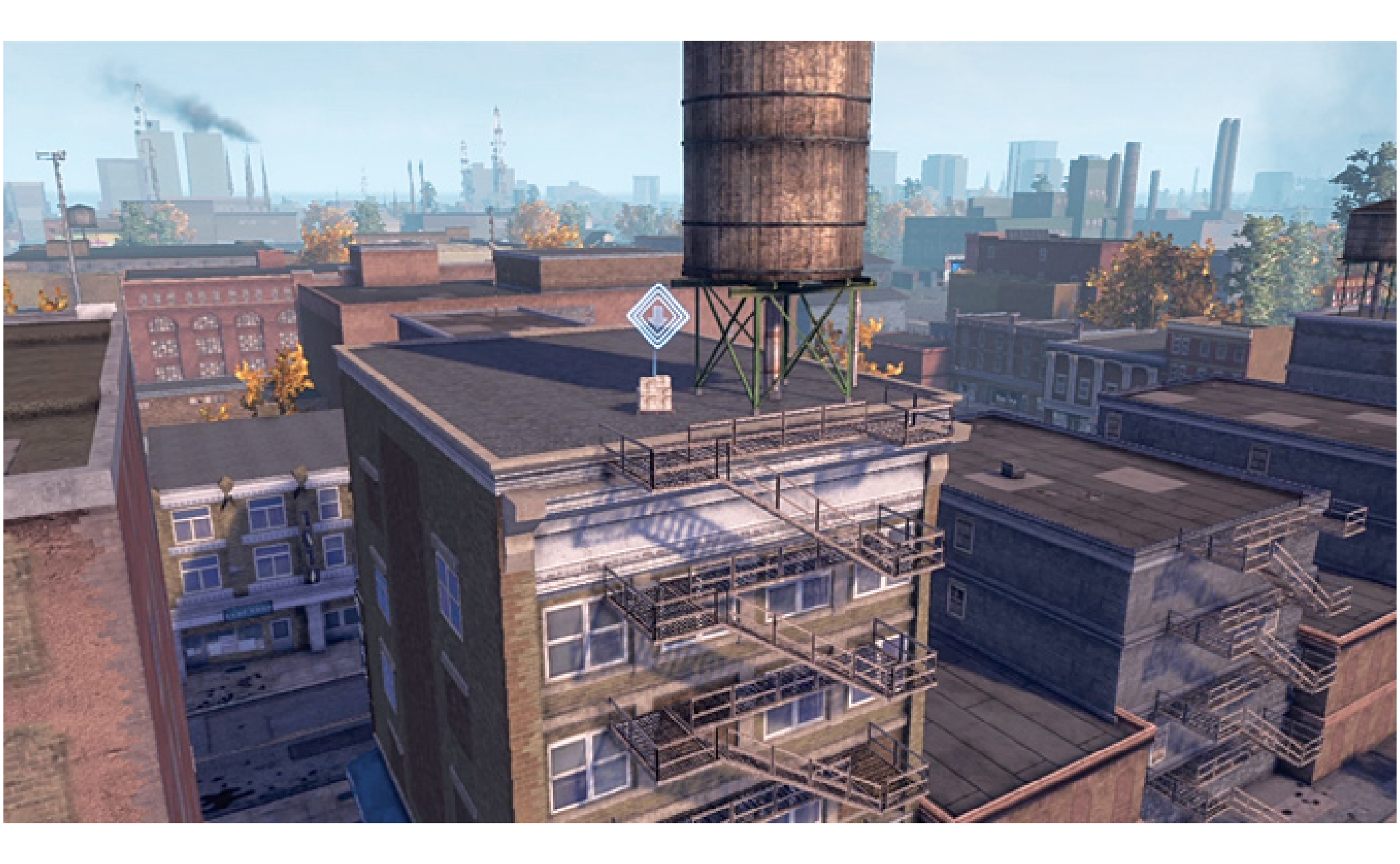

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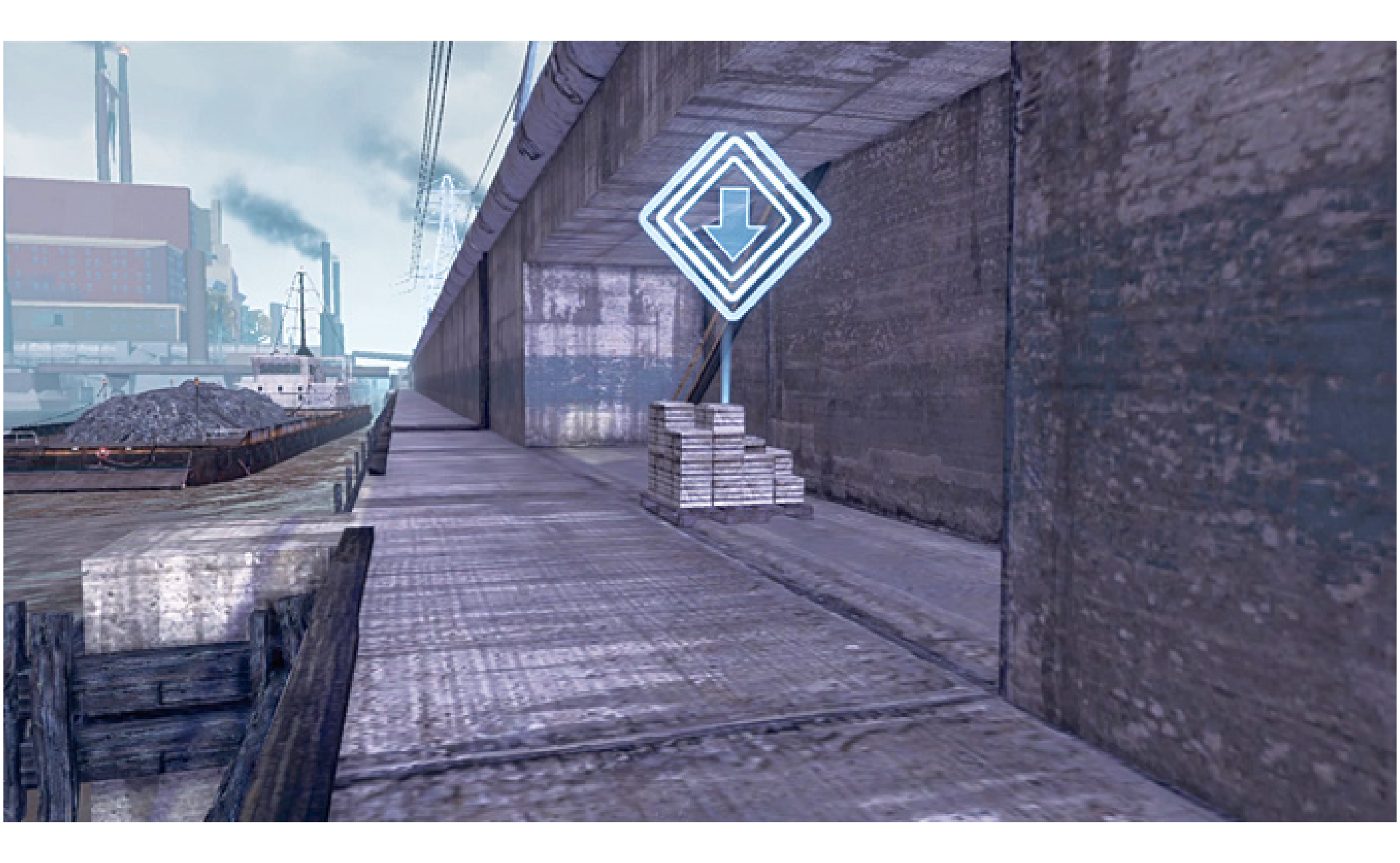

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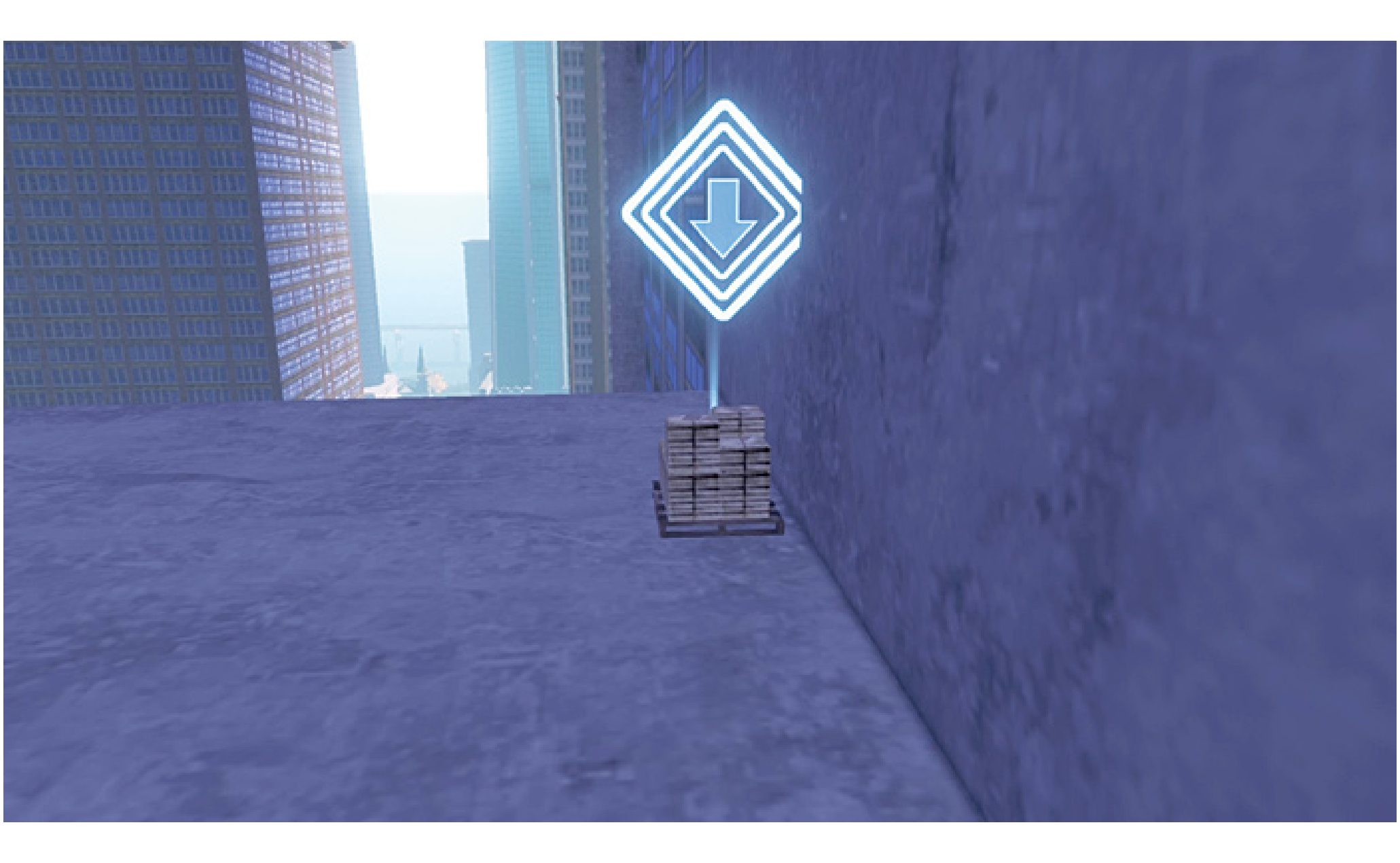

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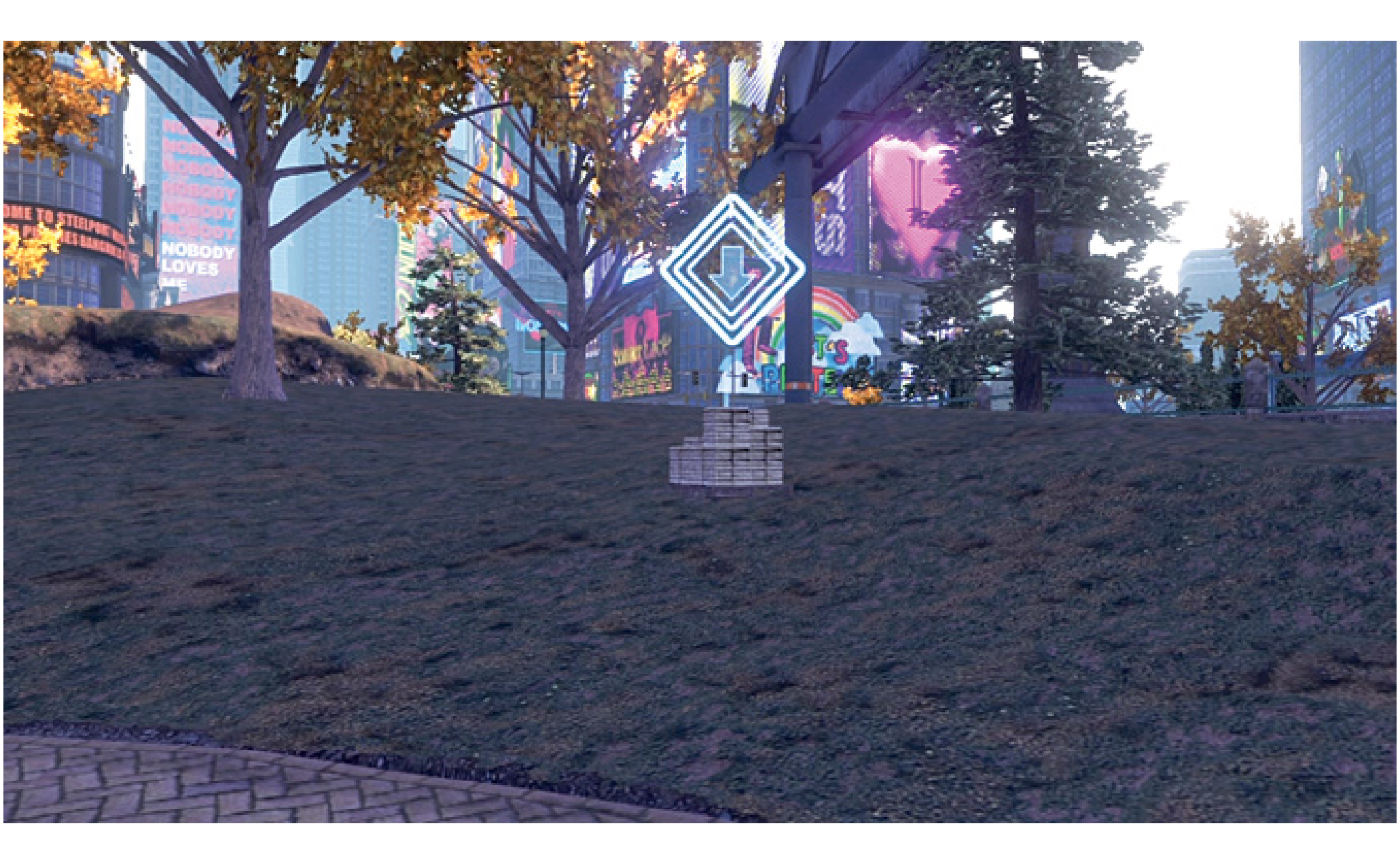

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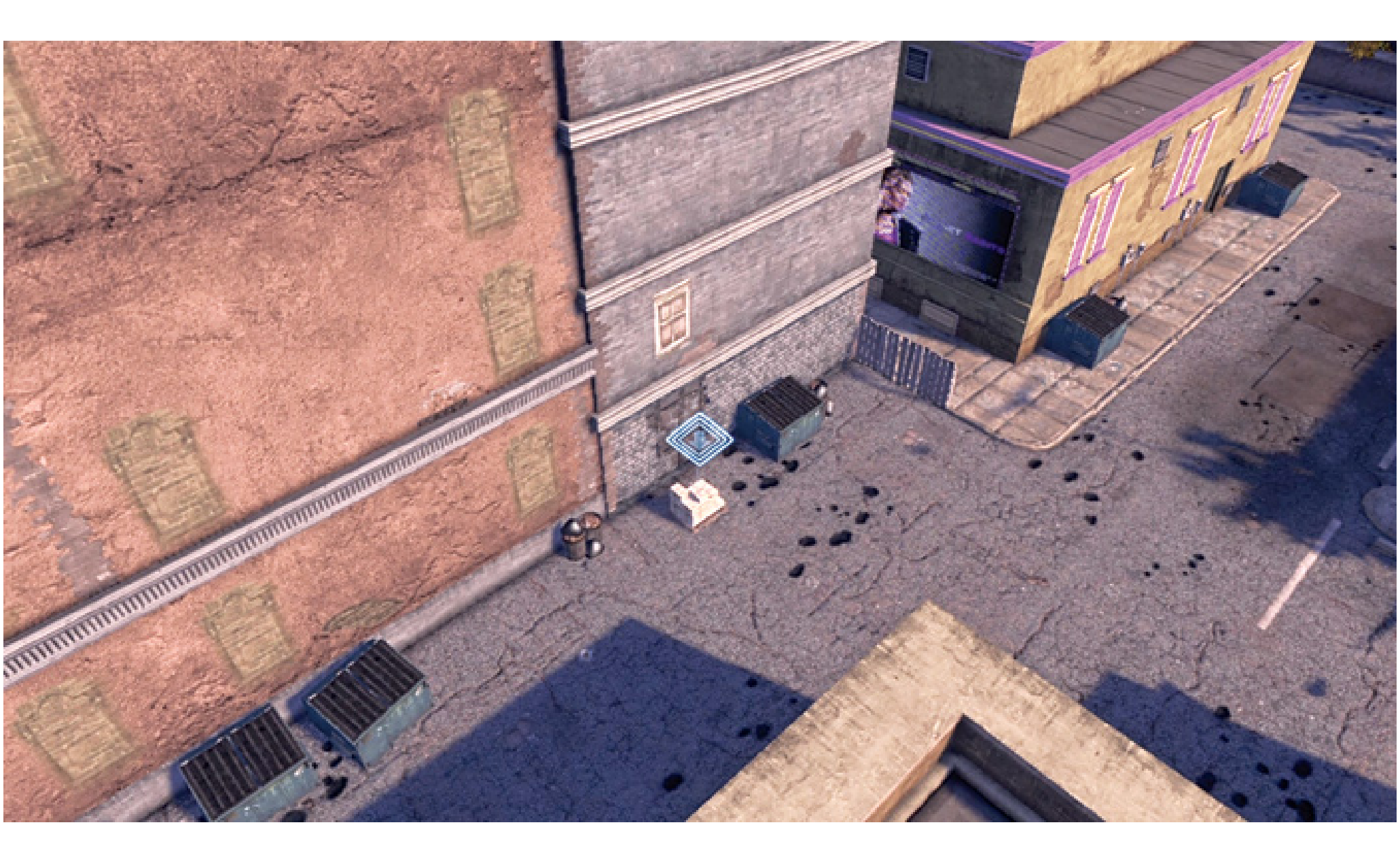

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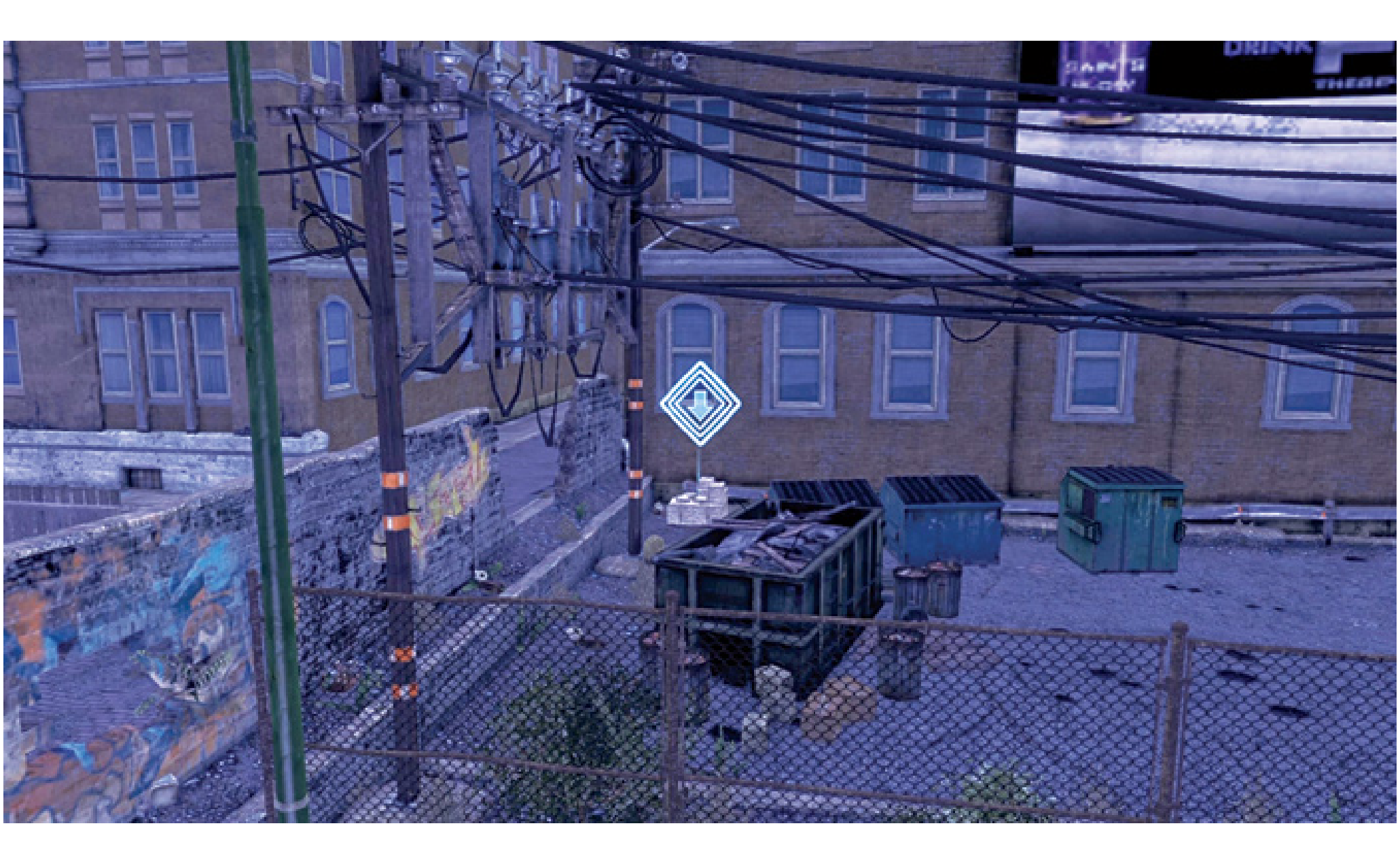

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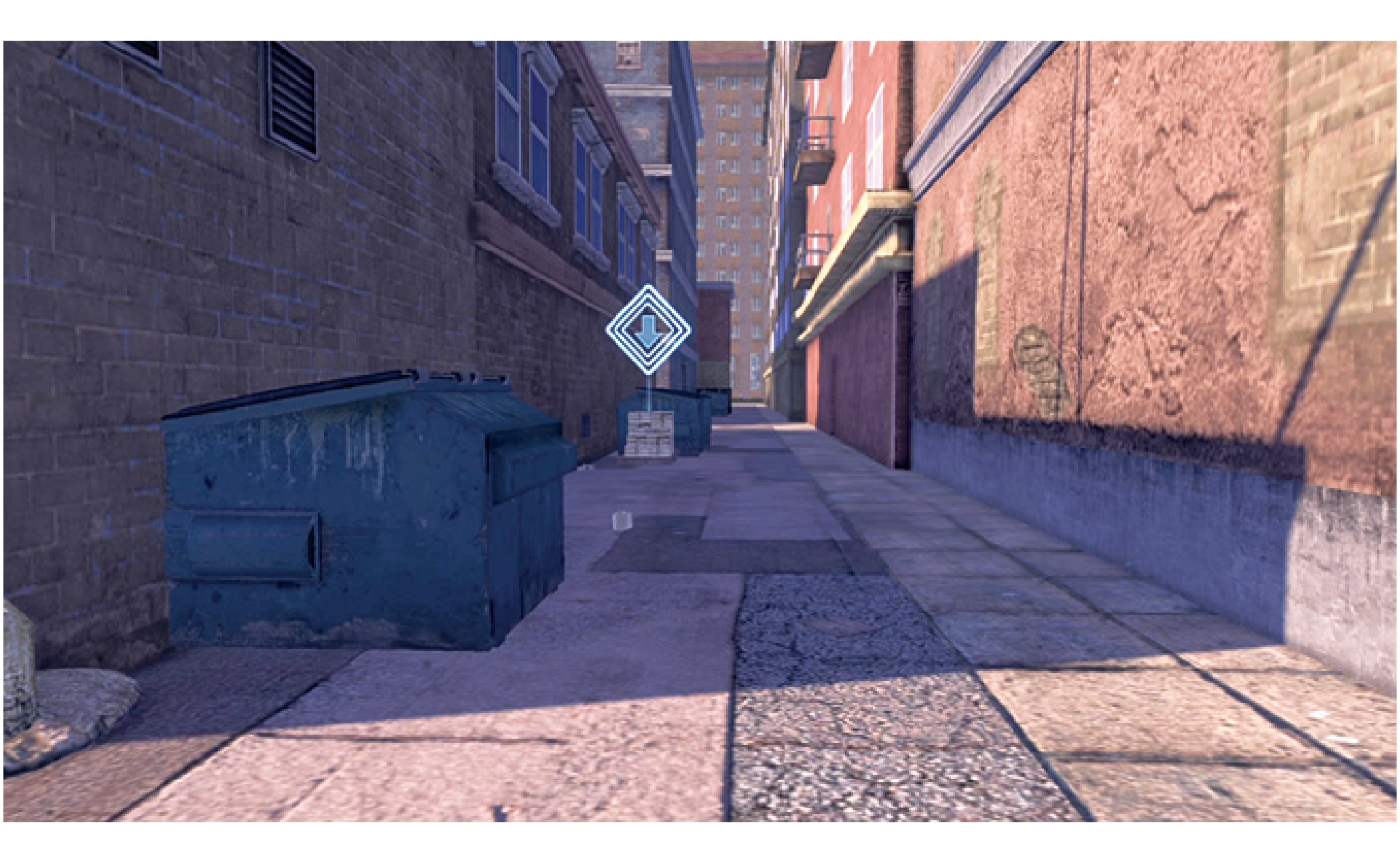

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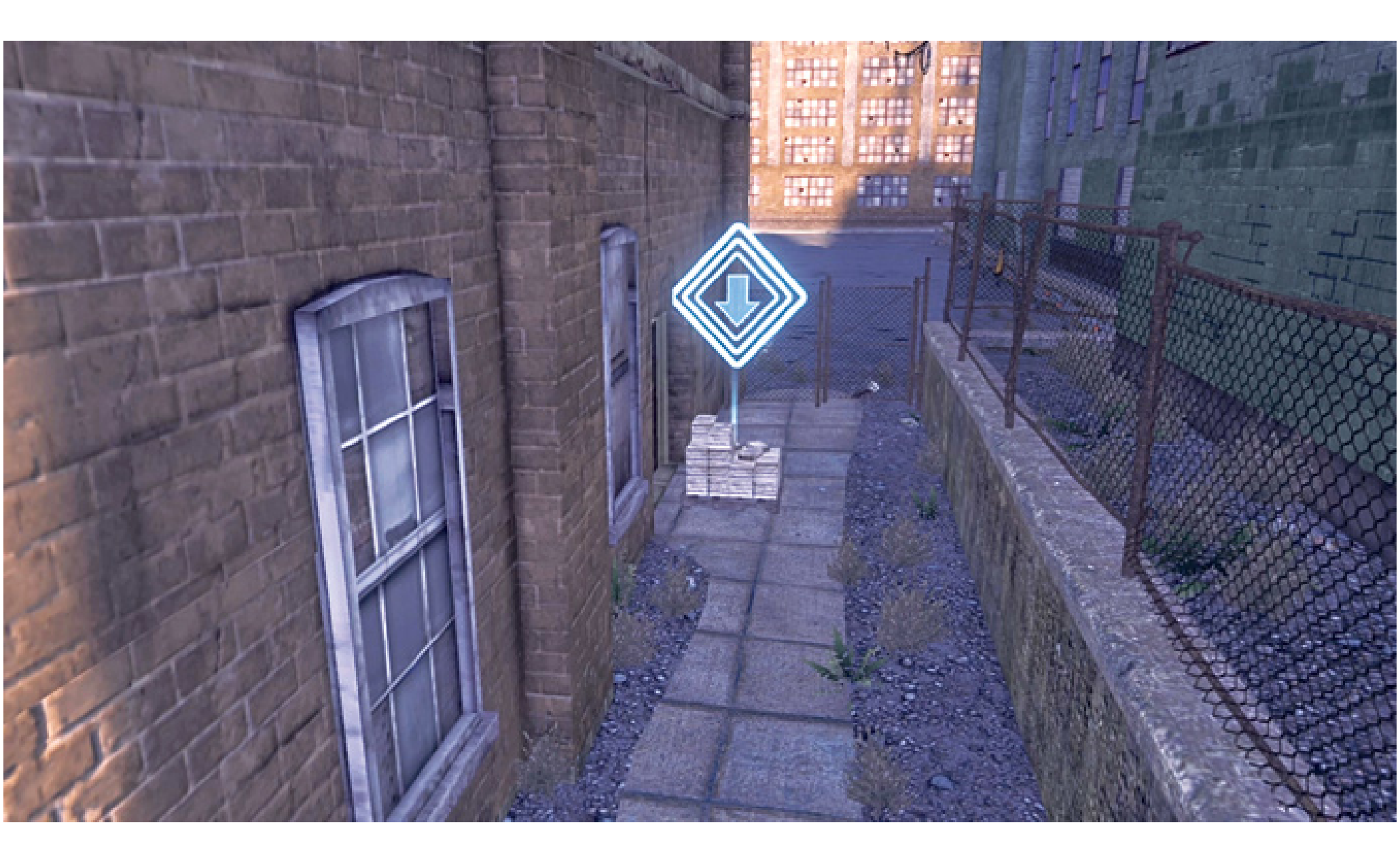

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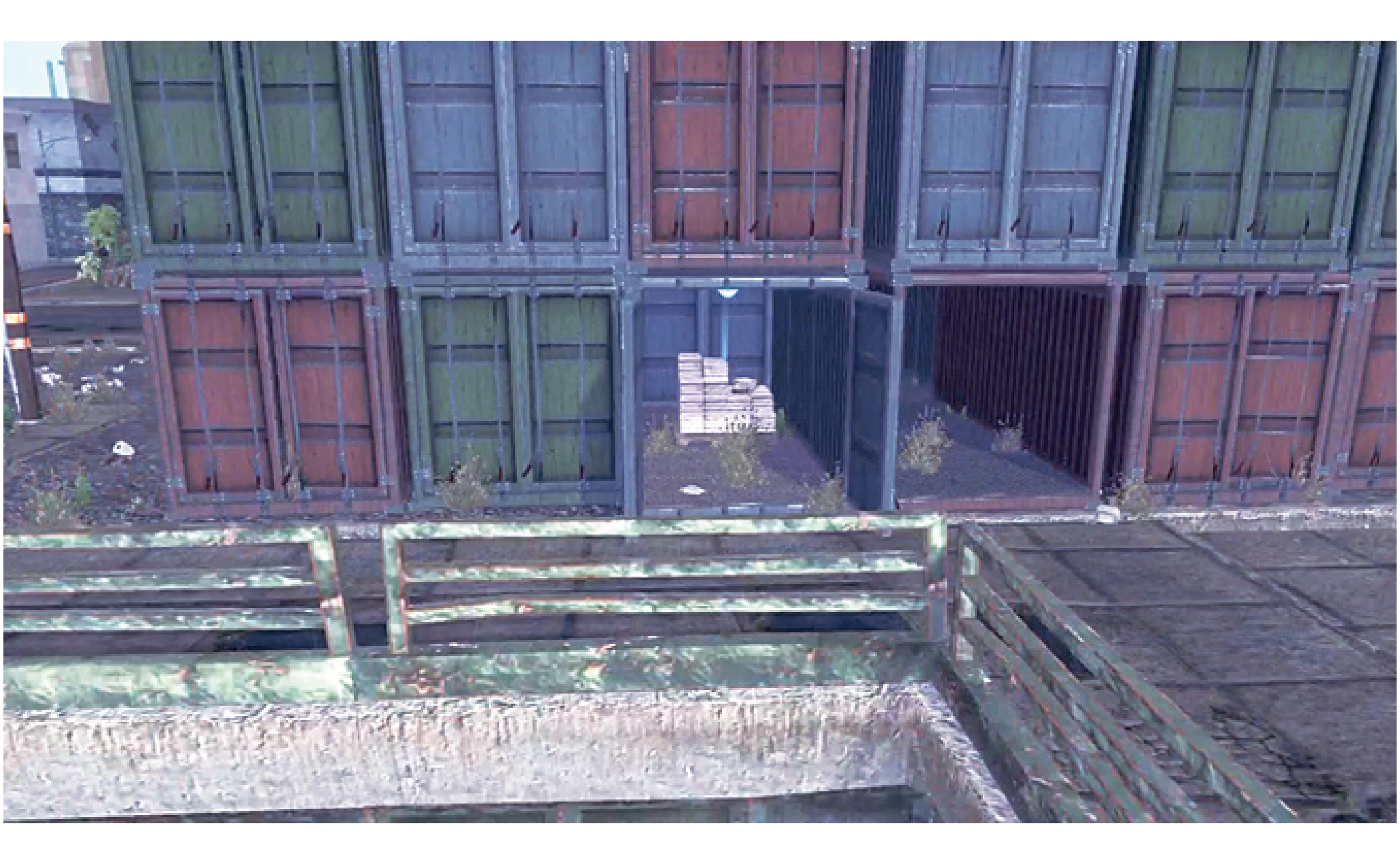

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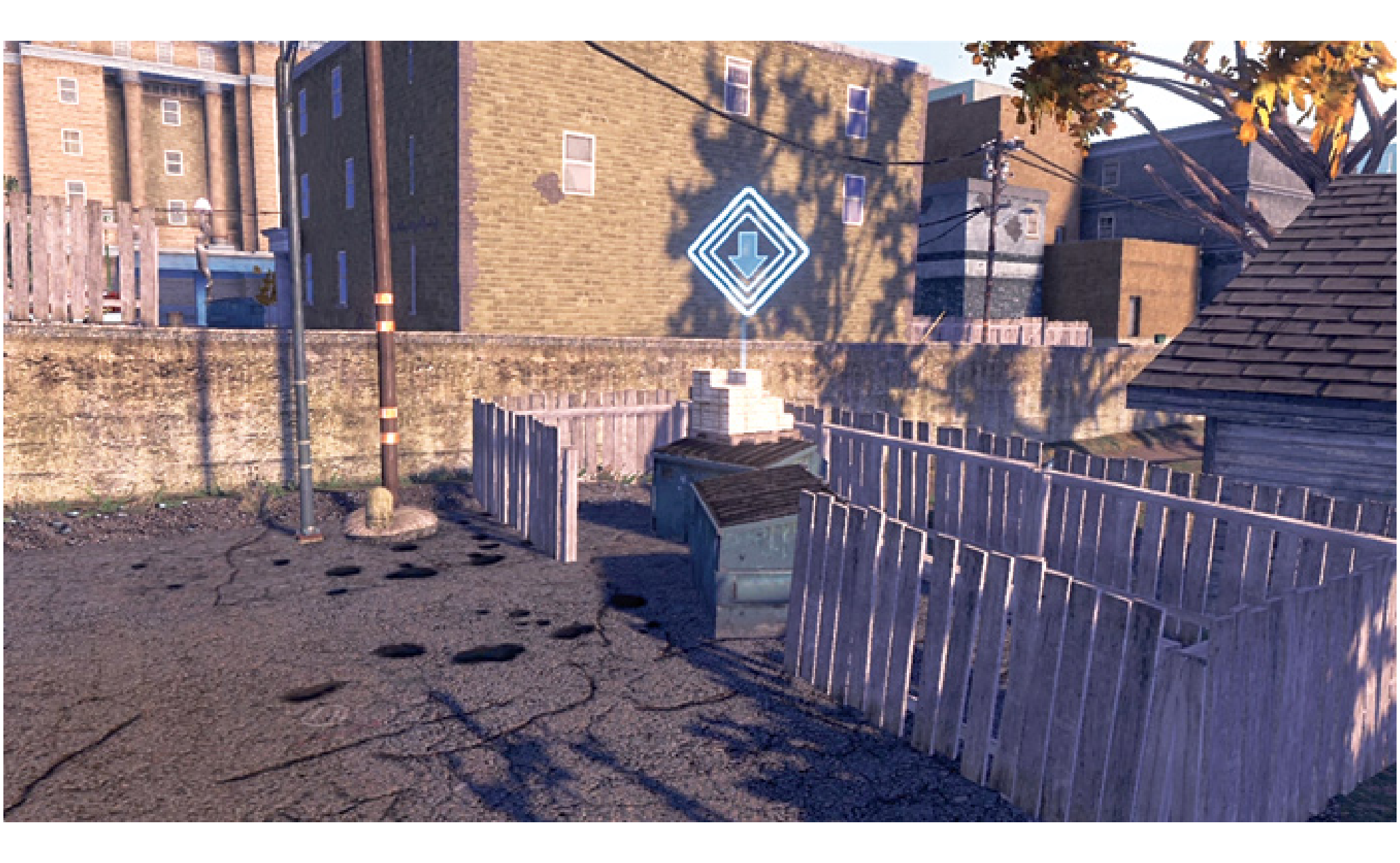

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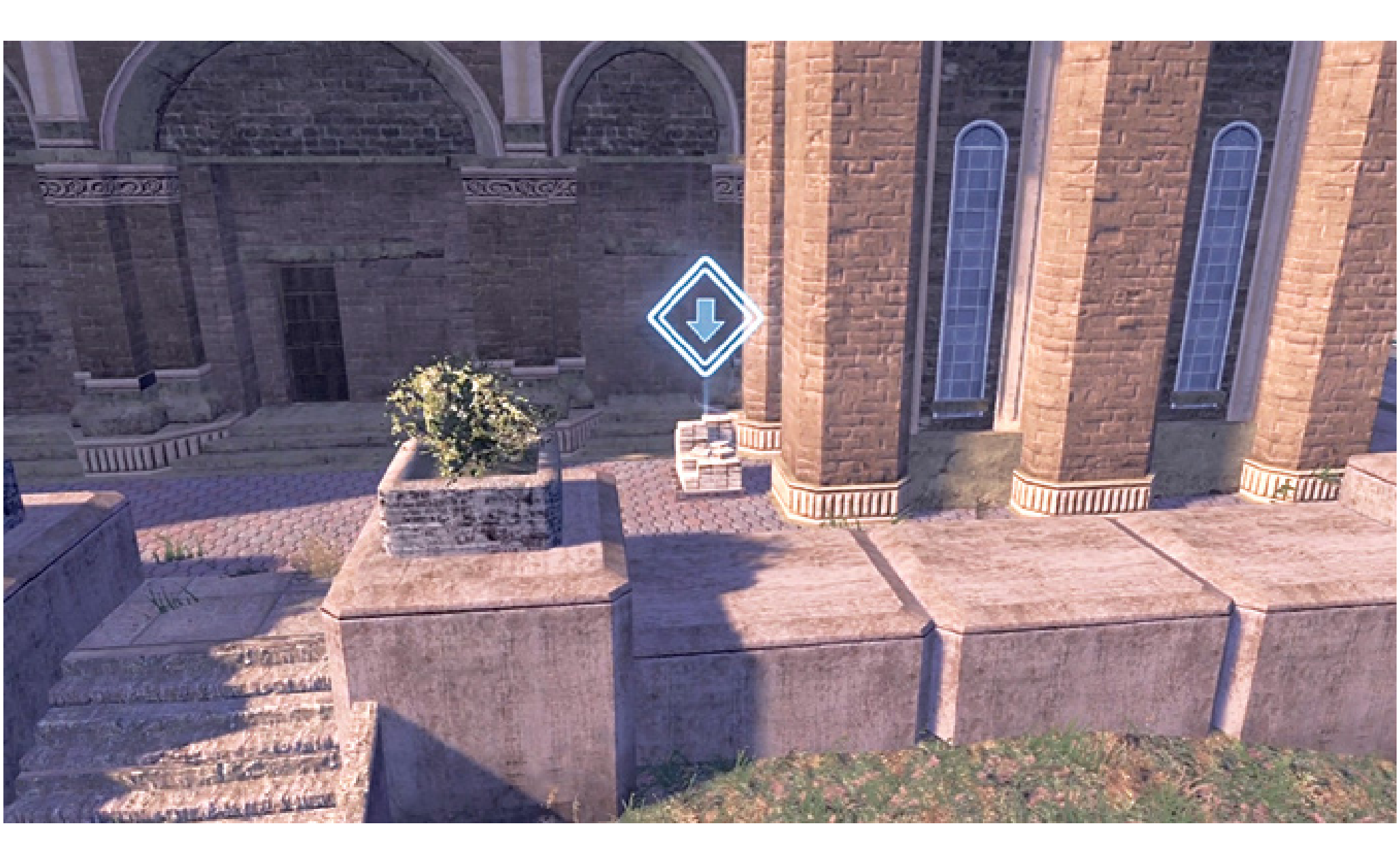


Collectibles

Photo Ops

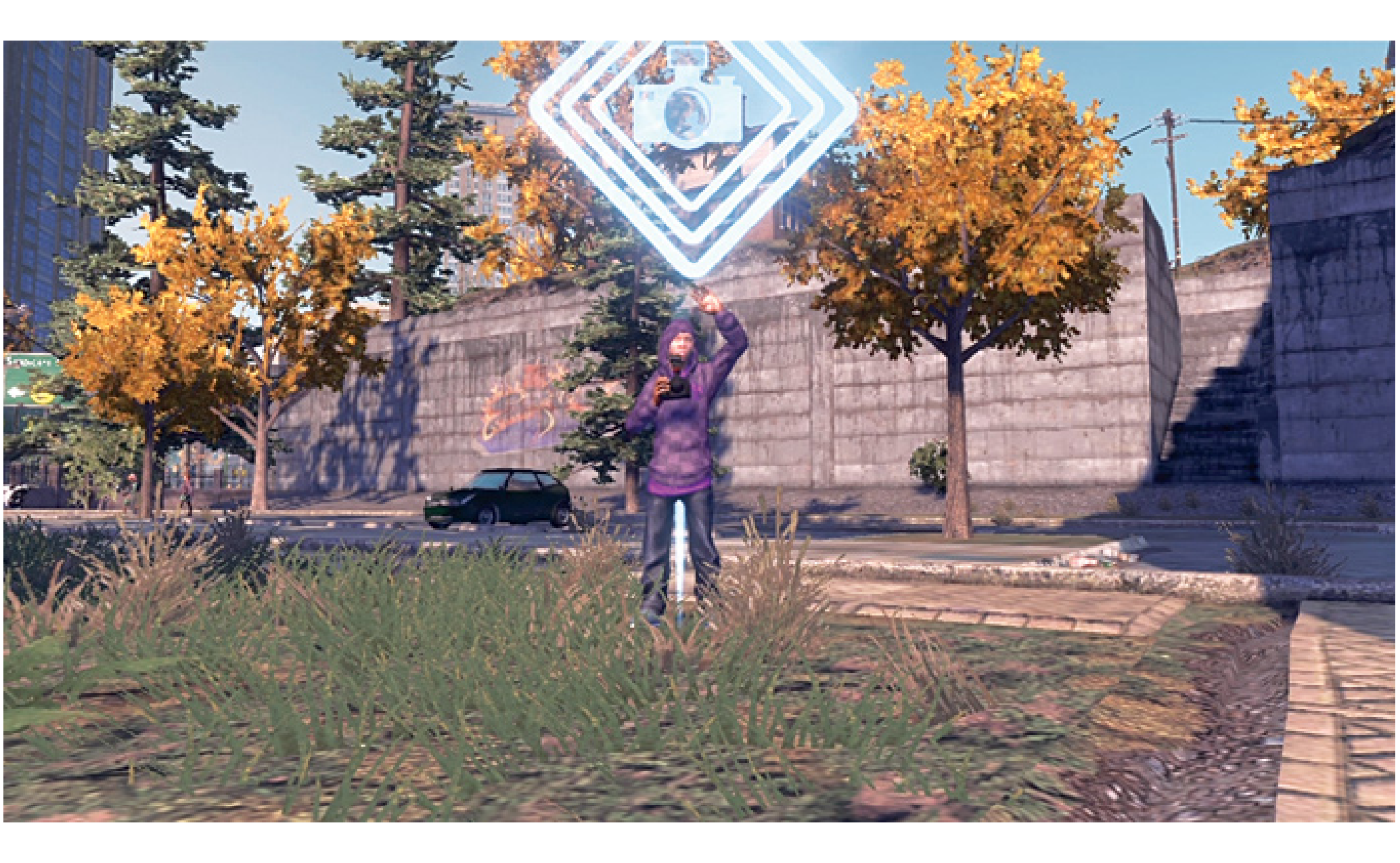
Despite having to work their way back up from the bottom of a new food chain, and despite the fact that they are deep inside enemy territory, the Saints are the biggest thing to ever be a big thing. You can can't drive through a neighborhood without being within a minute's drive of a Planet Saints. They're that big. With that kind of fame, fanboys and fangirls are inevitable. Even for Pierce.

Photo ops are all part of the parcel of fame. As you move through Steelport, you might notice that you can see pedestrians wearing Saints-themed clothes with camera icons over their head. If you slow down long enough, you might even hear their squeals of excitement as you approach.

These people want a photo op with you, and they are willing to pay for it. There are 20 such fans scattered throughout the city, and it's simple to collect their cash. Just approach the fan on foot, and interact with them when the on-screen prompt appears. A snap later, you get your money, and you're free to go. These are a lot easier to find than the other collectibles because your die-hard fans are actually looking for you rather than hiding in obscure places.

While getting your picture taken doesn't contribute directly to your repeatedly stomping the Syndicate in the places it hurts most, the payout is decent enough. Early in the game, when you don't have a lot of properties and your income is low, taking a minute out of your schedule to give some fan the best day of their life can help fill your wallet with cash that you can spend on more practical things—like frag grenades.

Photo Op1



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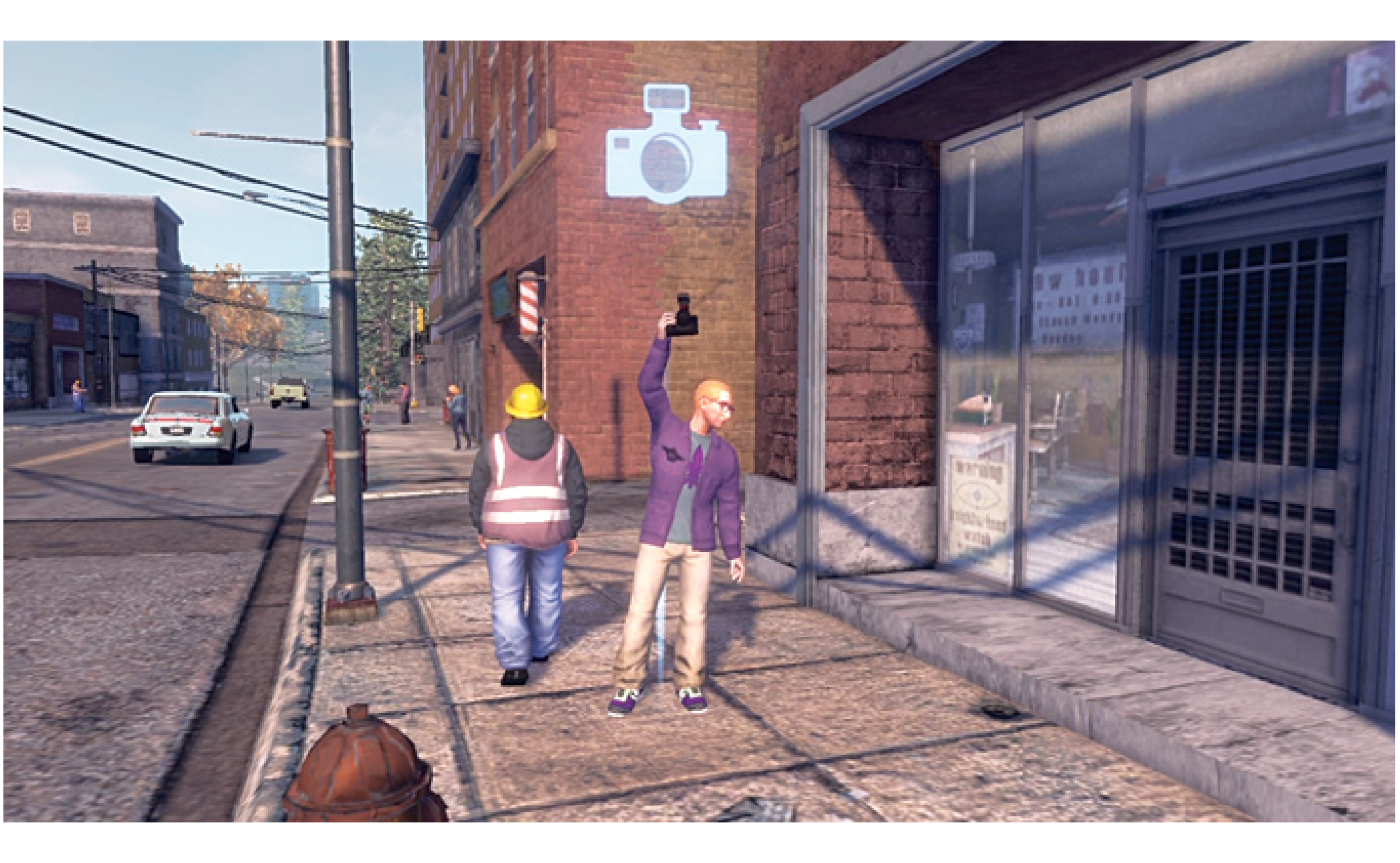

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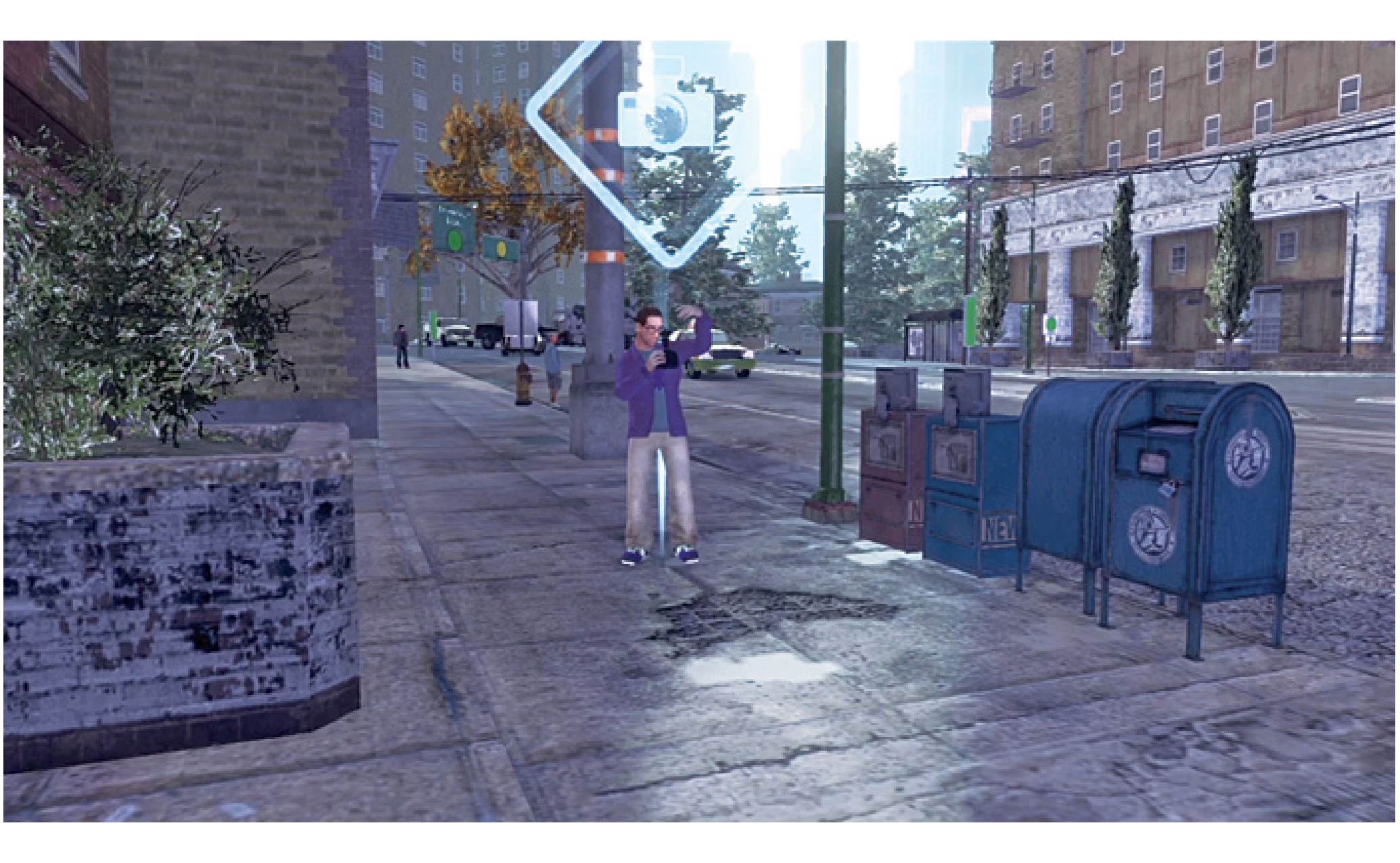

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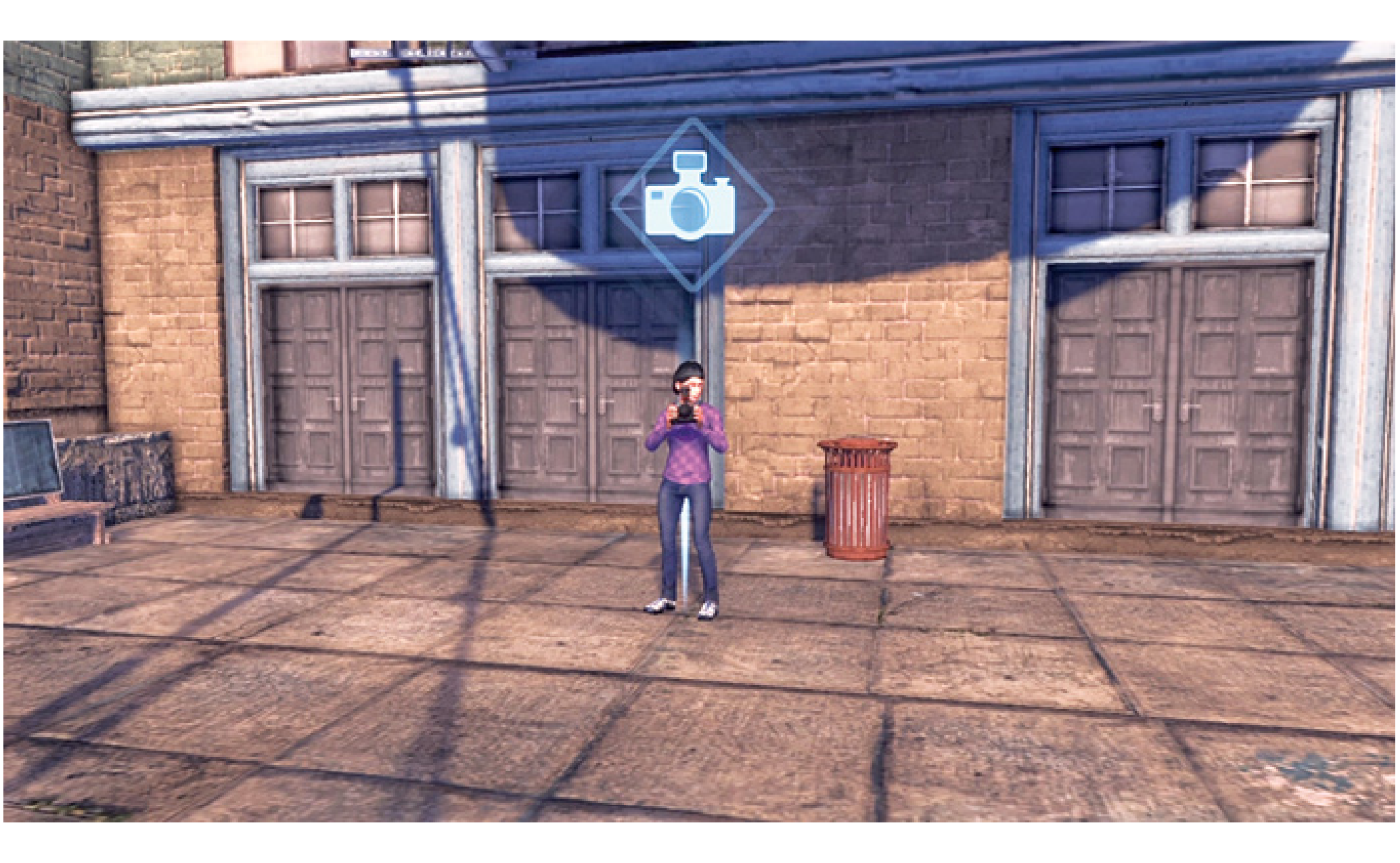

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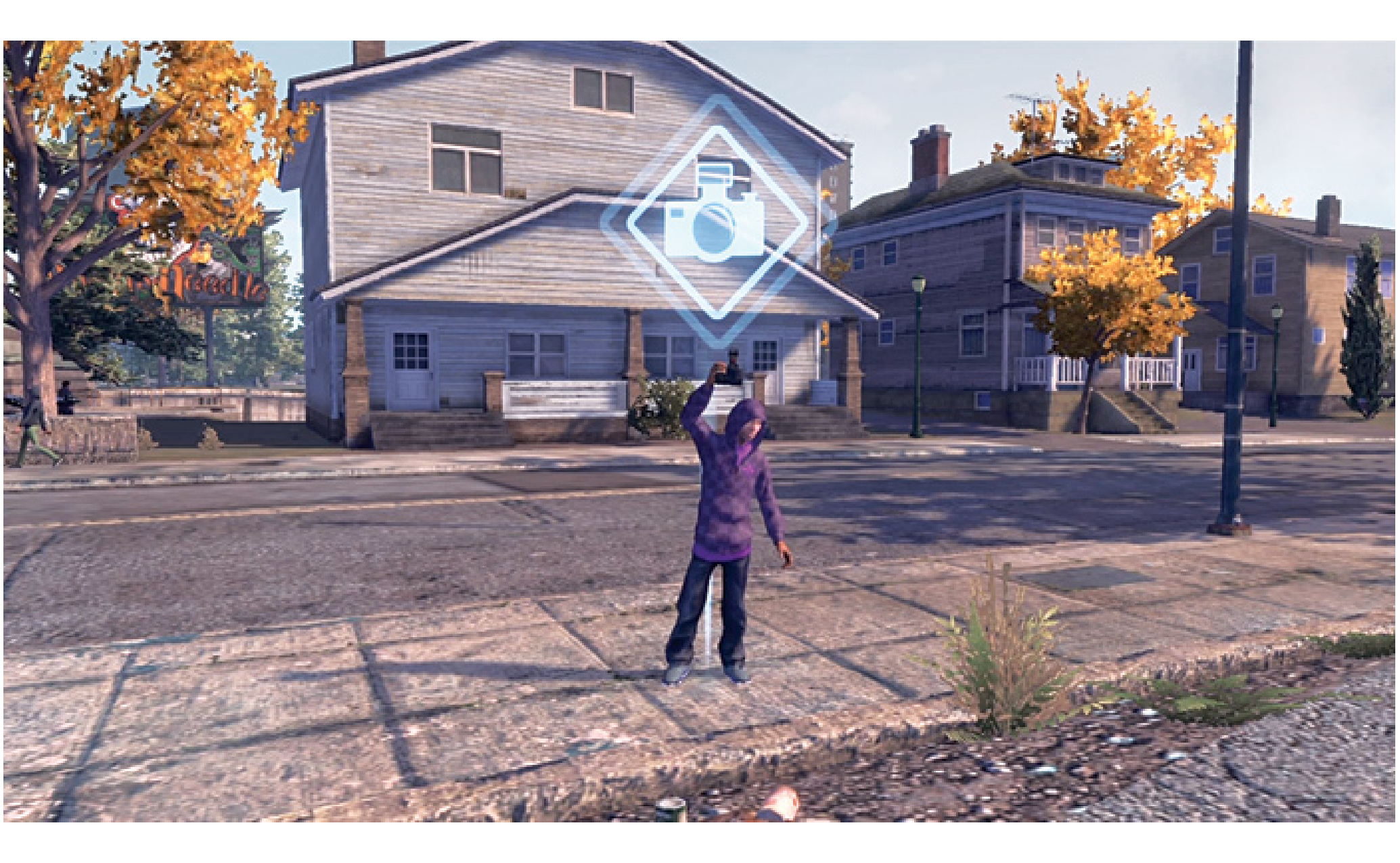

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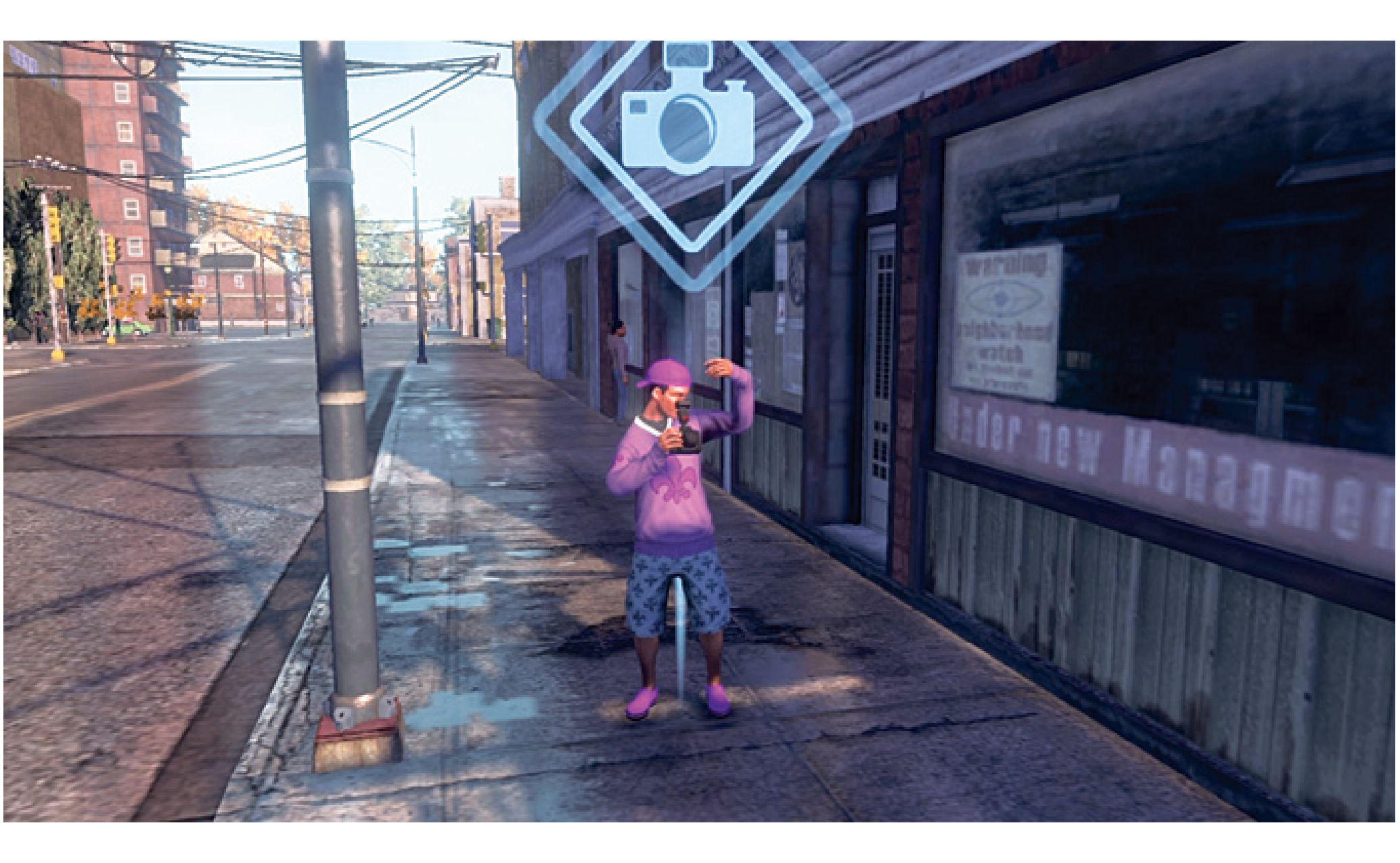

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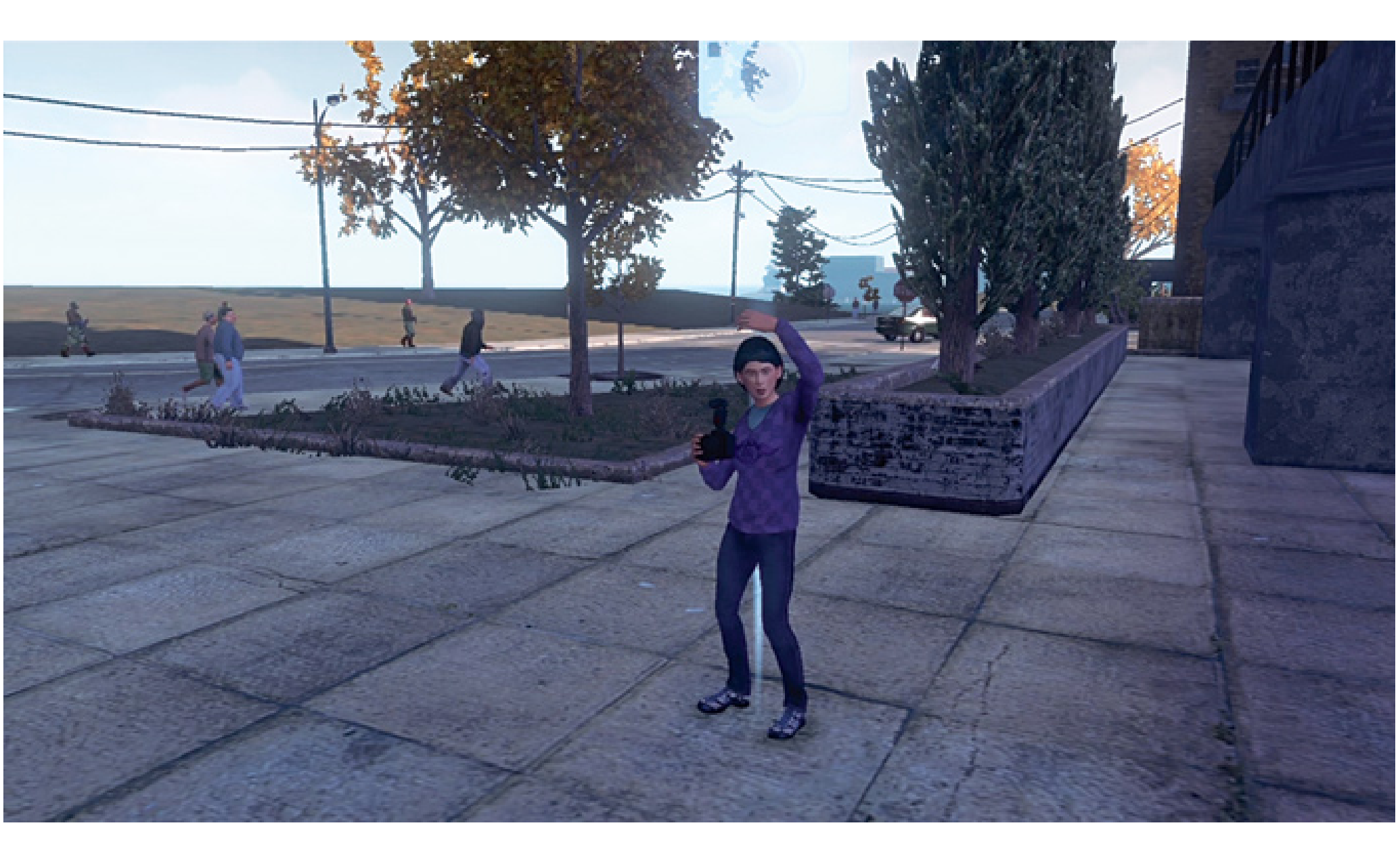

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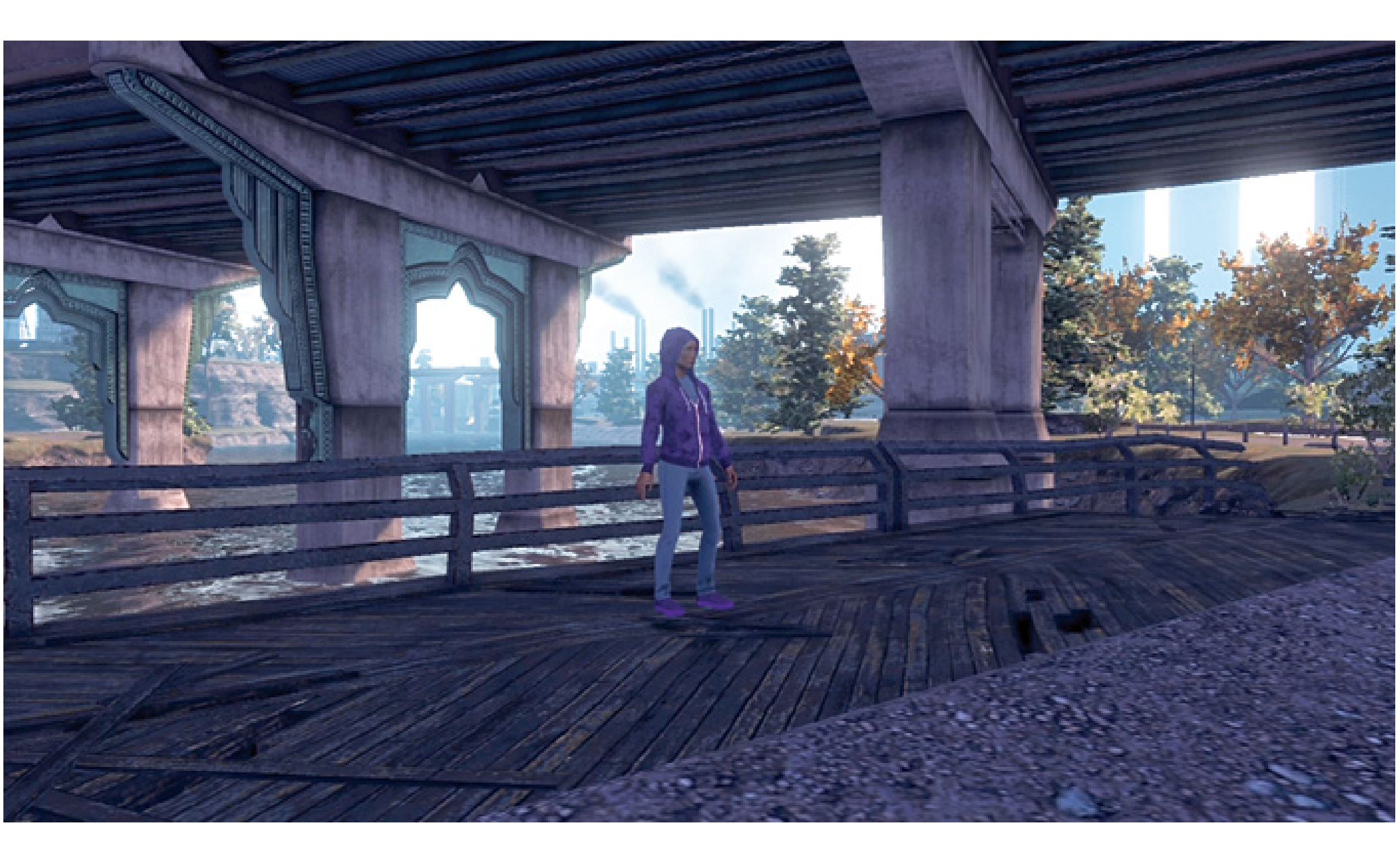

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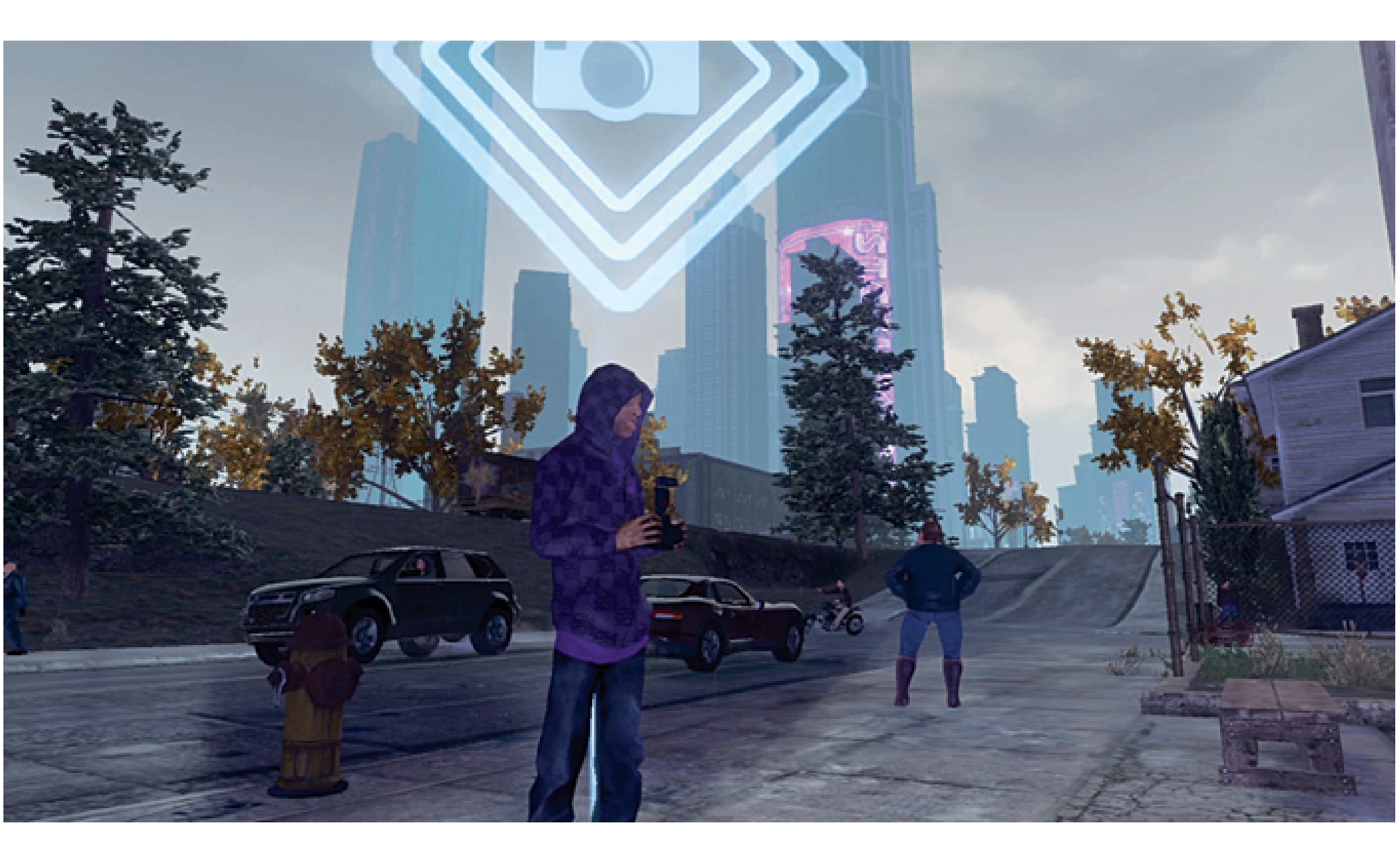

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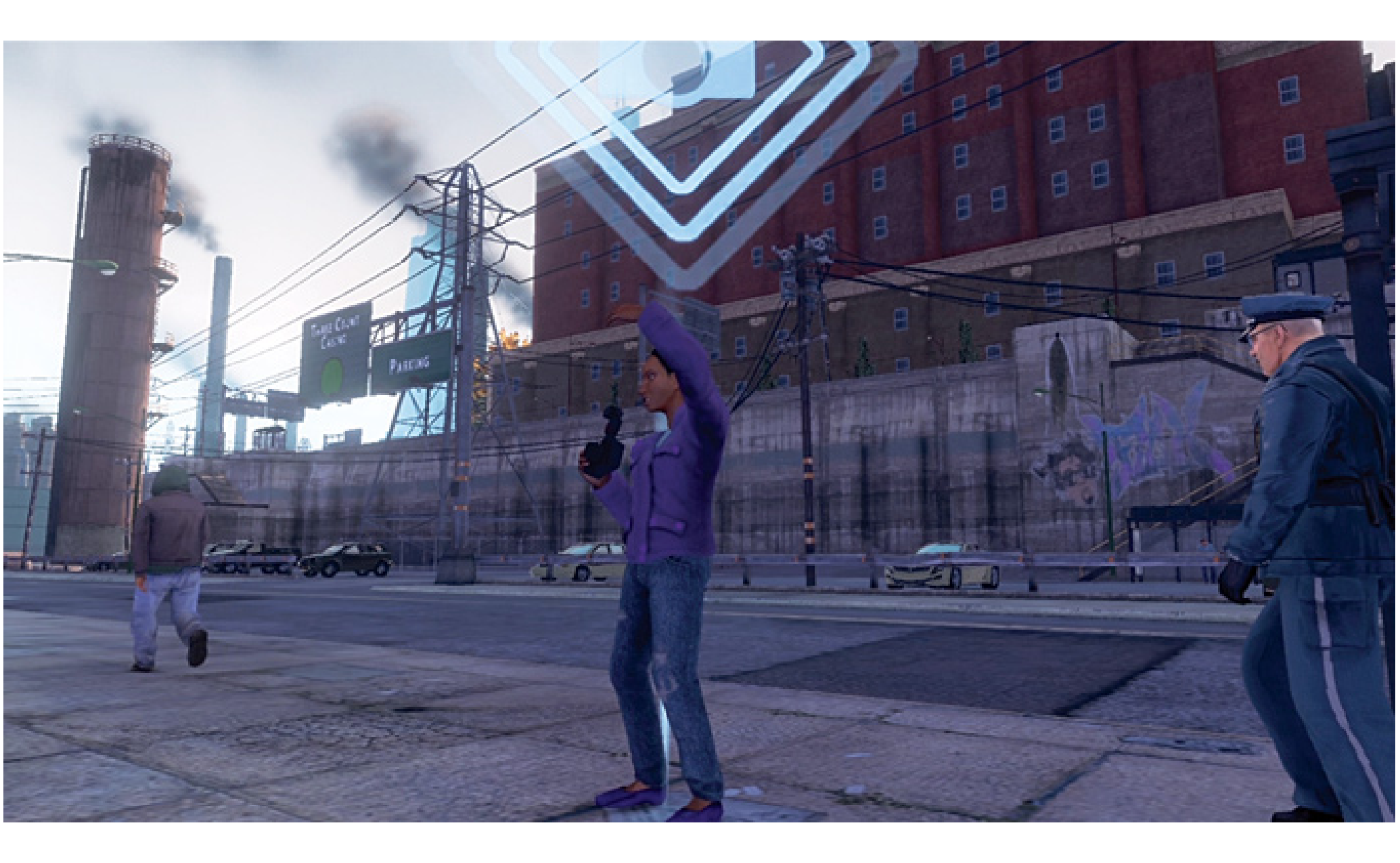

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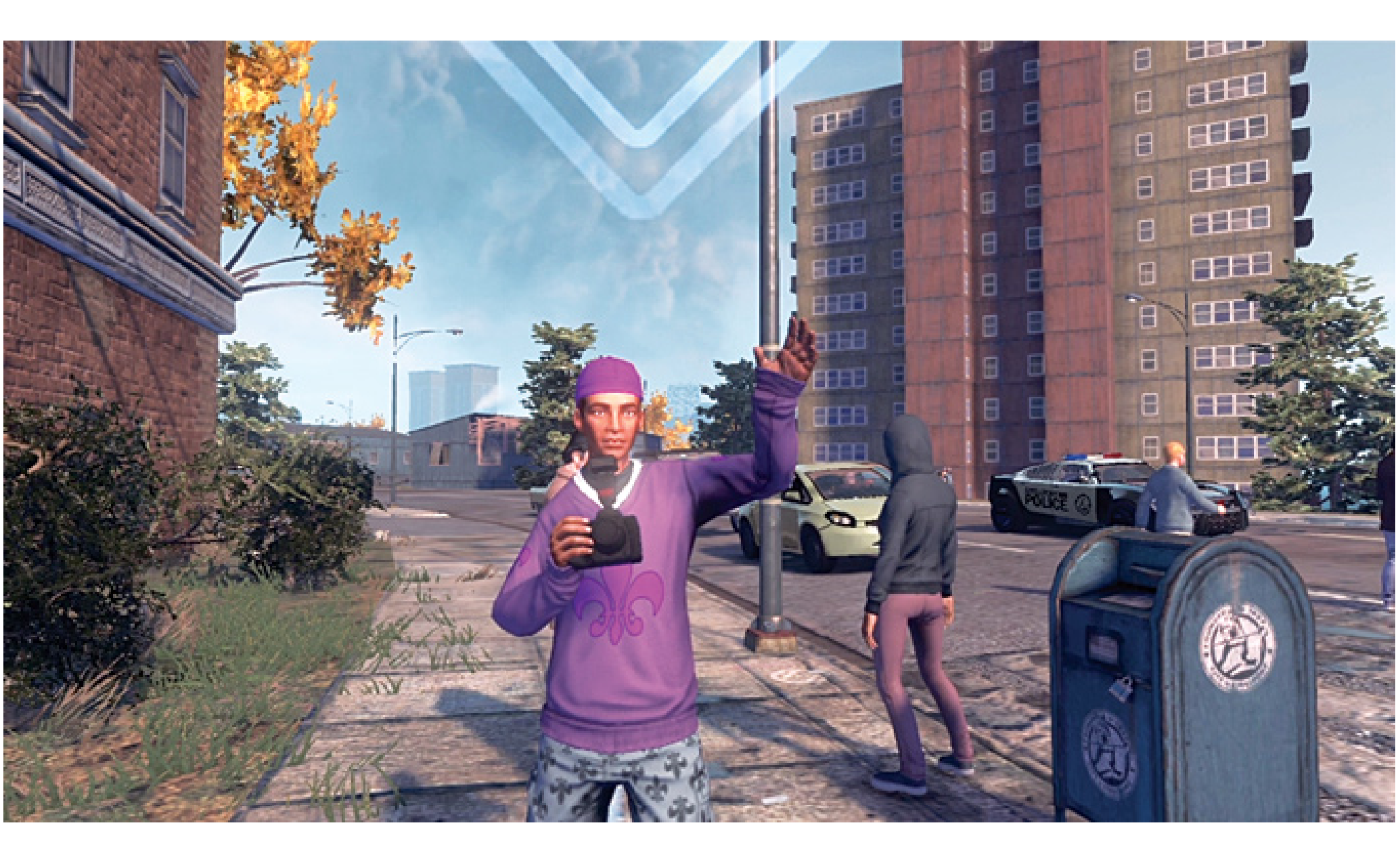

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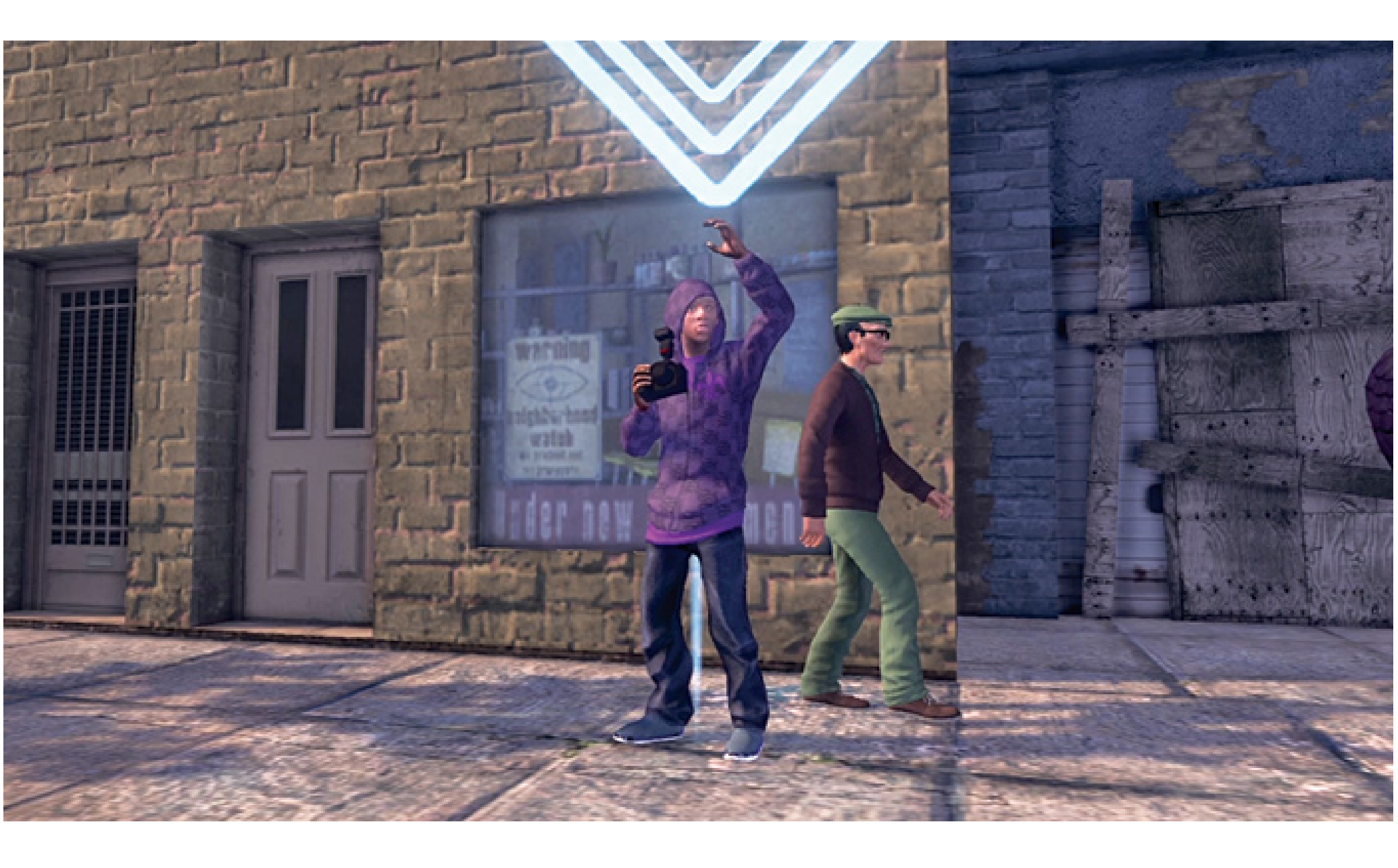

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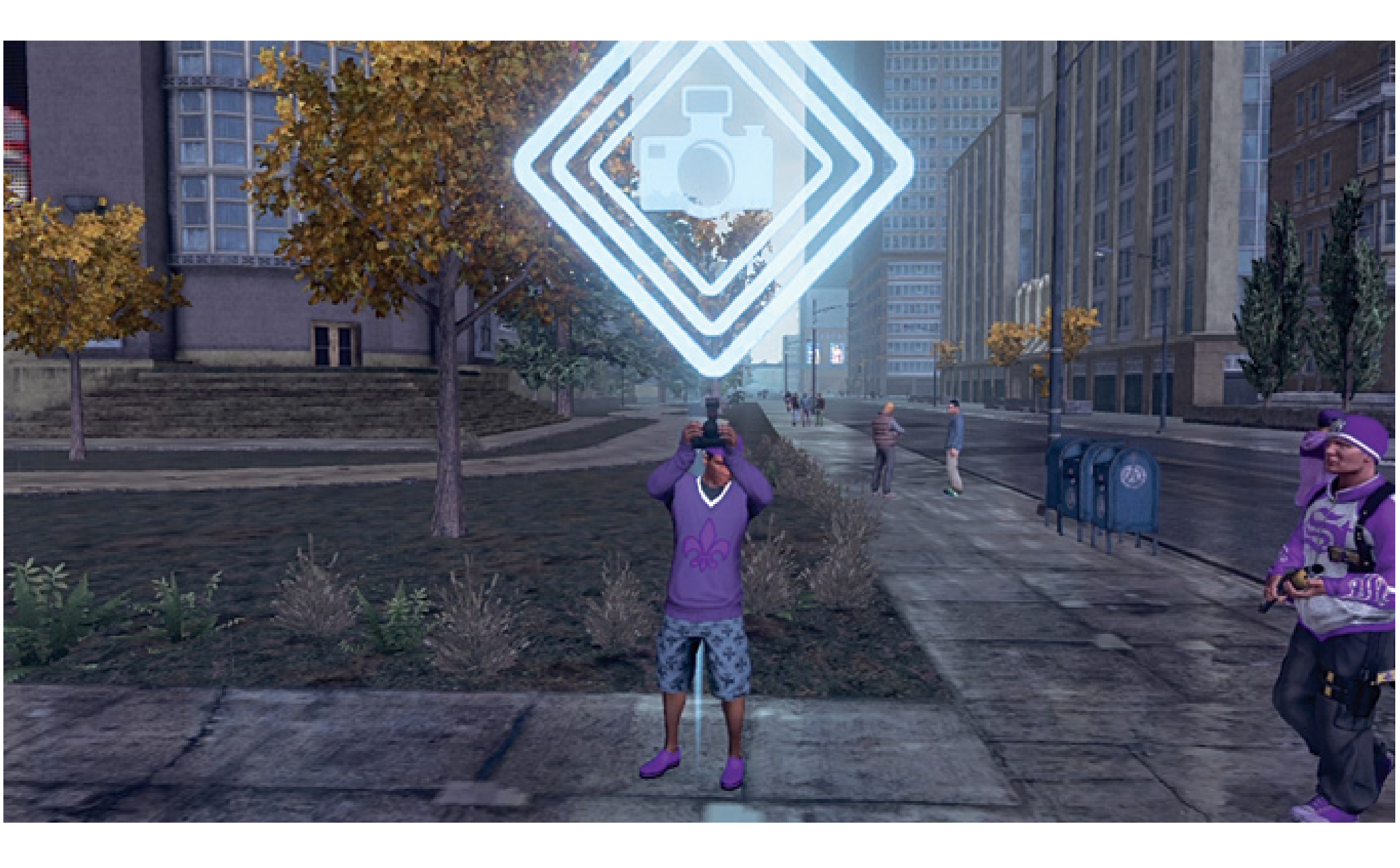

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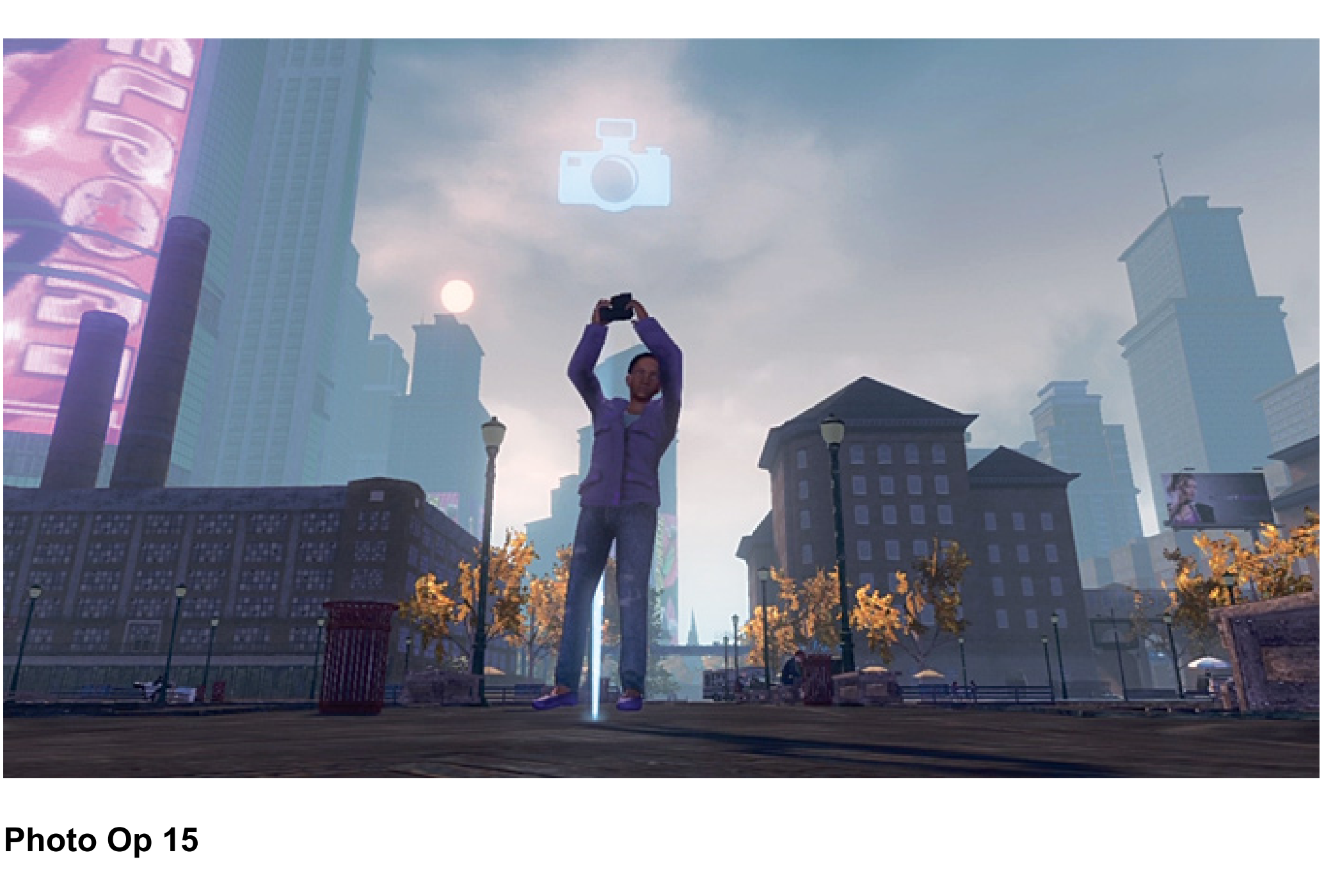

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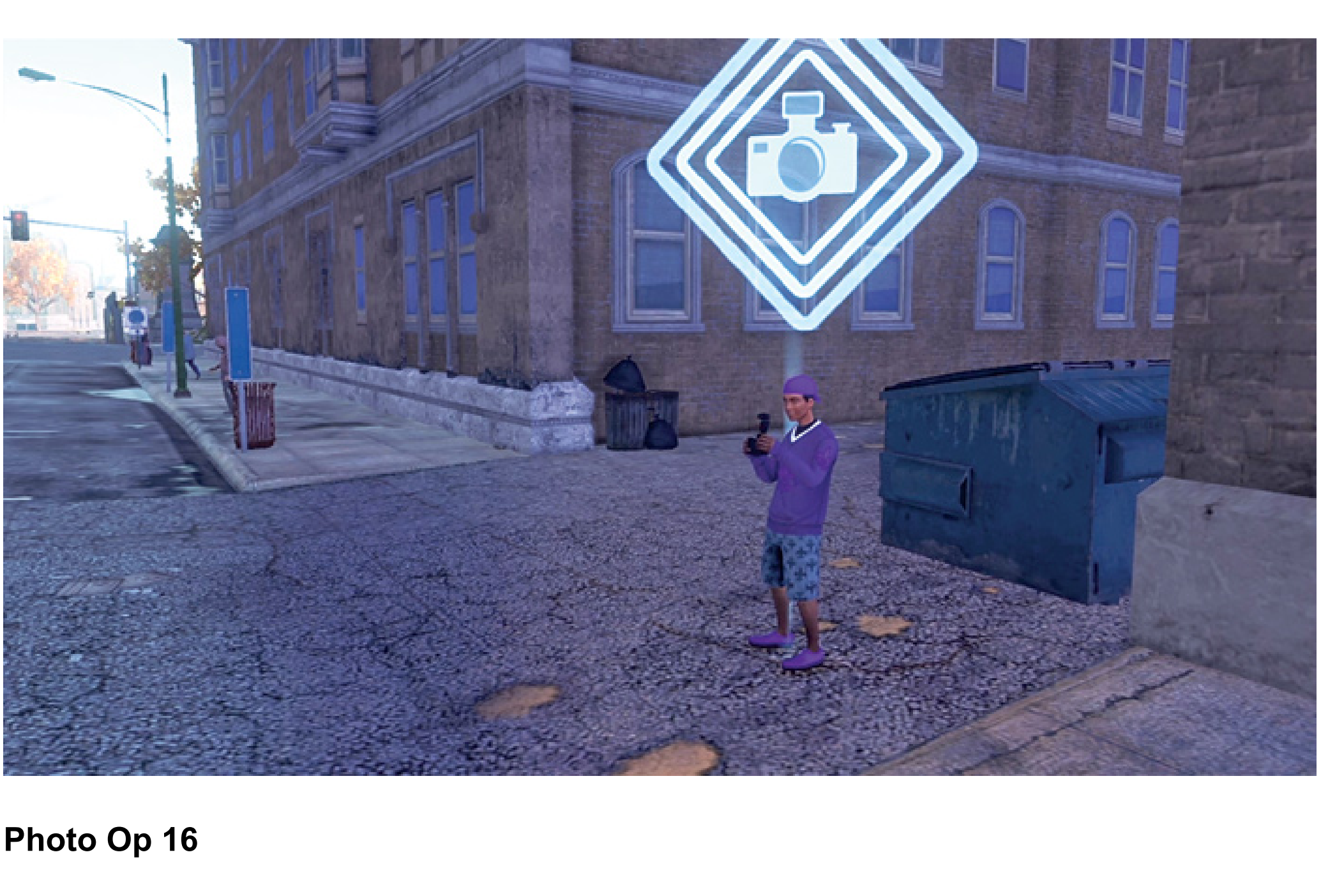
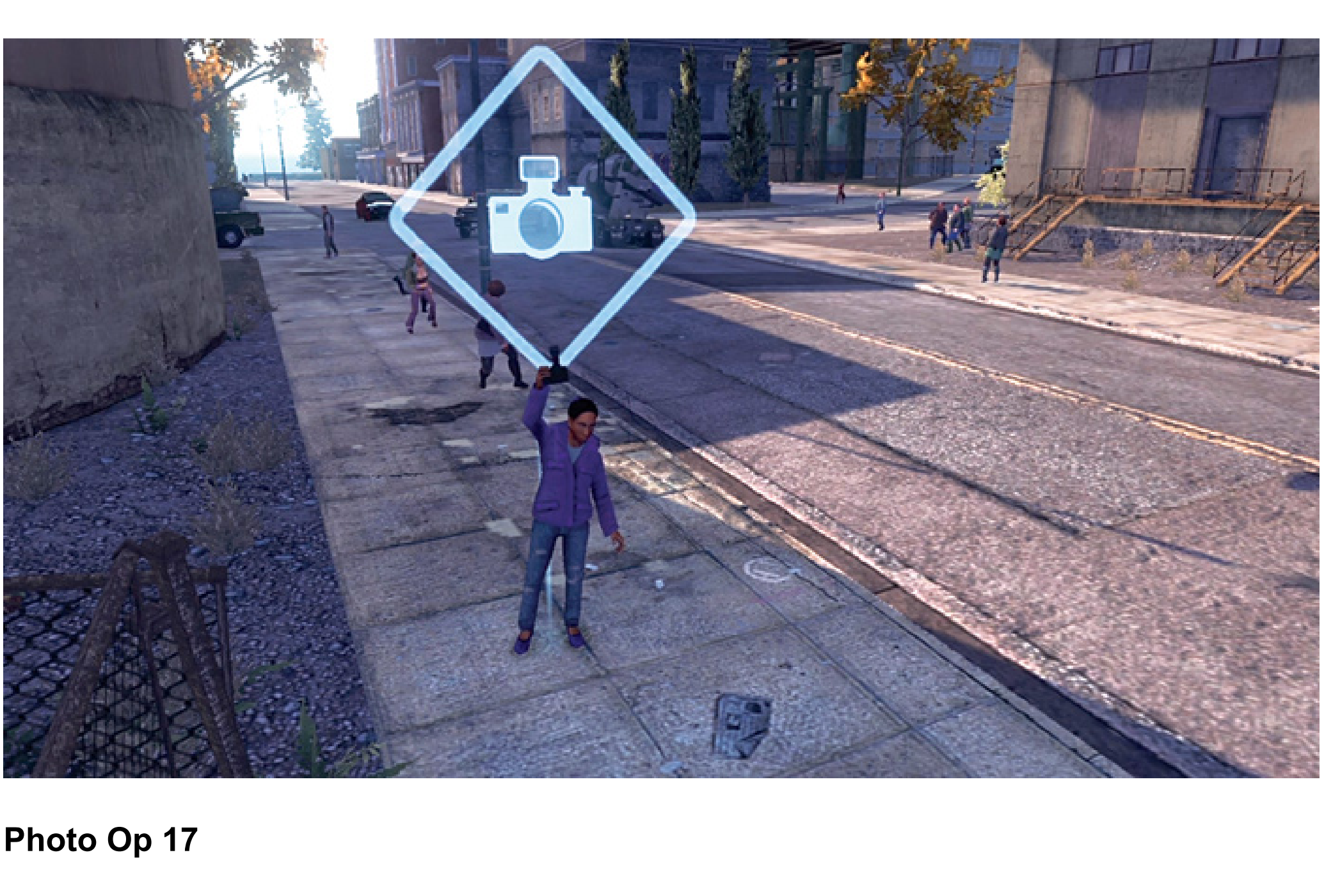


Photo Op 16



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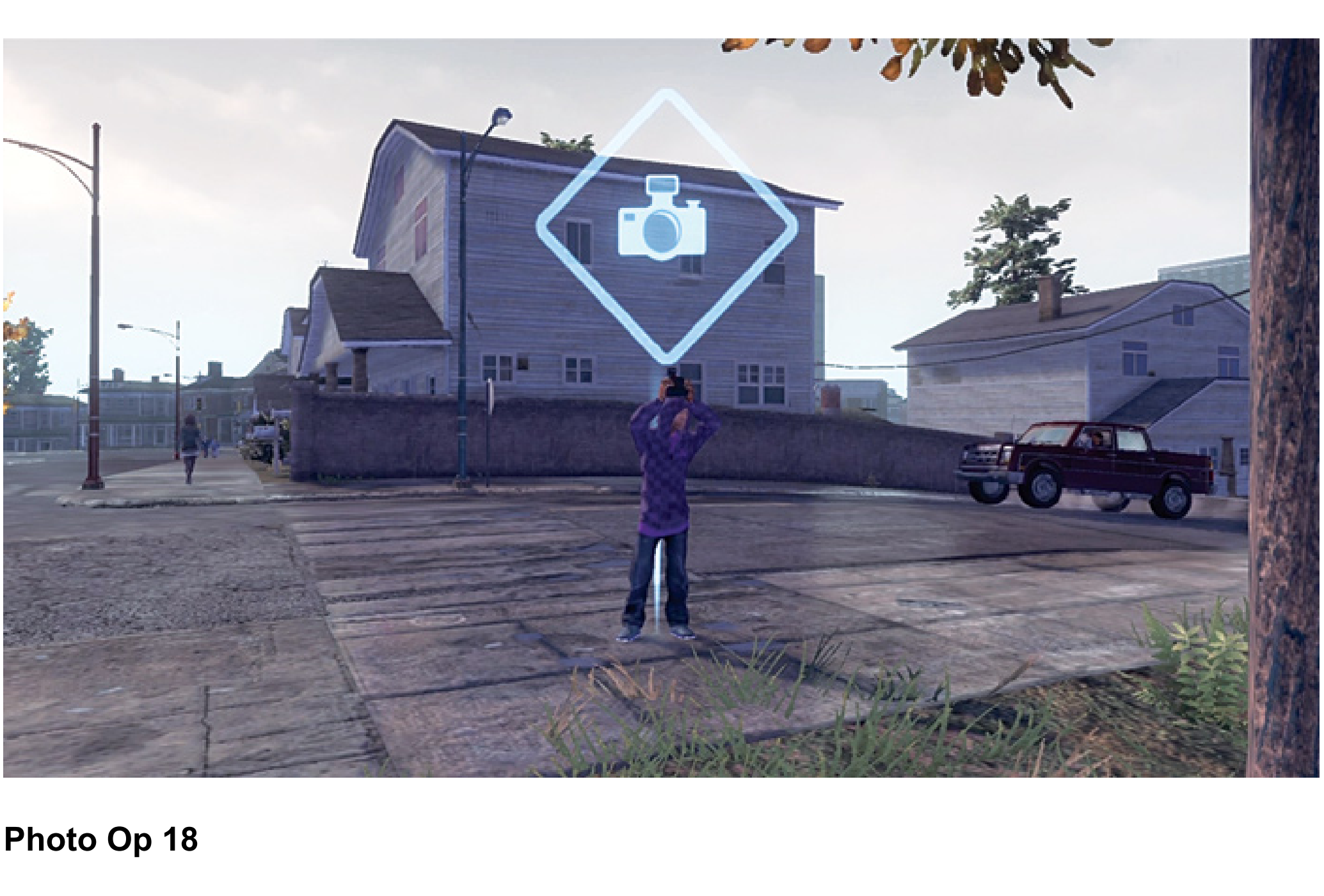

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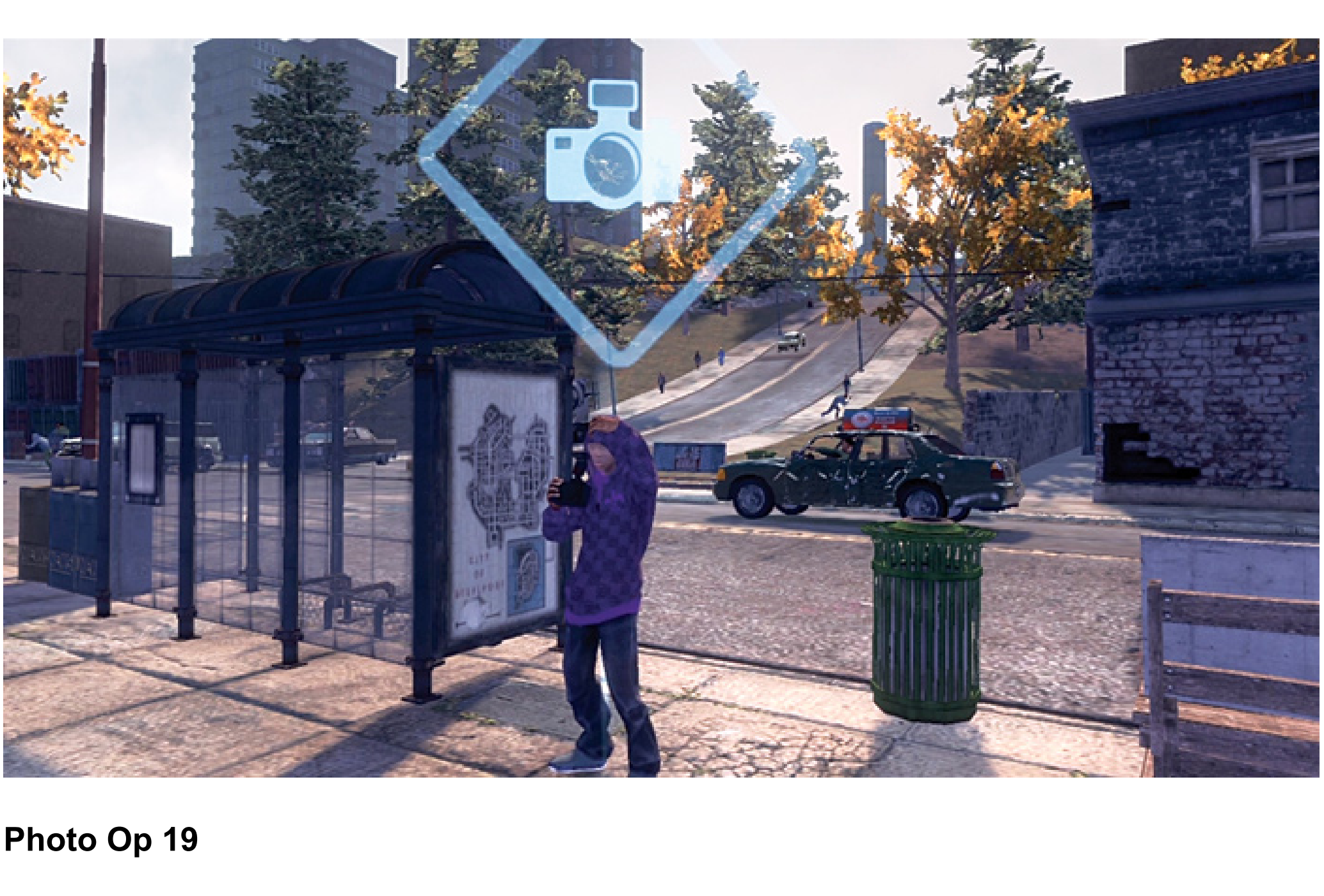

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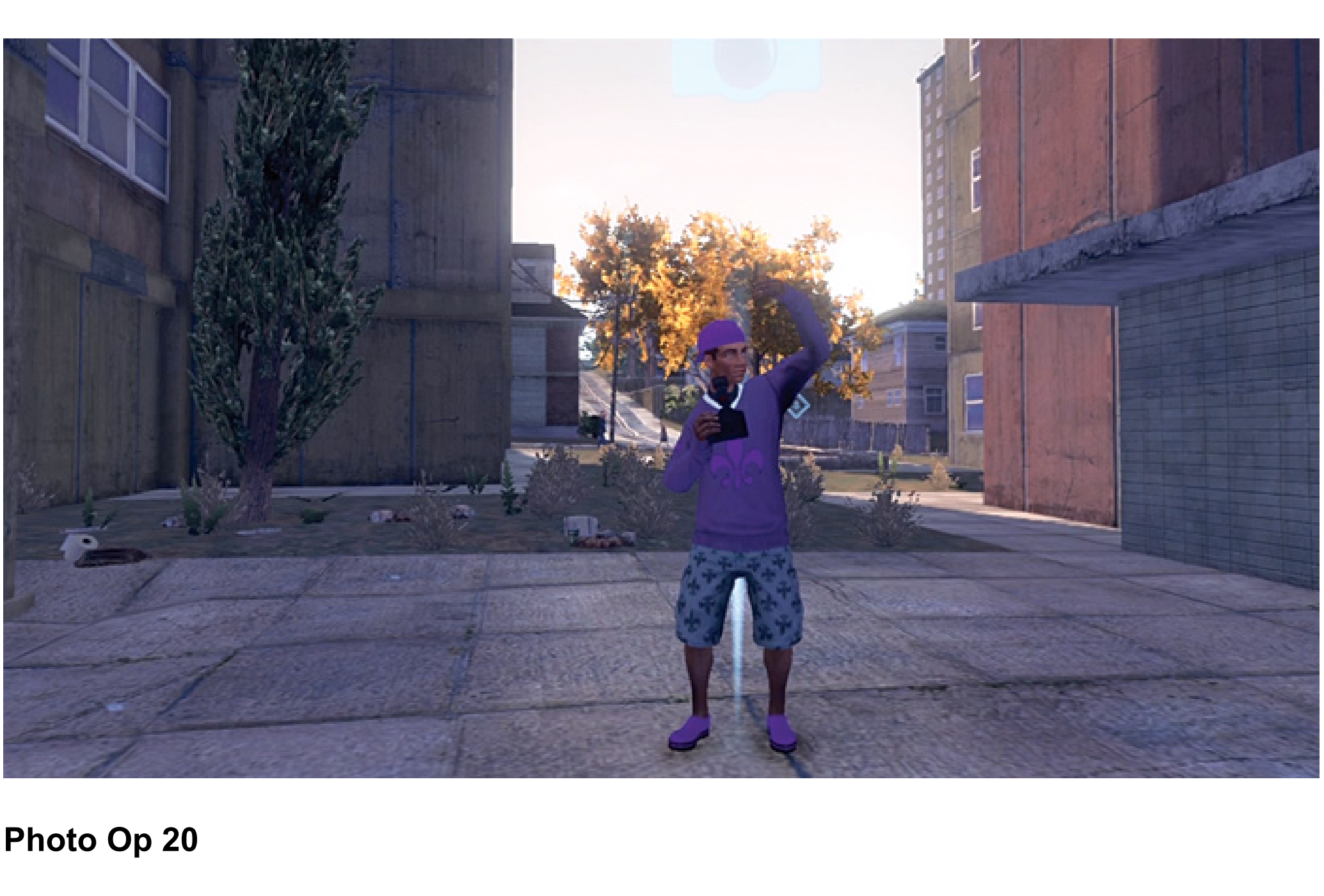

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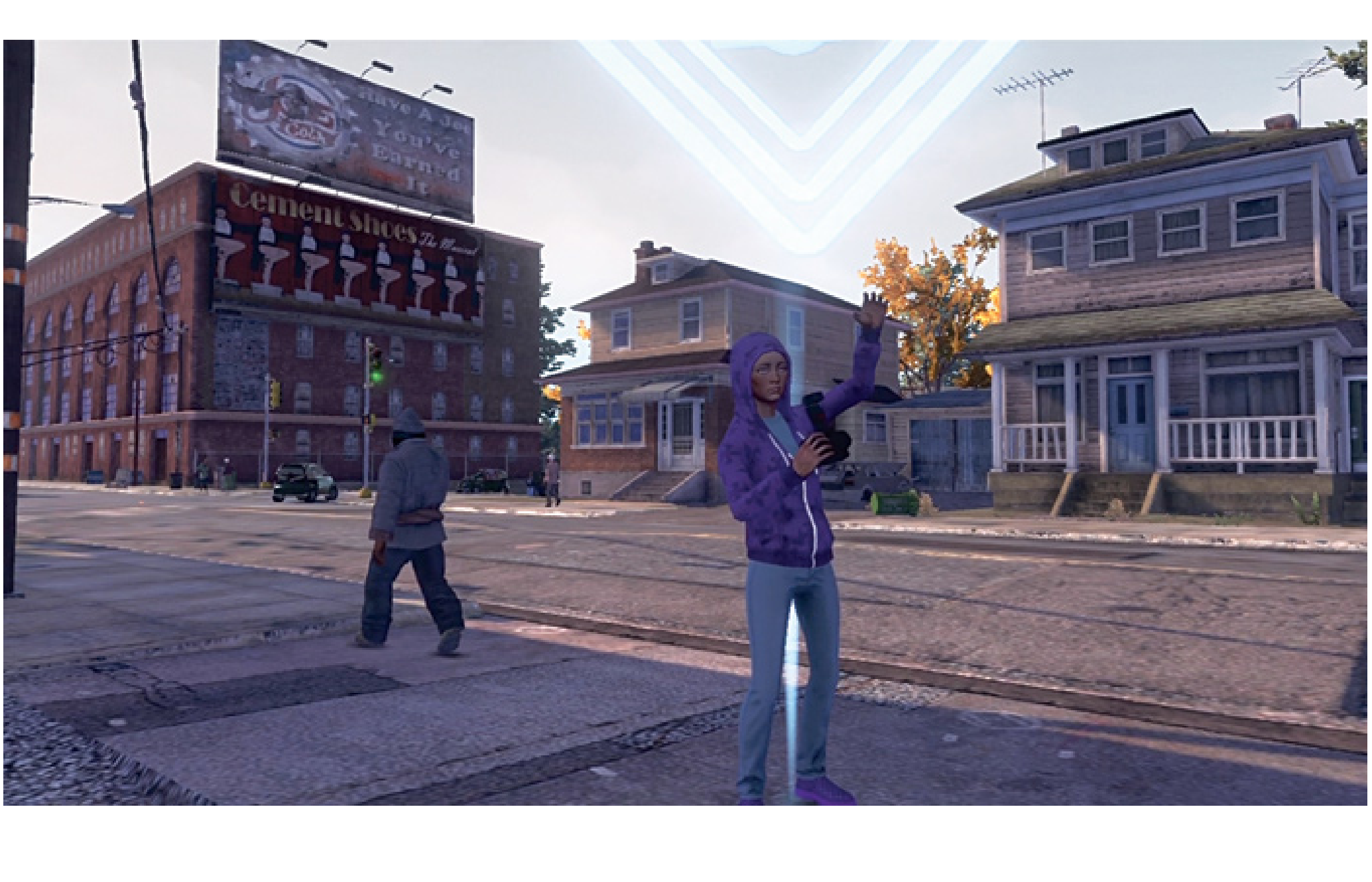


Extras and Bonuses

Achievements

MISSIONS

Name	How To/Hint Text	Description Text for Earned Achievement	Req.	XBOX	PS3
Dead Presidents	Complete “When Good Heists….”	Completed the bank heist, but got caught	Complete Mission 1	10	Bronze
The Welcome Wagon	Complete “I’m Free—Freefalling.”	Landed safely in Steelport, with a 9.0 from the Belgians	Complete Mission 2	15	Bronze
Opulence, You Has It	Complete “Party Time.”	Now the Saints can stretch their legs	Complete Mission 5	20	Bronze
We’re Takin’ Over	Complete “We’ve Only Just Begun.”	Completed Pierce’s City Takeover Introduction	Completed all Pierce mini-missions (6–10)	20	Bronze
Tower Defense	Complete Act 1 in one way.	Defeated Phillipe and kept the Tower	Complete Mission 13 and choose the “keep the Syndicate Tower” option	20	Bronze
Kuh, Boom.	Complete Act 1 in another way.	Defeated Phillipe and destroyed the Tower	Complete Mission 13 and choose the “destroy the Syndicate Tower” option	20	Bronze
Gotta Break ‘Em In	Complete “The Ho Boat.”	You decided the Hos fate, do you feel proud of yourself?	Complete Mission 30	25	Bronze
I Heart Nyte Blayde	Complete “STAG Party.”	You decided Josh Birk’s fate, we hope you chose wisely.	Complete Mission 34	25	Bronze
kill-deckers.exe	Complete “https://deckers.die.”	01100010011011110110111101100010	Complete Mission 38	25	Bronze
Titanic Effort	Complete Act 2.	Destroyed the STAG Aircraft Carrier, but that’s not the end.	Complete Mission 39	40	Silver
Once Bitten … Braaaaaaains	Complete “Zombie Attack.”	Did anyone say Braaaaaaaains?	Complete Mission 41	25	Bronze
Murderbrawl 31	Complete “MurderBrawl XXXI.”	The Mask of Killbane, what did you do?	Complete Mission 44	25	Bronze
Mr. Fury Would Be Proud	Complete Act 3 in one way.	Cyrus Temple is a dead man	Complete Mission 46	30	Silver
Gangstas … In Space!	Complete Act 3 in another way.	The Walking Apocalypse	Complete Mission 47	30	Silver
Hanging With Mr. Pierce	Complete all City Takeover gameplay in the downtown district.	Took control of the Downtown area for the Saints	Complete all of Pierce’s City Takeover	25	Silver
Mourning Stars	Complete all City Takeover gameplay in the New Colvin district.	Took control of the North East area for the Saints	Complete all of Zimos’s City Takeover	25	Silver
Hack the Planet	Complete all City Takeover gameplay in the Stanfield district.	Took control of the North West area for the Saints	Complete all of Kinzie’s City Takeover	25	Silver
You’re the Best…	Complete all City Takeover gameplay in the Carver Island district.	Took control of the Southern area for the Saints	Complete all of Angel’s City Takeover	25	Silver
Bright Lights, Big City	Complete all City Takeover gameplay in the entire city of Steelport.	Completed all city takeover, Steelport is yours!	Complete all City Takeover	80	Gold

ACTIVITES

Name	How To/Hint Text	Description Text for Earned Achievement	Req.	XBOX	PS3
Ouch.	Complete all instances of Insurance Fraud.	Completed all instances of Insurance Fraud		20	Bronze
Tune In, Drop Off	Complete all instances of Trafficking.	Completed all instances of Trafficking		20	Bronze
And Boom Goes the Dynamite	Complete all instances of Heli Assault.	Completed all instances of Heli Assault		20	Bronze
Fence Killa 2011	Complete all instances of Mayhem.	Completed all instances of Mayhem		20	Bronze
Your Backseat Smells Funny	Complete all instances of Escort.	Completed all instances of Escort		20	Bronze
Double Dose of Pimping	Complete all instances of Snatch.	Completed all instances of Snatch		20	Bronze
Porkchop Sandwiches	Complete all instances of Trail Blazing.	Completed all instances of Trail Blazing		20	Bronze
Go Into the Light	Complete all instances of Guardian Angel.	Completed all instances of Guardian Angel		20	Bronze
Tank You Very Much	Complete all instances of Tank Mayhem.	Completed all instances of Tank Mayhem		20	Bronze
Have A Reality Climax	Complete all instances of “Professor Genki’s Super Ethical Reality Climax.”	Completed all instances of Professor Genki’s Super Ethical Reality Climax		20	Bronze

Name	How To/Hint Text	Description Text for Earned Achievement	Req.	XBOX	PS3
Everything Is Permitted	Kill all of the hitman Assassination targets.	Killed all of the assassination targets, saved millions of lives. Maybe.		10	Bronze
Hi-Jack It	Steal and deliver all Vehicle Theft targets.	Delivered all the cars to chop shops, you thief.		10	Bronze
Getting the Goods	Find 25% of all Collectibles.	Drugs, Sex, Cash, and Celebrity… What else is there?	Find 25% of all collectibles	10	Bronze
Life of the Party	Find 100% of all Collectibles.	Drugs, Sex, Cash, and Celebrity… What else is there?	Find 100% of all collectibles	20	Silver
Shake and Bake	Complete your first Challenge.	Completed your first Challenge, it was a Challenge, right?	Complete one challenge	10	Bronze
You’re My Hero!	Complete all Challenges.	Completed all Challenges, nice job!	Complete all Challenges	30	Silver
Ow My Balls!	Do your first nutshot AND testicle assault.	Sack tapping is bad news kids, don’t do it!	Completed one nutshot diversion and one testicular assault diversion	10	Bronze
Gender Equality	Play for at least 2 hours as a male character AND 2 hours as a female character.	We’re an equal opportunity offender.	Play SR:TT for 30 hours	10	Bronze
Bo-Duke-En	Hijack 50 vehicles—Dukes style.	The Dukes would be proud.		10	Bronze
Love/Hate Relationship	Taunt AND/OR Compliment 50 gang members.	Are you a fighter or a lover? Or a bit of both?	Taunt and/or compliment 50 gang members	10	Bronze
Gellin’ Like Magellan	Explore every hood in Steelport.	Been around the world.	Explore every hood, as counted by the exploration diversion	20	Silver
Who Loves Ya Baby	Kill 50 Brutes.	Killed 50 brutes, they just wanted hugs you jerk!	Kill 50 Brutes	10	Bronze

RANDOM

Name	How To/Hint Text	Description Text for Earned Achievement	Req.	XBOX	PS3
Stay Classy Steelport	Kill 25 Gang Members each with the Penetrator AND the Fart in a Jar.	The best guilty pleasures available.	Kill 25 gang members with the dildo bat and 25 gang members with the Fart in a Jar	10	Bronze
The American Dream (formerly Pimp that Thing)	Customize 10 vehicles.	Somebody’s riding dirty	Customize 10 vehicles	10	Bronze
A Better Person	Buy your first Upgrade from the Upgrade Store.	Now with action Kung Fu grip!	Buy one upgrade	15	Bronze
Haters Gonna Hate	Kill 1,000 Gang Members.	Killed 1000 Gang Members		15	Bronze
Cowboy Up	Fully upgrade one Weapon in each slot.	By the Power of Saints Row!	Fully upgrade one weapon in each upgradeable slot	10	Bronze
Pimped Out Pad	Upgrade one Stronghold to its full glory.	Respect the new digs.	Upgrade a single Stronghold to the full level	10	Bronze
Flash the Pan	Destroy all Gang Operations in Steelport.	All gang operations are now Saints owned		10	Bronze
Third and 30	Spend over 30 hours in Steelport.	Played SR3 for 30+ hours, why stop now!	Play SR:TT for 30 hours	40	Gold
Jumped In	Create and share a character online.	You’re a part of the Saints Row online community!	Be a member of the Saints Row community	10	Bronze

CO-OP (PC ONLY!!!)

Name	How To/Hint Text	Description Text for Earned Achievement	Req.	XBOX	PS3
Bromance in the Row	Play SR:TT Co-op for 5 hours.	Beat all missions in CO-OP, well played!	Play Co-op for 5 hours total	N/A	
Crew of Two	Complete one instance of every Activity at least once in Co-op.	Variety is the spice of life!	Play each activity type at least once in Co-op	N/A	
Partners in Crime	Beat all Missions in Co-op.	Playing with others is always more fun!	Complete Missions 1 thru 45 in critical path. Doesn’t require Mission 46 or 47 to be completed.	N/A	

PS3 ONLY

Name	How To/Hint Text	Description Text for Earned Achievement	Req.	XBOX	PS3
Kingpin	Unlock all Trophies in Saints Row: The Third.	x		x	

Extras and Bonuses

Cheats

Gameplay

Description	Code
Heaven Bound	fryhole
Add Police Notoriety	pissoffpigs
Add Gang Notoriety	lolz
Give Cash	cheese
Give Respect	whatitmeanstome
Infinite Sprint	runfast
No Cop Notoriety	goodygoody
No Gang Notoriety	oops

Vehicles

Description	Code
Give Ambulance	giveambulance
Give Anchor	giveanchor
Give Attrazione	giveattrazione
Give Bootlegger	givebootlegger
Give Peacemaker	givepeacemaker
Repair Car	repaircar
Give Justice	givejustice
Give Phoenix	givephoenix
Give Quasar	givequasar
Give Municipal	givemunicipal
Give Taxi	givetaxi
Give Titan	givetitan
Give Vortex	givevortex
Give Miami	givemiami
Give Shark	giveshark
Give Kaneda	givekaneda
Give Kenshin	givekenshin
Give Sandstorm	givesandstorm
Give Widowmaker	givewidowmaker
Give Tornado	givetornado
Give Vulture	givevulture
Give Eagle	giveeagle
Give Commander	givecommander
Give Woodpecker	givewoodpecker
Give VTOL	givevtol
Give Condor	givecondor
Give Specter	givespecter
Give Nforcer	givenforcer
Give Knoxville	giveknoxville
Give Toad	givetoad
Give Estrada	giveestrada
Give Challenger	givechallenger
Give Gat Mobile	givegatmobile
Give Status Quo	givestatusquo
Give Reaper	givereaper

Weapons

Description	Codes
Give RPG Launcher	giverpg
Give Satchel Charges	givesatchel
Give KA-1 Kobra	givekobra
Give 45 Sheperd	givesheperd
Give K-8 Krukov	givekrukov
Give AR 55	givear55
Give Viper Laser Rifle	giveslm8
Give Grave Digger	givedigger
Give AS3 Ultimax	giveultimax
Give S3X Hammer	givehammer
Give D4TH Blossom	giveblossom
Give TEK Z-10	givetek
Give Cyber Blaster	givecybersmg
Give Cyber Buster	givecyber
Give McManus 2015	givesniper
Give RC Possessor	givercgun
Give Reaper Drone	givedrone
Give SA-3 Airstrike	giveairstrike
Give Sonic Boom	givesonic
Give Flamethrower	giveflamethrower
Give Minigun	giveminigun
Give Shock Hammer	giverocket
Give M2 Grenade Launcher	givelauncher
Give Riot Shield	giveshield
Give Baseball Bat	givebaseball
Give The Penetrator	givedildo
Give Chainsaw	givechainsaw
Give Apoca-Fists	giveapoca
Give Nocturne	givesword
Give Stun Gun	givestungun
Give Flashbang	giveflashbang
Give Grenade	givegrenade
Give Molotov	givemolotov
Give Electric Grenade	giveelectric

Weather

Description	Code
Clear Skies	clearskies
Heavy Rain	heavyrain
Light Rain	lightrain
Overcast	overcast

World

Description	Code
Drunk Pedestrians	dui
Vehicle No Damage	vroom
Vehicles Smash	isquishyou
Bloody Mess	notrated
Zombies	brains
Mascots	mascot
Pimps and Hos	hohoho
Golden Gun	goldengun
Weapons	letsrock

Unlockables

Cash/Respect Bonuses

Unlockables	Trigger	Notes
10% respect bonus	Complete Mission 13	Blow up Syndicate tower
10% cash bonus	Complete Mission 13	Keep Syndicate Tower (defuse bomb)
$25,000 lump sum	Complete Mission 30	Sell hos to Morningstar
$1,000 hourly income	Complete Mission 30	Keep hos for the Saints
$500 hourly income	Purchase in Upgrades app	Cost: $3,500/Level required: 4
$1,000 hourly income	Purchase in Upgrades app	Cost: $10,000/Level required:11
$1,500 hourly income	Purchase in Upgrades app	Cost: $17,000/Level required: 20
5% respect bonus	Purchase in Upgrades app	Cost: $6,000/Level required: 7
10% respect bonus	Purchase in Upgrades app	Cost: $13,000/Level required: 15
15% respect bonus	Purchase in Upgrades app	Cost: $21,250/Level required: 30
5–15% respect bonus (5% per level)	Complete Mission 29	Conquer Safeword Stronghold and purchase all upgrades
5–15% hourly income New Colvin district (5% per level)	Complete Mission 29	Conquer Safeword Stronghold and purchase all upgrades
5–15% respect bonus (5% per level)	Complete Mission 37	Conquer Burns Hill Nuke Plant Stronghold and purchase all upgrades
5–15% hourly income New Colvin district (5% per level)	Complete Mission 37	Conquer Burns Hill Nuke Plant Stronghold and purchase all upgrades
5–15% respect bonus (5% per level)	Complete Mission 43	Conquer 3 Count Casino Stronghold and purchase all upgrades
5–15% hourly income New Colvin district (5% per level)	Complete Mission 43	Conquer 3 Count Casino Stronghold and purchase all upgrades

Cribs/Strongholds

Unlockables	Trigger	Notes
Shaundi's Ex's Apartment Crib	Complete Mission 3	
Saints HQ	Complete Mission 3	
Zimos's Crib	Complete Mission 14	
Kinzie's Crib	Complete Mission 14	
Angel's Crib	Complete Mission 14	
Safeword Stronghold	Complete Mission 29	
Burns Hill Nuke Plant	Complete Mission 37	
3 Count Casino	Complete Mission 43	

Gang Customization

Unlockables	Trigger	Notes
Morningstar	Complete Mission 29	Take over Safeword Stronghold
Deckers	Complete Mission 37	Take over Burns Hill Nuke Plant Stronghold
Luchadores	Complete Mission 43	Take over 3 Count Casino Stronghold
Space suit	Complete Mission 47	
Cops	Complete all instances of Escort—Kinzie	
National Guard	Complete all instances of Tank Mayhem	
Hos	Complete all instances of Snatch—Hos	
Strippers	Complete all instances of Escort—Hos	
Mascots	Complete all instances of Prof. Genki	
Wrestlers	Complete all instances of Tiger Escort	

Homies

Unlockables	Trigger	Notes
Shaundi	Complete Mission 2	
Pierce Washington	Complete Mission 10	
Oleg Kirrlov	Complete Mission 13	
Zimos	Complete Mission 17	Complete Zimos mission arc
Angel De LaMuerte	Complete Mission 21	Complete Angel mission arc
Kinzie Kensington	Complete Mission 26	Complete Kinzie mission arc
Viola DeWynter	Complete Mission 31	
Josh Birk	Complete Mission 34	
Nyte Blayde	Complete Mission 34	
Mayor Reynolds	Complete Mission 41	Dump chemical truck in the water
Mayor's Favor	Complete Mission 41	
Zombie Horde	Complete Mission 41	Return virus to Oleg
SWAT Team	Complete Mission 41	Dump chemical truck in the water
Zombie Gat	Complete Mission 46 or 47	
Helicopter Homie	Purchase in Upgrades app	Cost: $18,750/Level required: 24
Vehicle Delivery	Purchase in Upgrades app	Cost: $1,000/Level required: 2
Tank Homie	Purchase in Upgrades app	Cost: $19,500/Level required: 26
VTOL homie	Purchase in Upgrades app	Cost: $23,500/Level required: 39
Police Forgiveness	Purchase in Upgrades app	Cost: $18,750/Level required: 24
Gang Forgiveness	Purchase in Upgrades app	Cost: $10,250/Level required: 11
Saints Backup Homies	Purchase in Upgrades app	Cost: $7,000/Level required: 7

Outfits/Items

Unlockables	Trigger	Notes
Cardinal Outfit	Complete Mission 33	
Mo Capo Outfit	Complete Mission 38	
Fumigator 3000 (Gas Mask)	Complete Mission 41	
Killbane's Mask	Complete Mission 44	Unmask Killbane
Blow-up Doll	Complete Mission 46 or 47	
Toilet	Complete Mission 46 or 47	
STAG Elite (STAG Armor)	Complete Mission 46	
Space Outfit	Complete Mission 47	

Weapons

Unlockables	Trigger	Notes
Reaper Drone	Complete Mission 3	
RC Possessor	Complete Mission 13	
The Penetrator	Complete Mission 14	
SA-3 Airstrike	Complete Mission 34	
Cyber Buster	Complete Mission 38	
Satchel Charges	Complete Mission 39	Chose R&D Satchel Charge research
Sonic Boom	Complete Mission 40	
Apoca-Fist	Complete Mission 44	Spare Killbane

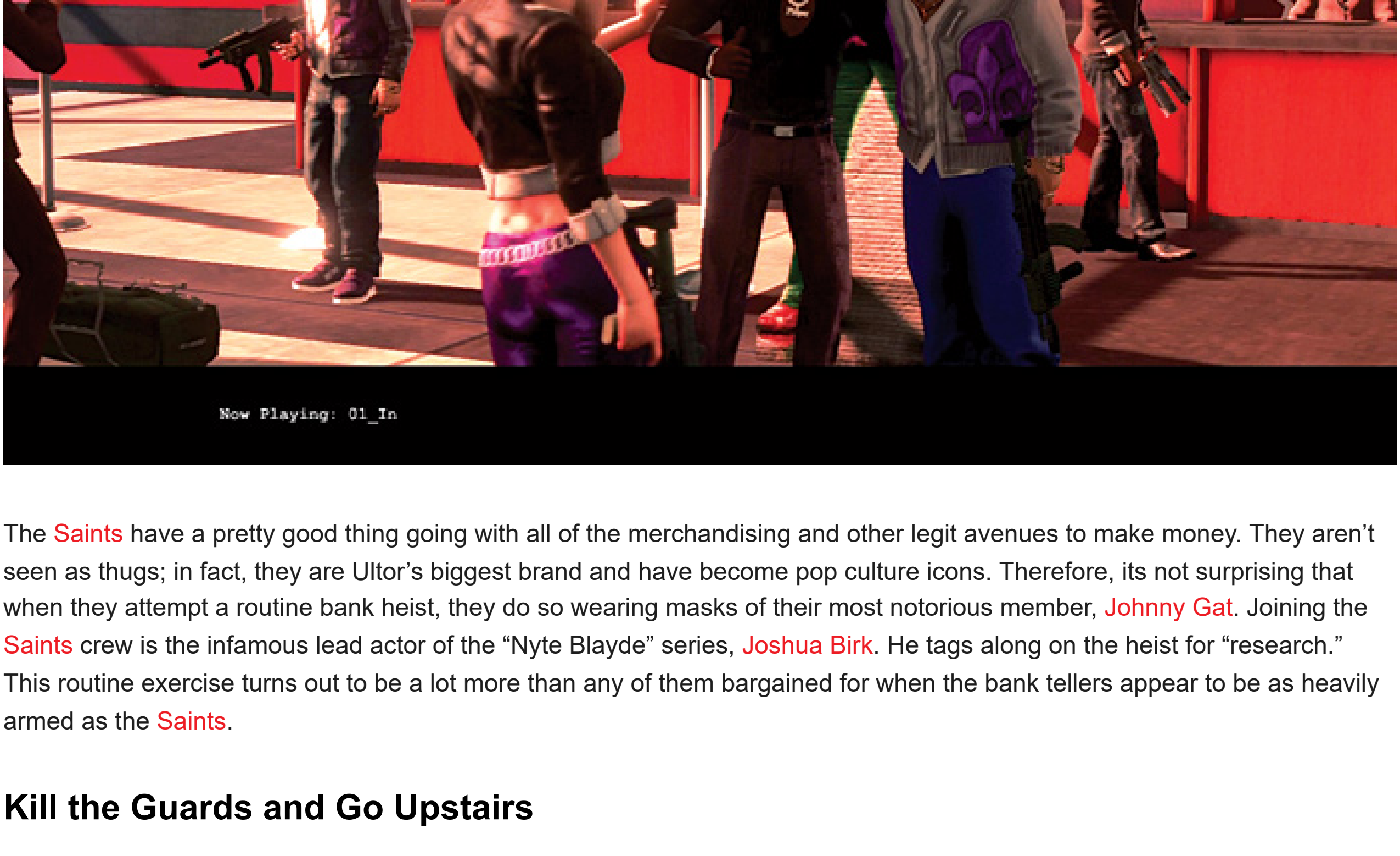
Vehicles

Unlockables	Trigger	Notes
Gunship	Complete Mission 28	
F-69 VTOL	Complete Mission 32	
Spotlight Helicopter	Complete Mission 35	
ASP Tank	Complete Mission 38	
Specter Jet Bike	Complete Mission 39	Chose R&D STAG bike research
STAG Prototype Tank	Complete Mission 39	Chose R&D prototype tank research
STAG N-Forcer	Complete Mission 45	Chose to kill Killbane
Cyrus's VTOL	Complete Mission 46	
Saints Raider (Rover)	Complete Mission 47	
X-2 Phantom	Complete all Cyberspace Trail Blazing	
Wraith	Complete all Cyberspace Trail Blazing	
Morningstar Infugeo, Justice, Criminal	Complete Mission 29	Gang-specific version of vehicles
Decker	Complete Mission 37	Gang-specific version of vehicles
Luchadore	Complete Mission 43	Gang-specific version of vehicles

Campaign

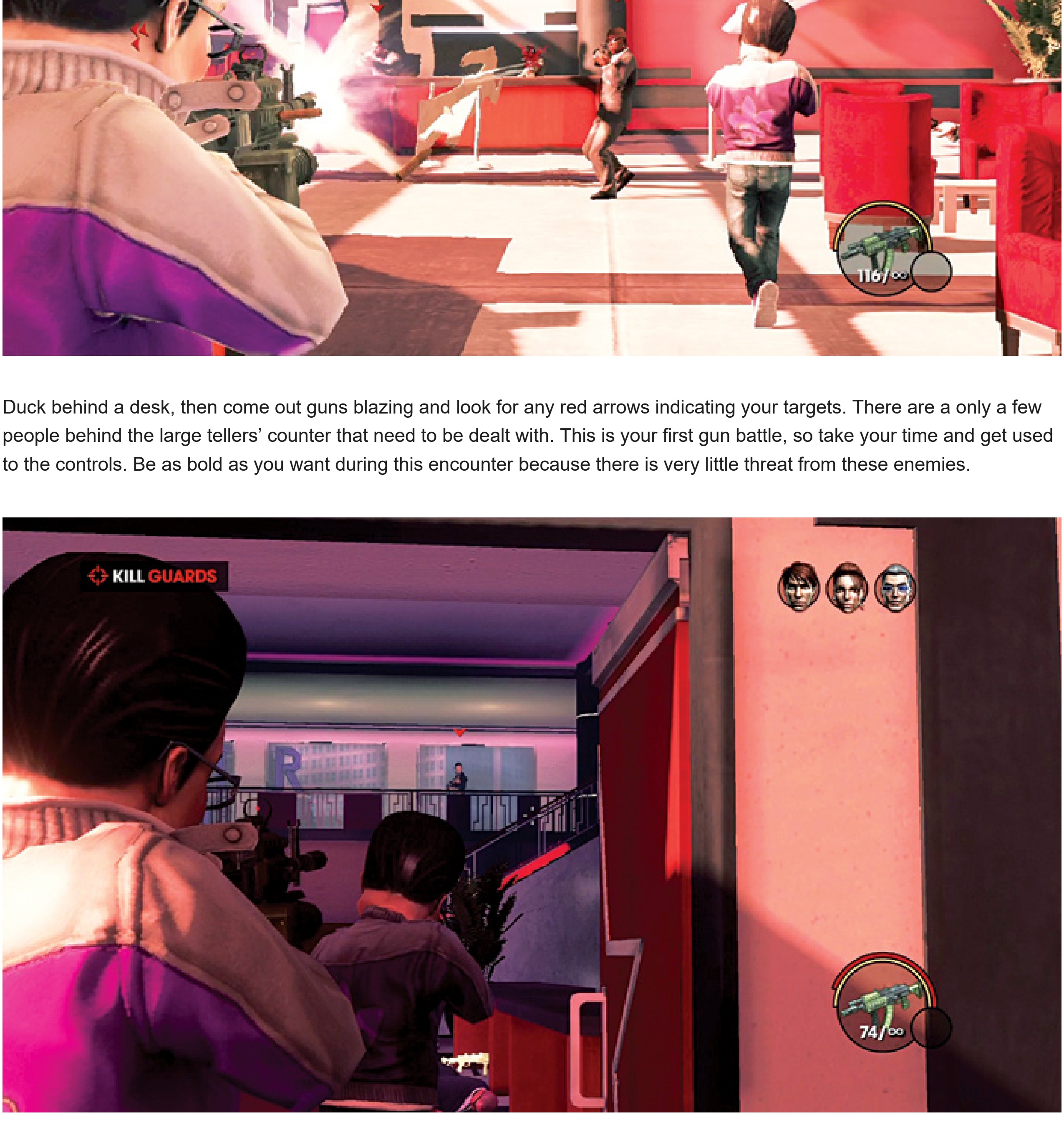
Mission 1 : When Good Heists Go Bad

Cash earned: 250

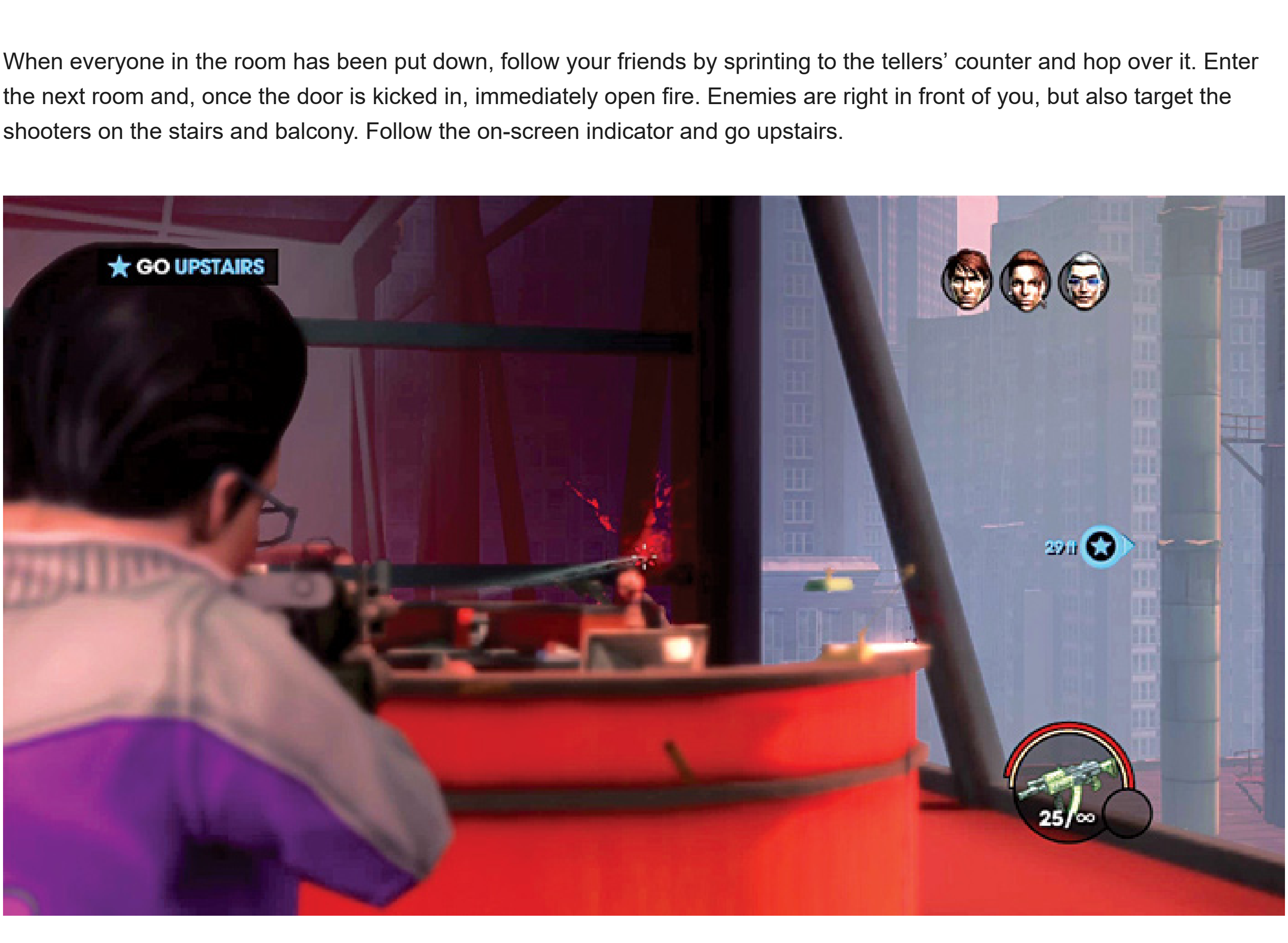


The Saints have a pretty good thing going with all of the merchandising and other legit avenues to make money. They aren't seen as thugs; in fact, they are Ultor's biggest brand and have become pop culture icons. Therefore, its not surprising that when they attempt a routine bank heist, they do so wearing masks of their most notorious member, Johnny Gat. Joining the Saints crew is the infamous lead actor of the "Nyte Blayde" series, Joshua Birk. He tags along on the heist for "research." This routine exercise turns out to be a lot more than any of them bargained for when the bank tellers appear to be as heavily armed as the Saints.

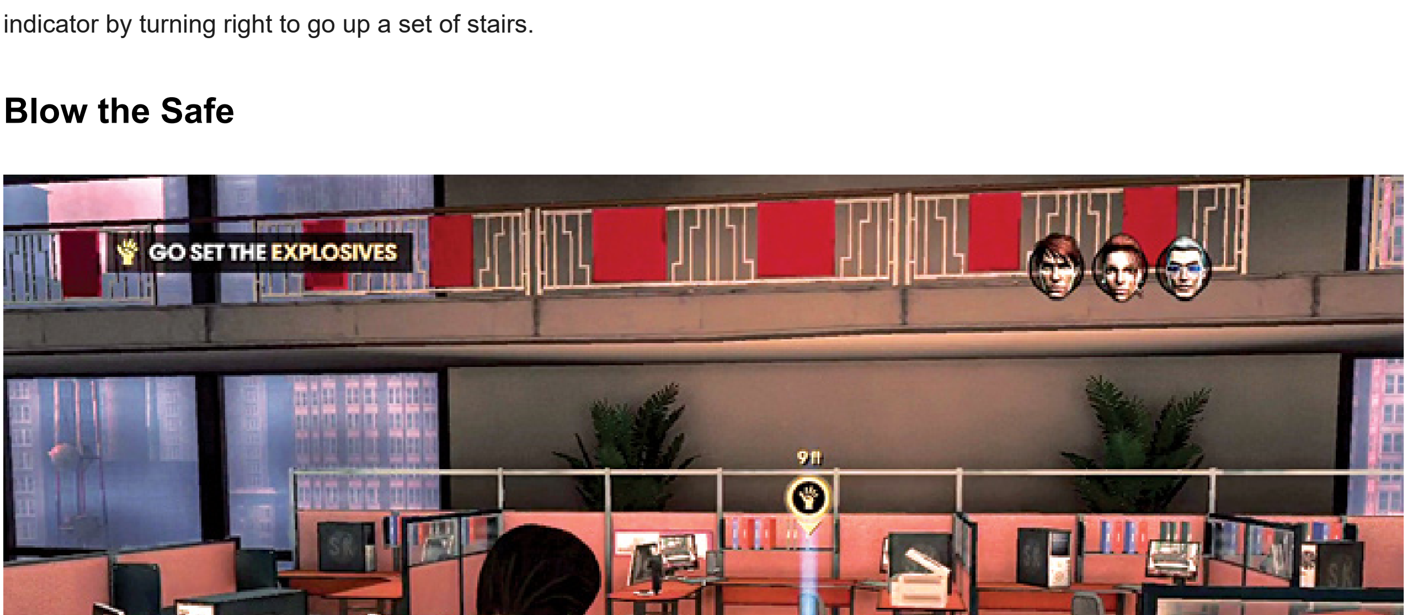
Kill the Guards and Go Upstairs



Duck behind a desk, then come out guns blazing and look for any red arrows indicating your targets. There are a only a few people behind the large tellers' counter that need to be dealt with. This is your first gun battle, so take your time and get used to the controls. Be as bold as you want during this encounter because there is very little threat from these enemies.

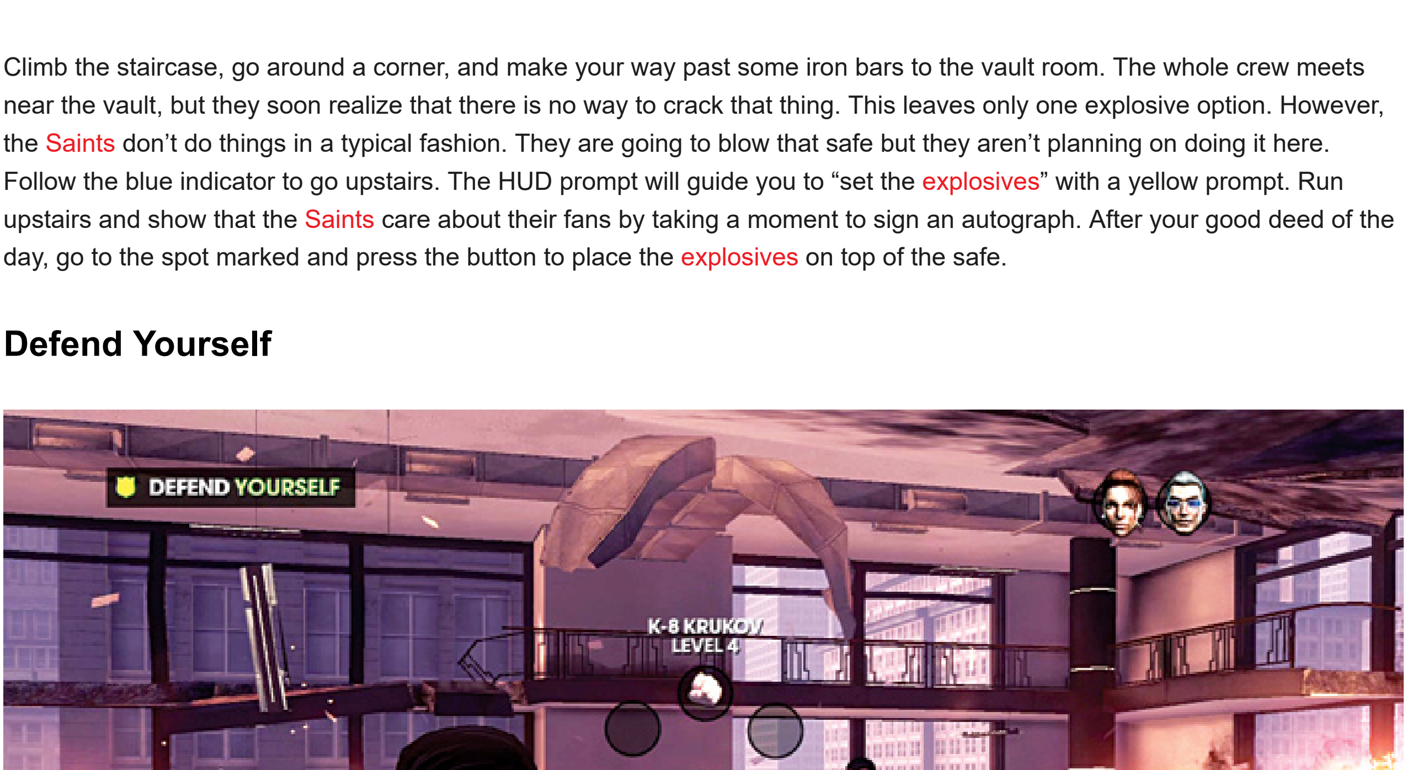


When everyone in the room has been put down, follow your friends by sprinting to the tellers' counter and hop over it. Enter the next room and, once the door is kicked in, immediately open fire. Enemies are right in front of you, but also target the shooters on the stairs and balcony. Follow the on-screen indicator and go upstairs.



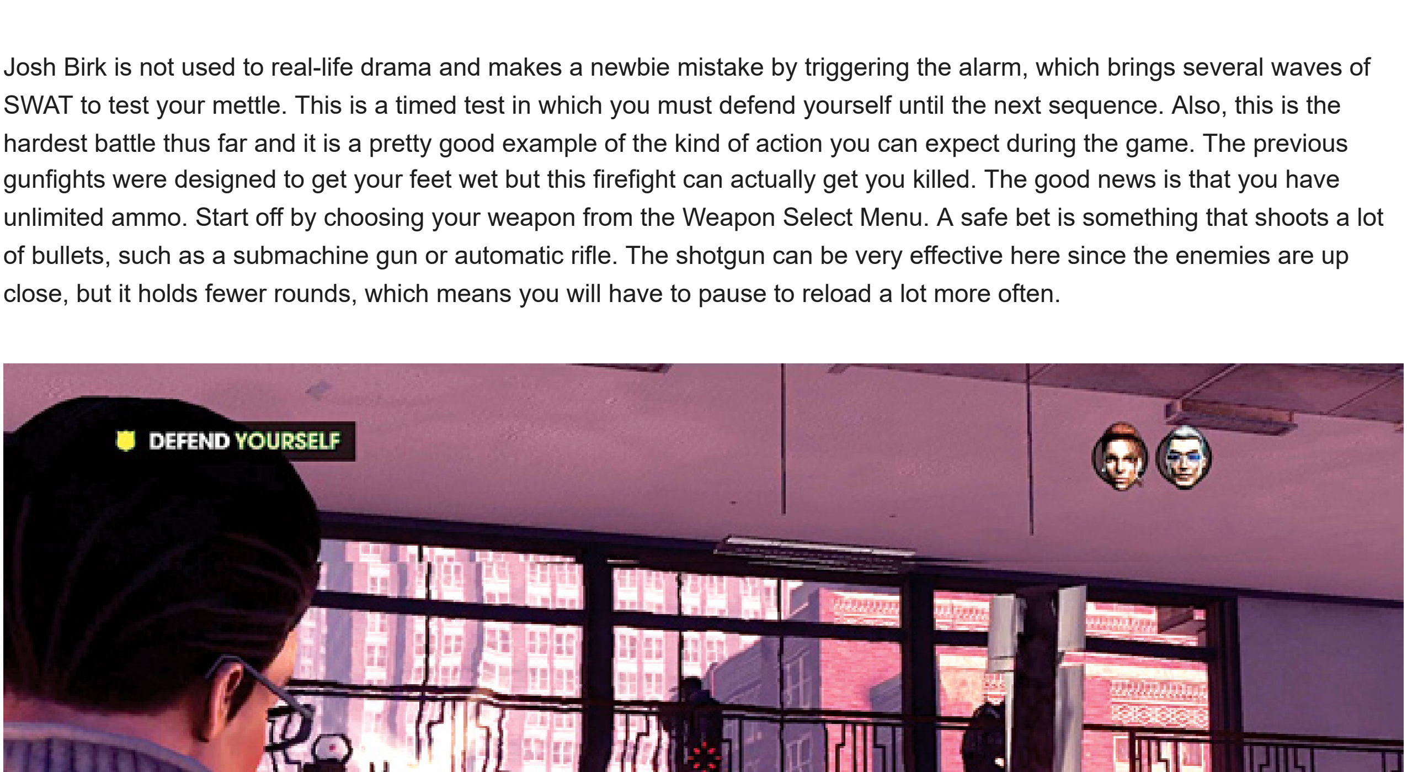
On this top level there are a lot more guards that are more aggressive than before. Use the large pillars for cover and battle down the walkway. Look out for the guards that run across the walkway to your left; they can be hard to notice and will catch you in a crossfire if you don't take them out. Finish off the last few guards by the large round desk and follow the blue indicator by turning right to go up a set of stairs.

Blow the Safe

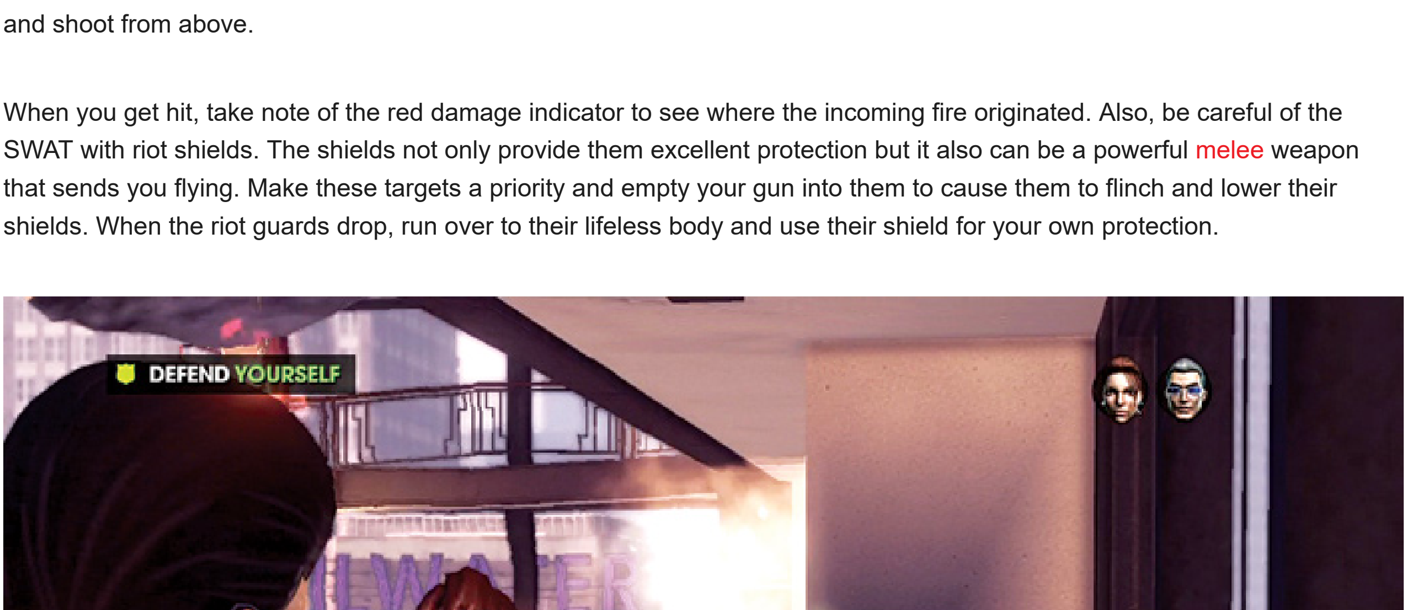


Climb the staircase, go around a corner, and make your way past some iron bars to the vault room. The whole crew meets near the vault, but they soon realize that there is no way to crack that thing. This leaves only one explosive option. However, the Saints don't do things in a typical fashion. They are going to blow that safe but they aren't planning on doing it here. Follow the blue indicator to go upstairs. The HUD prompt will guide you to "set the explosives" with a yellow prompt. Run upstairs and show that the Saints care about their fans by taking a moment to sign an autograph. After your good deed of the day, go to the spot marked and press the button to place the explosives on top of the safe.

Defend Yourself

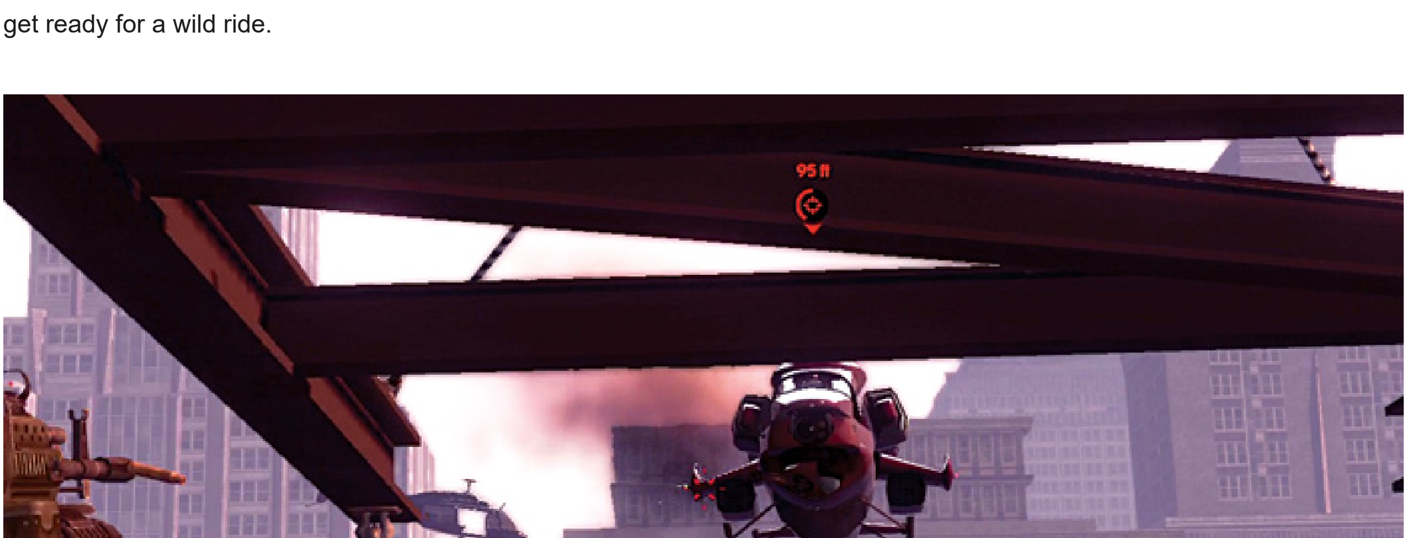


Josh Birk is not used to real-life drama and makes a newbie mistake by triggering the alarm, which brings several waves of SWAT to test your mettle. This is a timed test in which you must defend yourself until the next sequence. Also, this is the hardest battle thus far and it is a pretty good example of the kind of action you can expect during the game. The previous gunfights were designed to get your feet wet but this firefight can actually get you killed. The good news is that you have unlimited ammo. Start off by choosing your weapon from the Weapon Select Menu. A safe bet is something that shoots a lot of bullets, such as a submachine gun or automatic rifle. The shotgun can be very effective here since the enemies are up close, but it holds fewer rounds, which means you will have to pause to reload a lot more often.

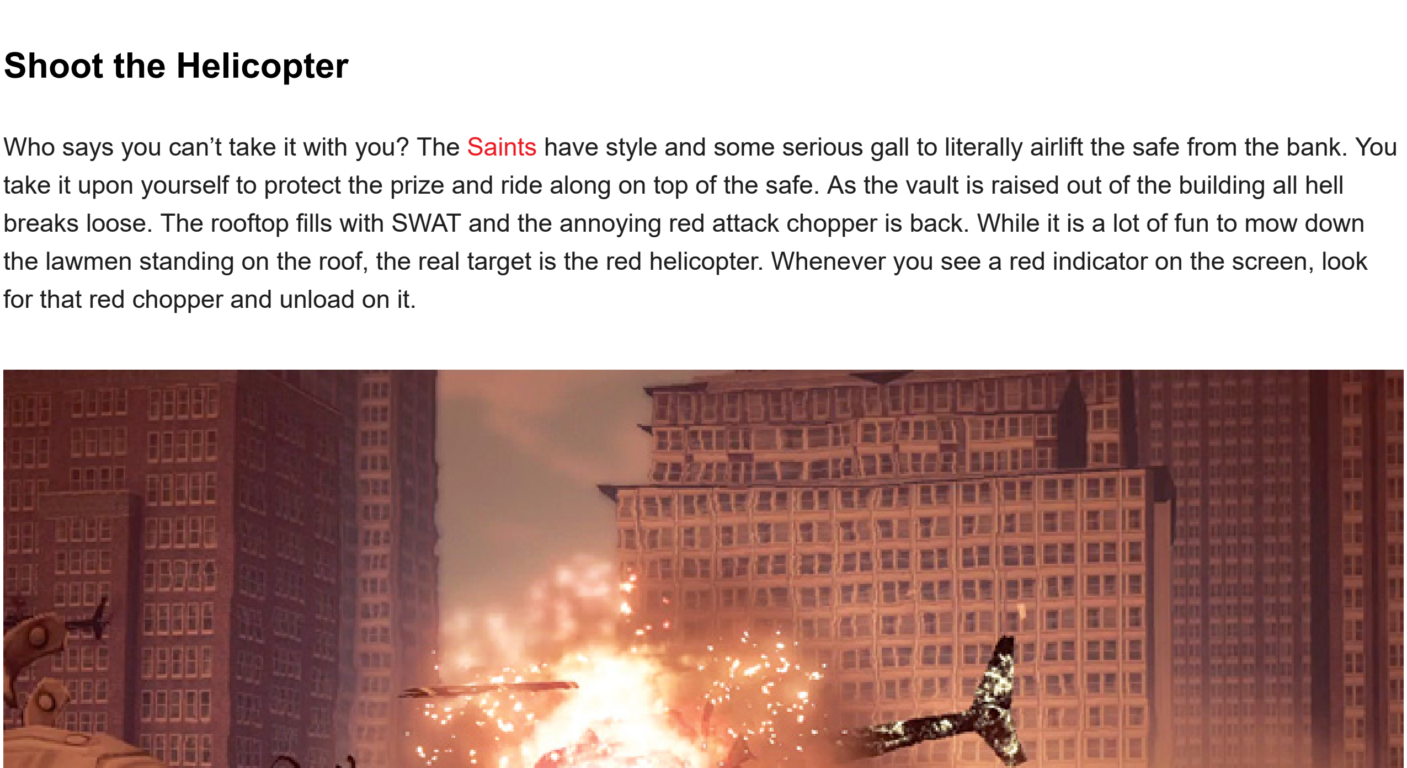


The swat teams rappel into the building from the same side, which leaves you with two choices. The most obvious option is to pull back and look for some cover while facing the onslaught. This provides a full view of the action and a good vantage point to take on the SWAT as they appear on the opposite wall. Keep in mind that they can also assemble on the upper walkway and shoot from above.

When you get hit, take note of the red damage indicator to see where the incoming fire originated. Also, be careful of the SWAT with riot shields. The shields not only provide them excellent protection but it also can be a powerful melee weapon that sends you flying. Make these targets a priority and empty your gun into them to cause them to flinch and lower their shields. When the riot guards drop, run over to their lifeless body and use their shield for your own protection.

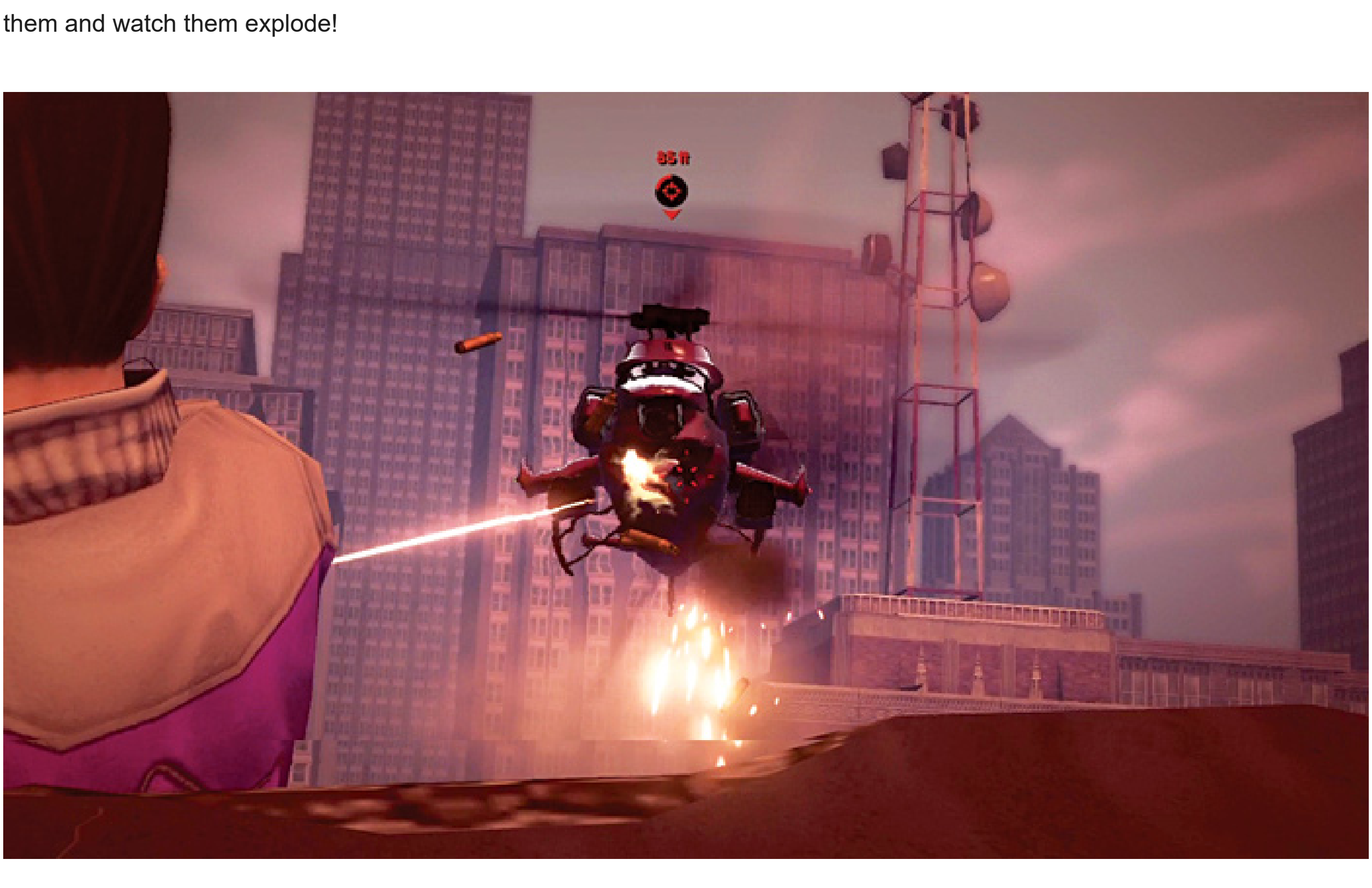


A less traditional approach to this situation is to charge forward into the area where the SWAT are swarming. Normally that would not be a great idea, but if you get close to the windows and stick to a corner, the SWAT team on the upper level can't hit you. This eliminates your having to monitor multiple levels of enemies. The action can get pretty furious up close, but living on the edge is what being a Saint is all about. When you hear the helicopter off in the distance, the time is up on this little game of defense. An attack chopper peeks in through the hole left by the explosion. Empty your gun into the helicopter and get ready for a wild ride.

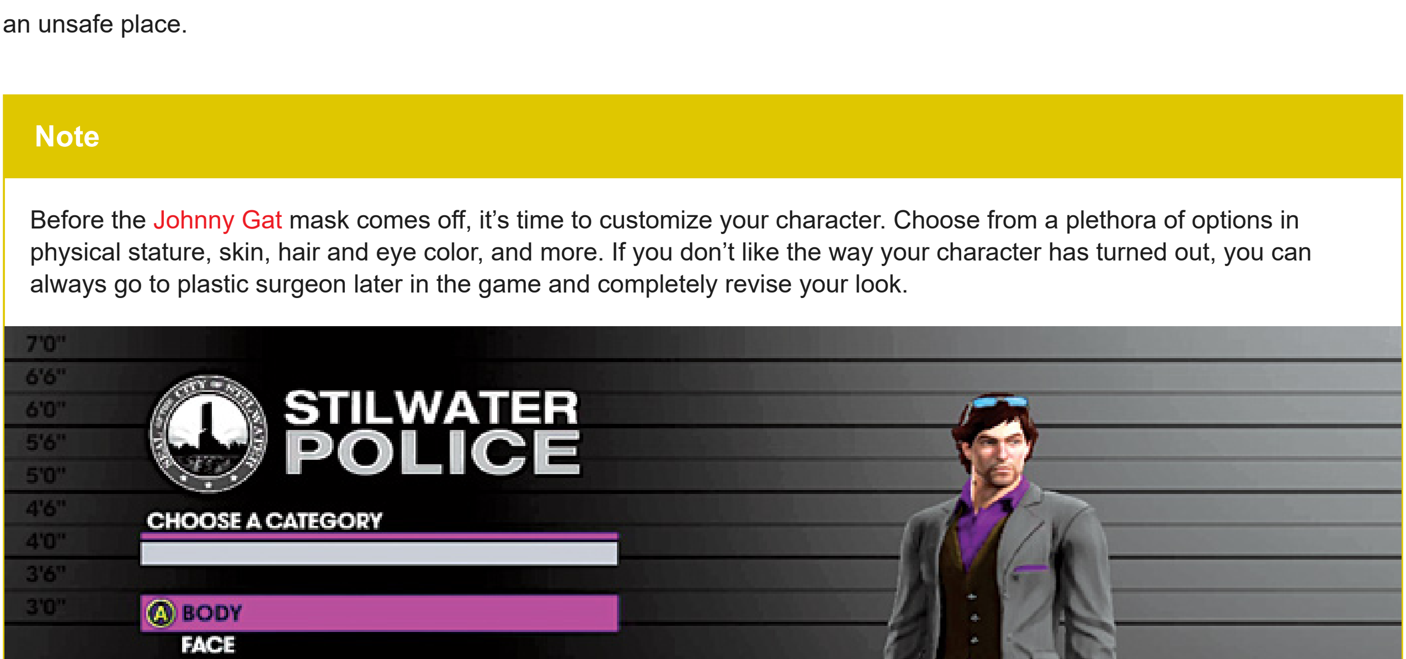


Shoot the Helicopter

Who says you can't take it with you? The Saints have style and some serious gall to literally airlift the safe from the bank. You take it upon yourself to protect the prize and ride along on top of the safe. As the vault is raised out of the building all hell breaks loose. The rooftop fills with SWAT and the annoying red attack chopper is back. While it is a lot of fun to mow down the lawmen standing on the roof, the real target is the red helicopter. Whenever you see a red indicator on the screen, look for that red chopper and unload on it.



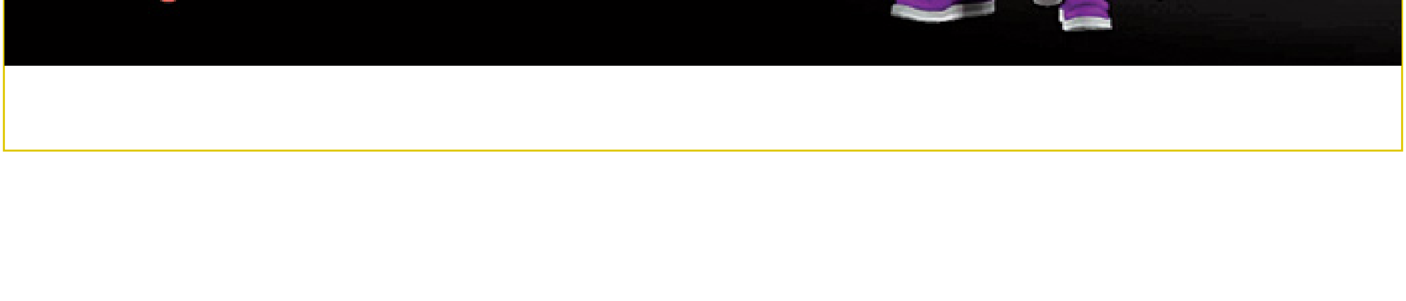
It's a bumpy ride on top of this bank safe as the chopper that carries it has difficulty keeping control. You get tossed around a lot. Keep your focus on eliminating the red chopper whenever you see it. Several black helicopters join the fight to knock you off the safe. Some stay airborne while others try to land on the roof and deploy more SWAT troops. Put a few rounds into them and watch them explode!

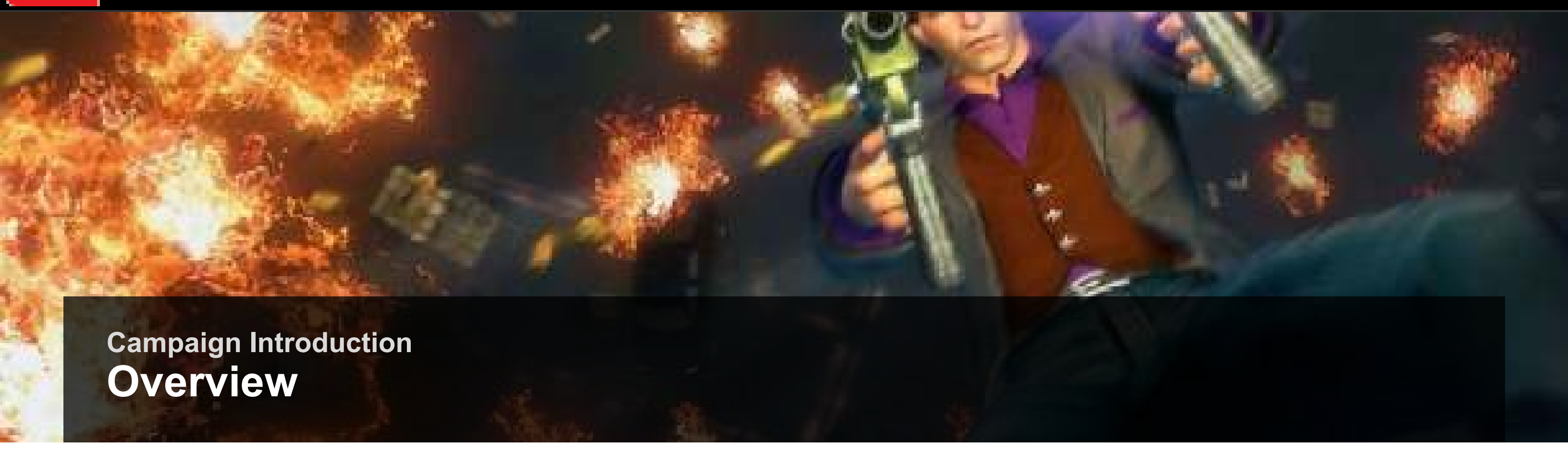


Keep blasting away at the red helicopter. Before long it will spin out of control. Unfortunately, it swings right into the cable that is holding up the vault you are riding on. You will automatically make a daring jump and leap to safety. However, you land in an unsafe place.

Note

Before the Johnny Gat mask comes off, it's time to customize your character. Choose from a plethora of options in physical stature, skin, hair and eye color, and more. If you don't like the way your character has turned out, you can always go to plastic surgeon later in the game and completely revise your look.





Overview

Saints Row's Story

Set a few years after the events of Saints Row 2, Saints Row: The Third once again places you in the shoes of the leader of the nation's most infamous gang: the Third Street Saints. No longer content with merely being criminal masterminds, the Saints have leveraged their notoriety into celebrity status. Earning millions on Saints branded lunch boxes, bobble-heads, and "reality TV," you and your gang are living the dream. But bad luck has the Saints crossing the path of the Syndicate, a legendary criminal fraternity with pawns all over the globe, and you find yourself thrust back into the world of sex, violence, and betrayal. Refusing to kneel to the Syndicate, you lead your crew to Steelport (a city that makes Sodom look like Topeka) with the sole purpose of tearing down their organization brick by bloody brick.

As if fighting the criminal illuminati wasn't bad enough, the Saints are confronted by STAG—an elite government taskforce that has been sent to stop the gang wars by any means necessary. As tanks, carriers and fighters take over Steelport, the reality of the situation becomes apparent: The only way to survive is to annihilate the gangs and the military that stand in your way!

Welcome to Steelport

Saints Row: The Third takes place in the city of Steelport, an entirely new and original city. In Steelport you can buy anything, be anyone, and satisfy any craving—for a price. This city caters to the darkest of fantasies: S&M bars, designer drugs, human trafficking, sanctioned bloodsports and any other devious thing you can imagine.

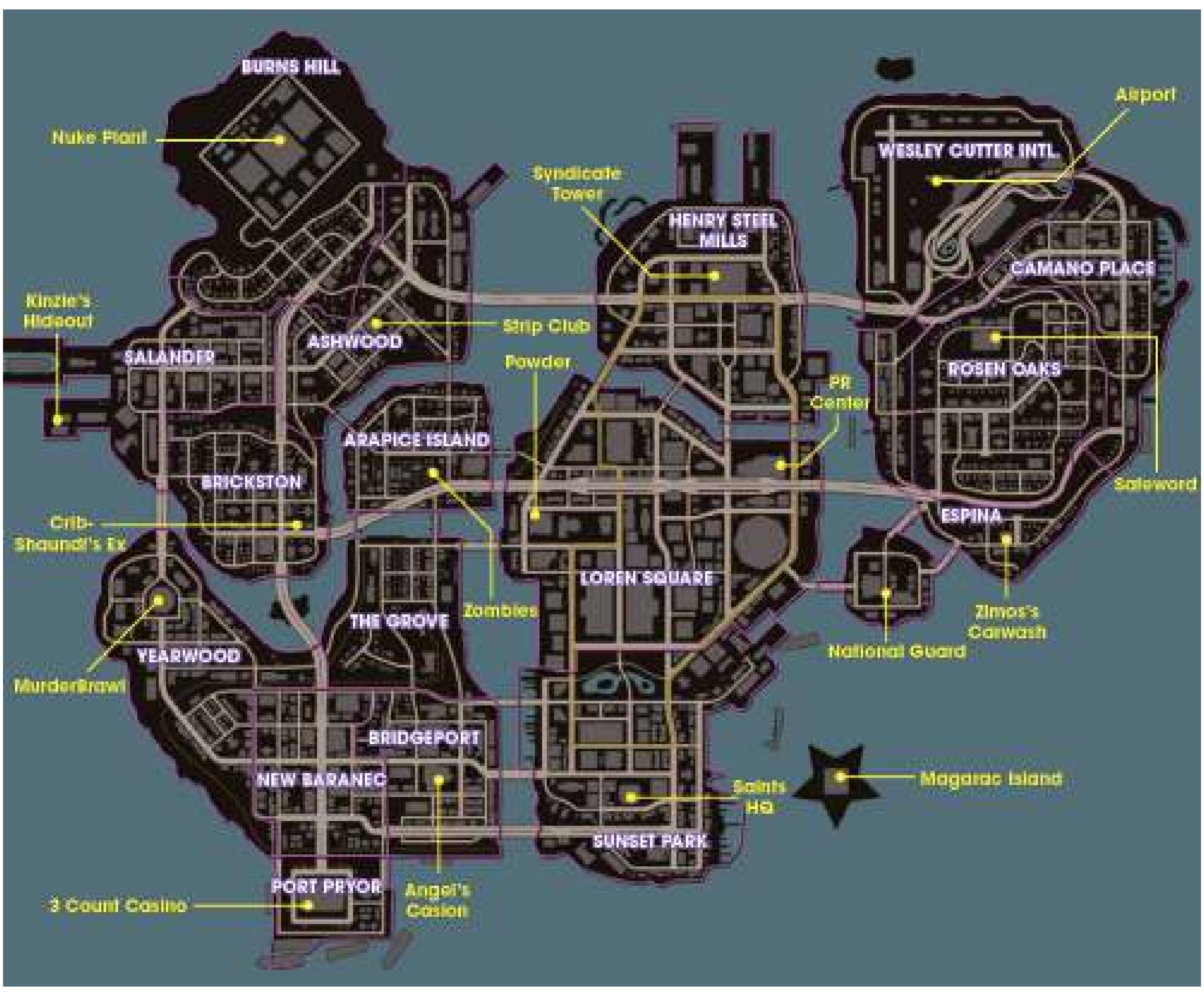
But a city doesn't drip with lust and greed on its own. The Syndicate, an elite organization composed of three of the world's most powerful gangs (Morningstar, Deckers, and Luchadores), has molded the city in its own image, buying politicians, owning the police, and even placing their mark on the city's skyline. To the inhabitants of Steelport there is no question: This city and all who live in it are property of the Syndicate.

Steelport was once a law-abiding and thriving blue-collar town. Its economy started to decay and the Syndicate recognized an opportunity to move in and take over. With their deep pockets and wide-sweeping powers of influence, the leaders of the Syndicate stepped in to reinvigorate and mold Steelport into what it is today. Every politician, public figure and high-ranking law enforcement official has been hand-picked by the Syndicate, and every means of the city's income is meticulously monitored by the Syndicate's lawyers and accountants.

Inhabitants can prosper in Steelport but they never, ever forget who really runs the town. If they do, bad things happen!

Map of Steelport

Steelport is roughly two-thirds the size of Saints Row 2's Stilwater (not including the underground sections of Stilwater) but it is incredibly more dense! It is an island composed of four smaller, separate islands that are connected by bridges. In addition to its landmasses, the city is also divided into five districts. Each neighborhood is controlled by a gang, one of the three that make up the Syndicate, and each neighborhood is defined in tone and style by the gang that owns it.



Campaign Game Flow

The Campaign is the main story of the game. It can be completed by a single player or as part of a co-op game. The first three missions serve as a prologue to introduce the player to the game's mechanics. After Mission 3, players are free to move around the entire city, jumping back and forth between Campaign missions and various mini-missions called Activities, aspects of city takeover, and numerous types of Diversions, such as finding collectibles, completing challenges, and completing tasks in the Saintsbook.

The Campaign is a series of missions that follow a somewhat linear path. However, the mission tree often branches off into different story arcs and then resumes the main story when all of the branches are completed. There are two types of missions arcs that appear throughout the game. Main story arcs are simple branches with several missions that must be completed and then they converge with the main path. The character-specific story arcs appear all at the same time but they have certain points when they must be completed.

Main Story Arcs

The individual missions in each main story arc must be complete in order, but either branch can be followed. However, both branches must be completed to proceed on the main story path. For example, all of the STAG arc missions (32–34) must be done in order as well as Decker/Kinzie arc for missions 35–38. Both of these branches must be completed before proceeding to mission 39

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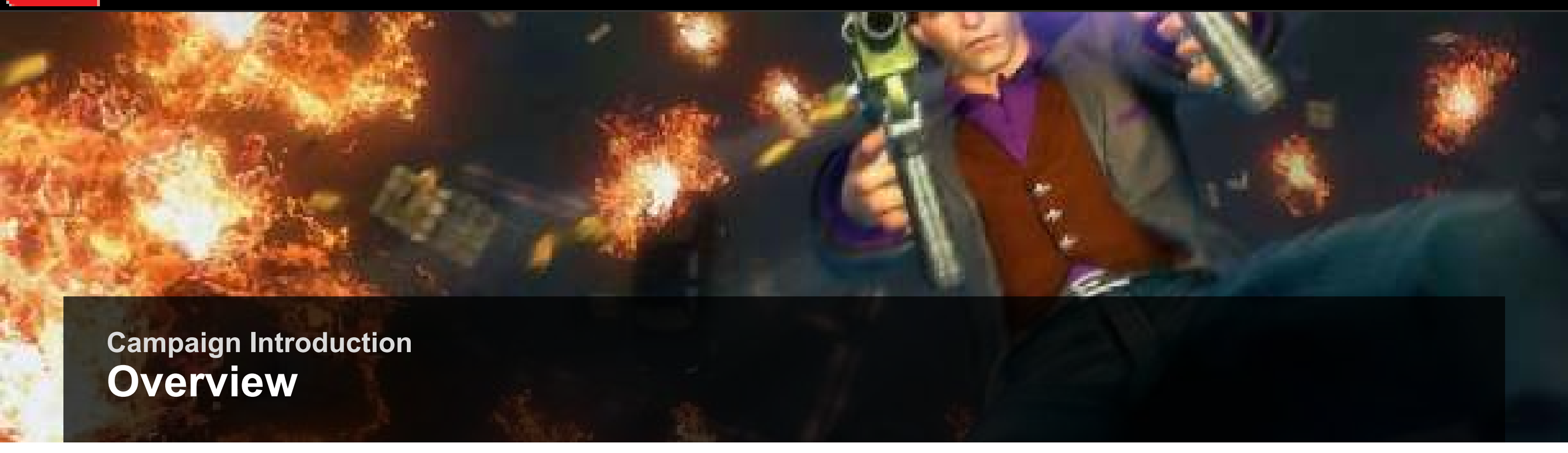
After Mission 14, three new character arcs appear that are composed of a series of Activities for each character. Any of them can be undertaken at that point, including the main story Mission 28. However each specific character arc, with all of its missions, must be completed before certain main story missions (Strongholds). The player is free to jump from any character arc as long as the missions for each character are completed before the required point on the main path. In other words, Zimos' mission must be completed before Mission 29, Kinzie's missions must be completed before Mission 37, and Angel's missions must be completed before Mission 43.



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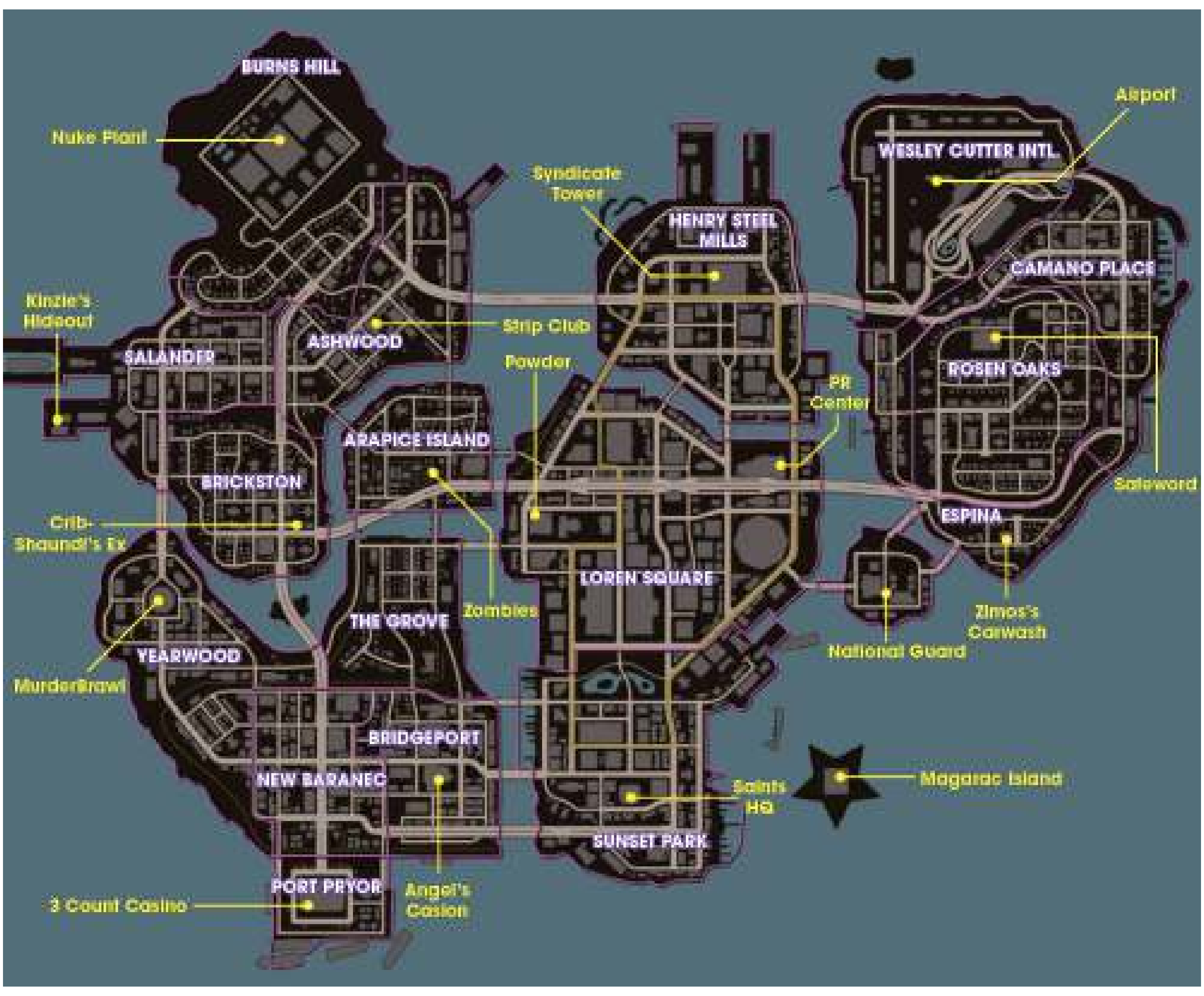

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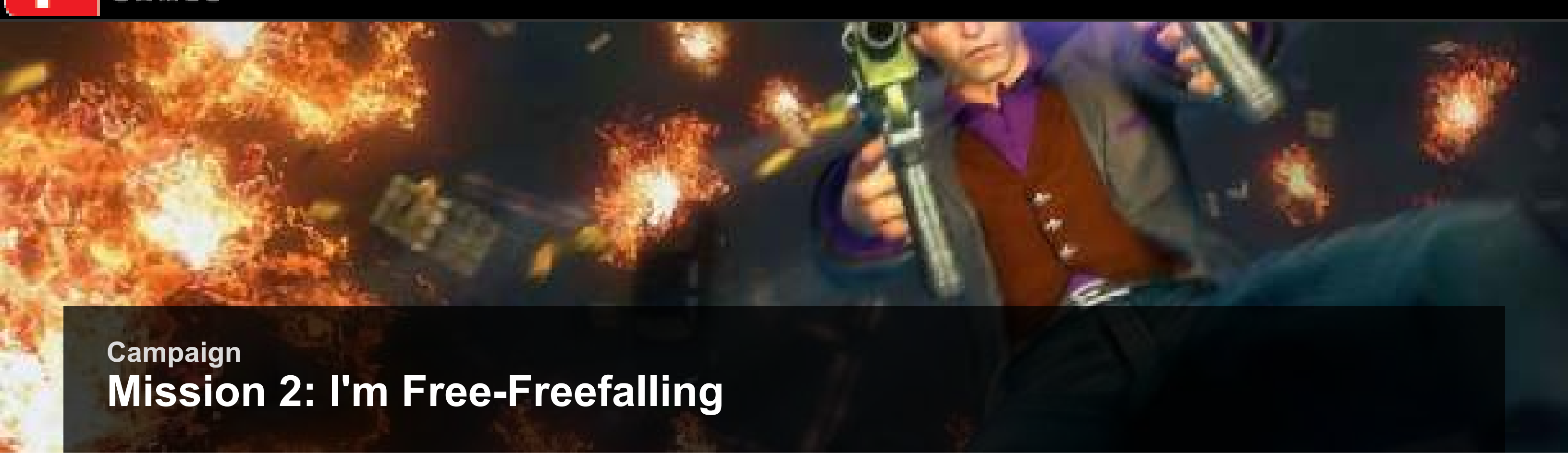


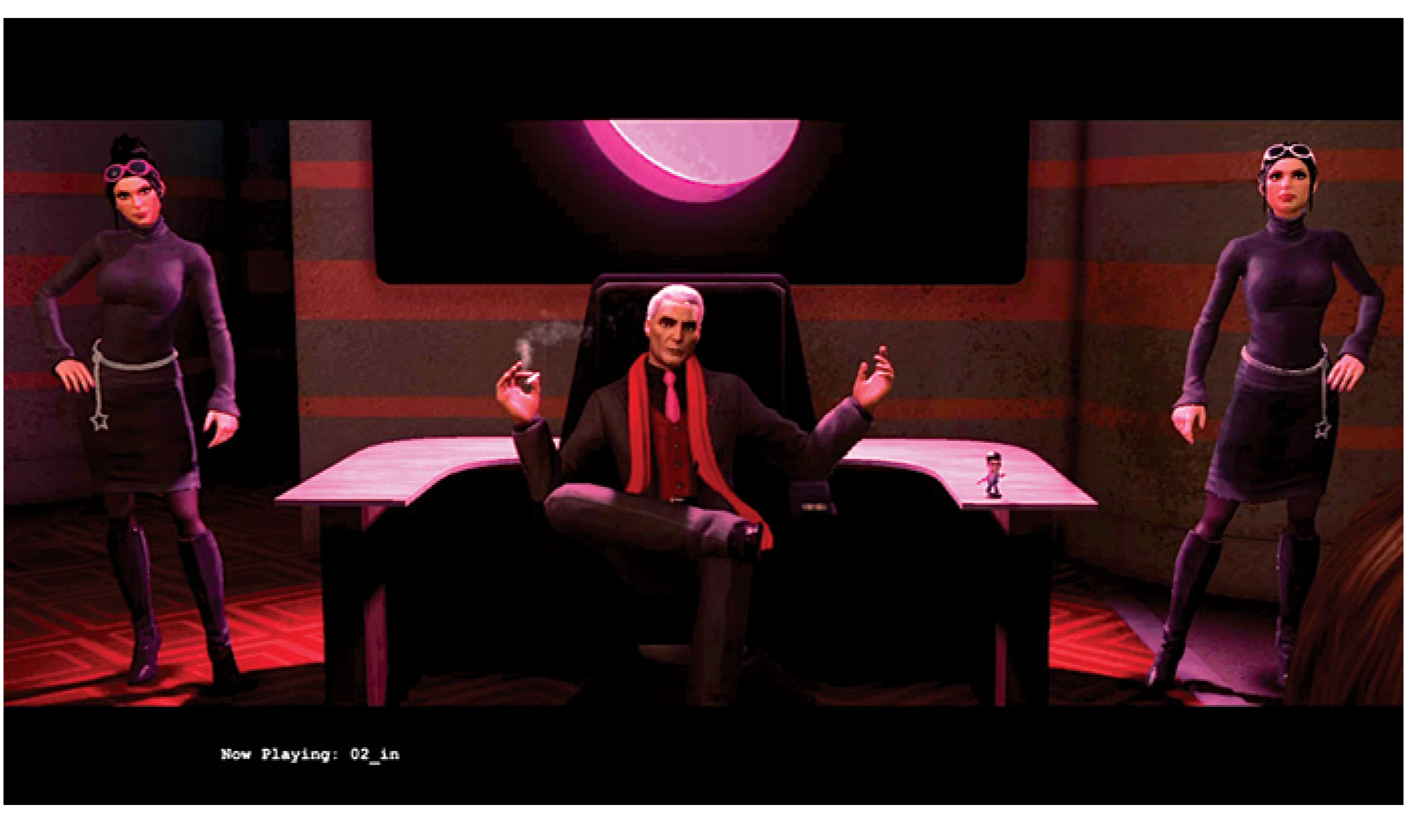
Campaign

Mission 2: I'm Free-Freefalling

Cash Earned: $500

Unlocks: New Homie—Shaundi

Meet the New Boss



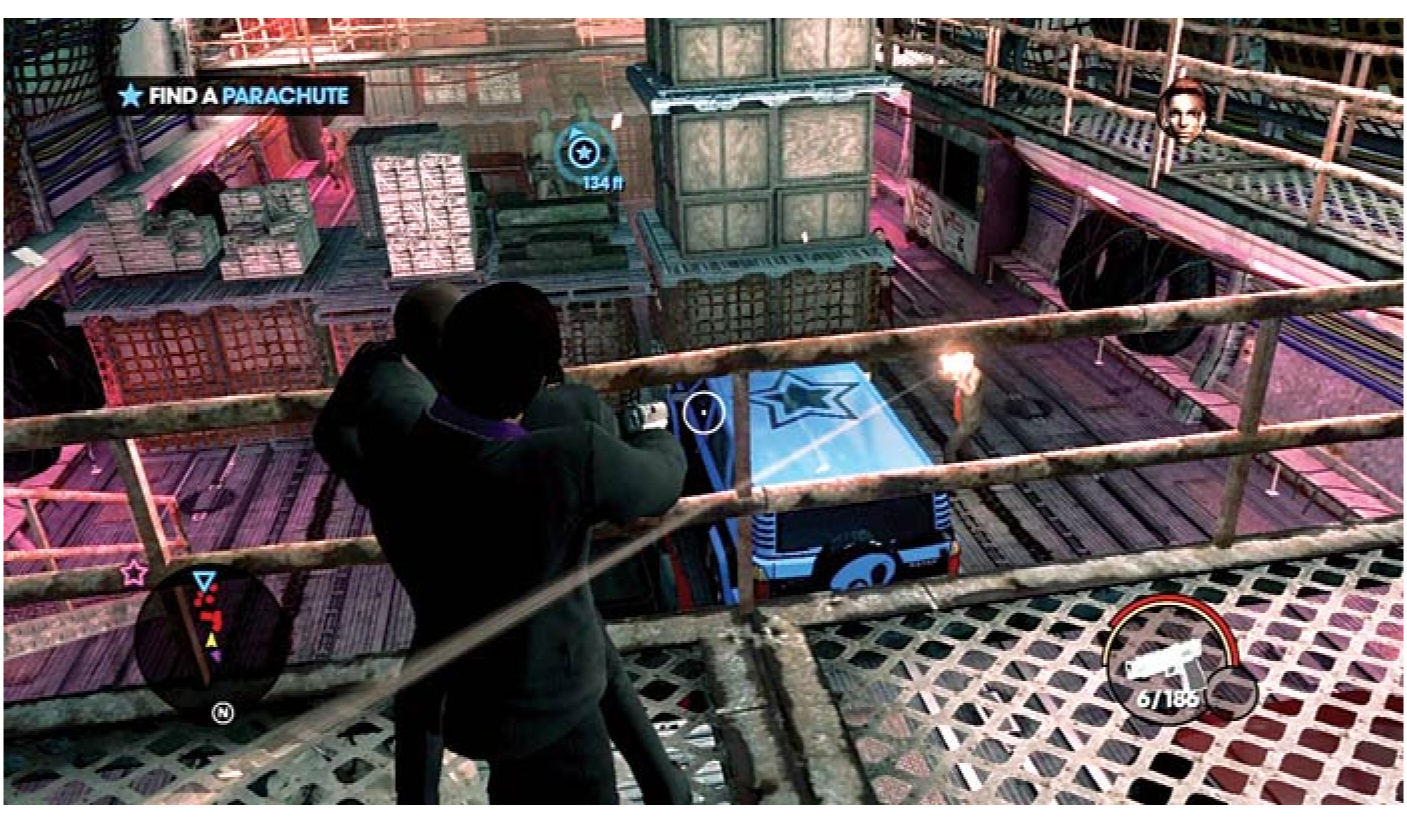
After the unsuccessful bank heist, the Saints end up in the slammer. They are actually shocked to be in jail because they had paid off the cops, but apparently someone else has paid more. The Syndicate is the new name in town, a large criminal empire that is about to make the Saints an offer they can't refuse.

The Saints are kidnapped aboard the plane of Phillipe Loren, the leader of the Morningstar, and are being flown to the Syndicate base in Steelport. Even though the Saints are bound and seemingly helpless, nobody tells the Saints what to do. They bust loose and show the Syndicate how they earned their respect.

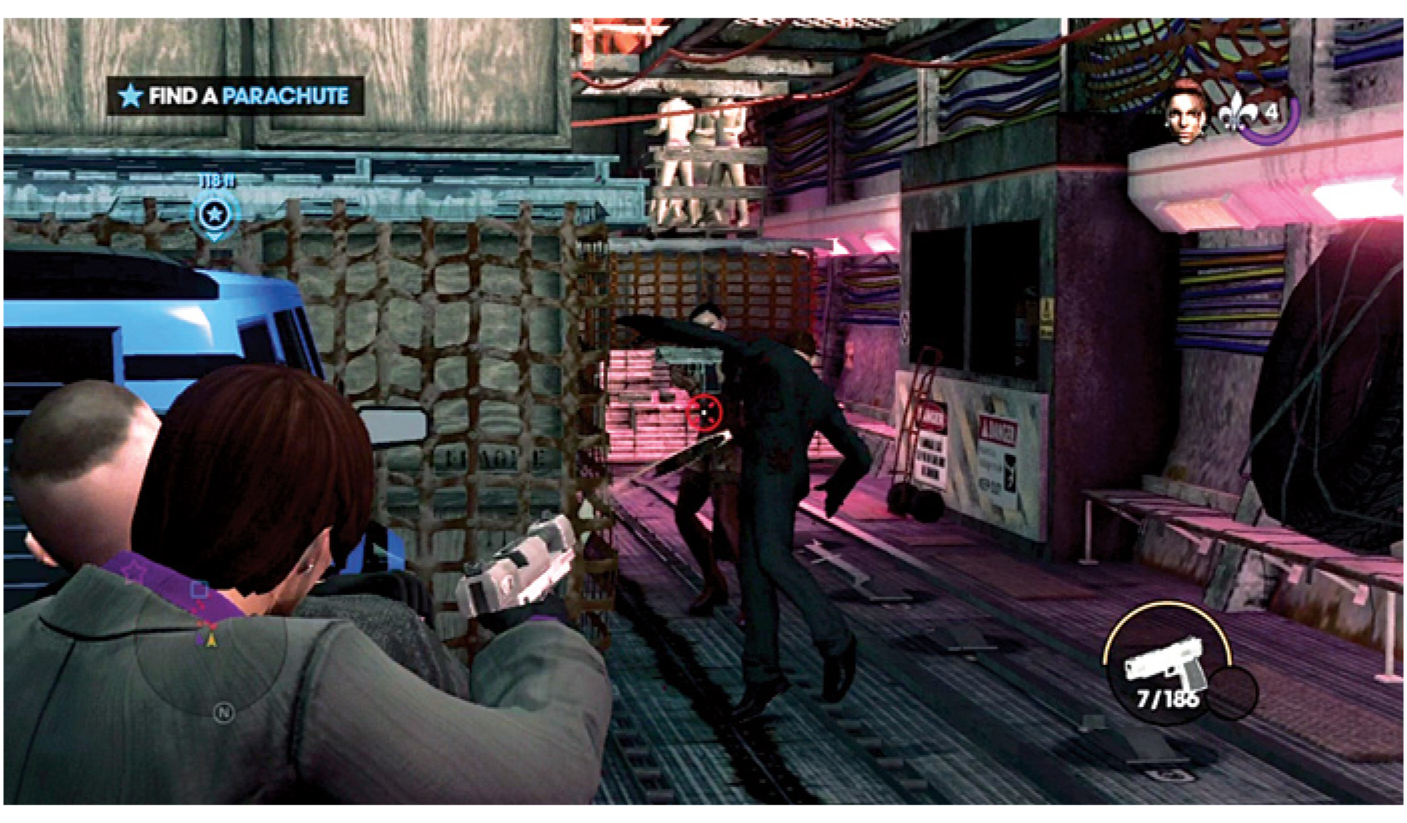
Kill the Guards and Escape

While Johnny tries to hijack the plane, you must fight your way through the aircraft and find a way to escape. The plane is filled with Syndicate guards and you start this mission unarmed. The first few encounters provide an opportunity try out the melee system with light and heavy physical strikes.

This is a good time to practice chaining moves together and even perform running attacks. Check out the combat section in the game system chapter to learn the ins and outs of hand-to-hand fighting. As you beat up the guards look for the on-screen button indicators. If you press the corresponding button to the one that is shown on the screen, the attack will do more damage and garner more respect for the kill.



Take out the initial wave of guards and open the door. Follow the blue on-screen guide to get a parachute to make your escape. Grab the first guard you encounter and take him as a human shield. From this high vantage point, eliminate as many guards as possible on the upper walkway and below you.



Run down the metal stairs and take cover between the cars, but look out for the guards hiding around the corners. For extra protection, grab one of the guards as a shield and work your way past the crates and cars, shooting everyone in sight. If you can't wrangle a volunteer to serve as your shield, stay close to the edges of the crates for additional cover.

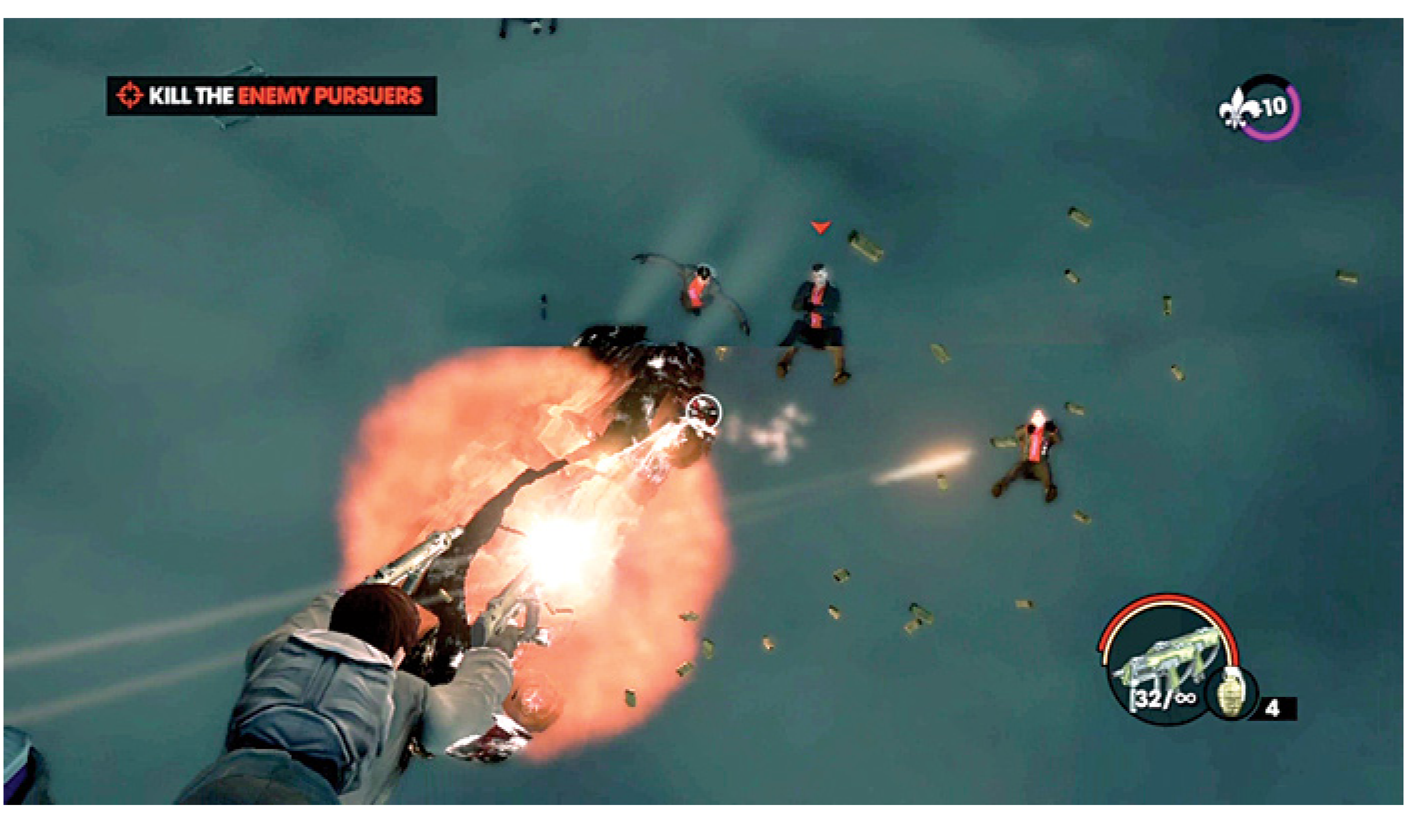
Tip

After wasting any of the enemies, look for fallen cash and weapons that they left behind. Keep an eye out for anything that flashes and run over it to pick it up.

Catch Shaundi and Kill the Pursuers

Note

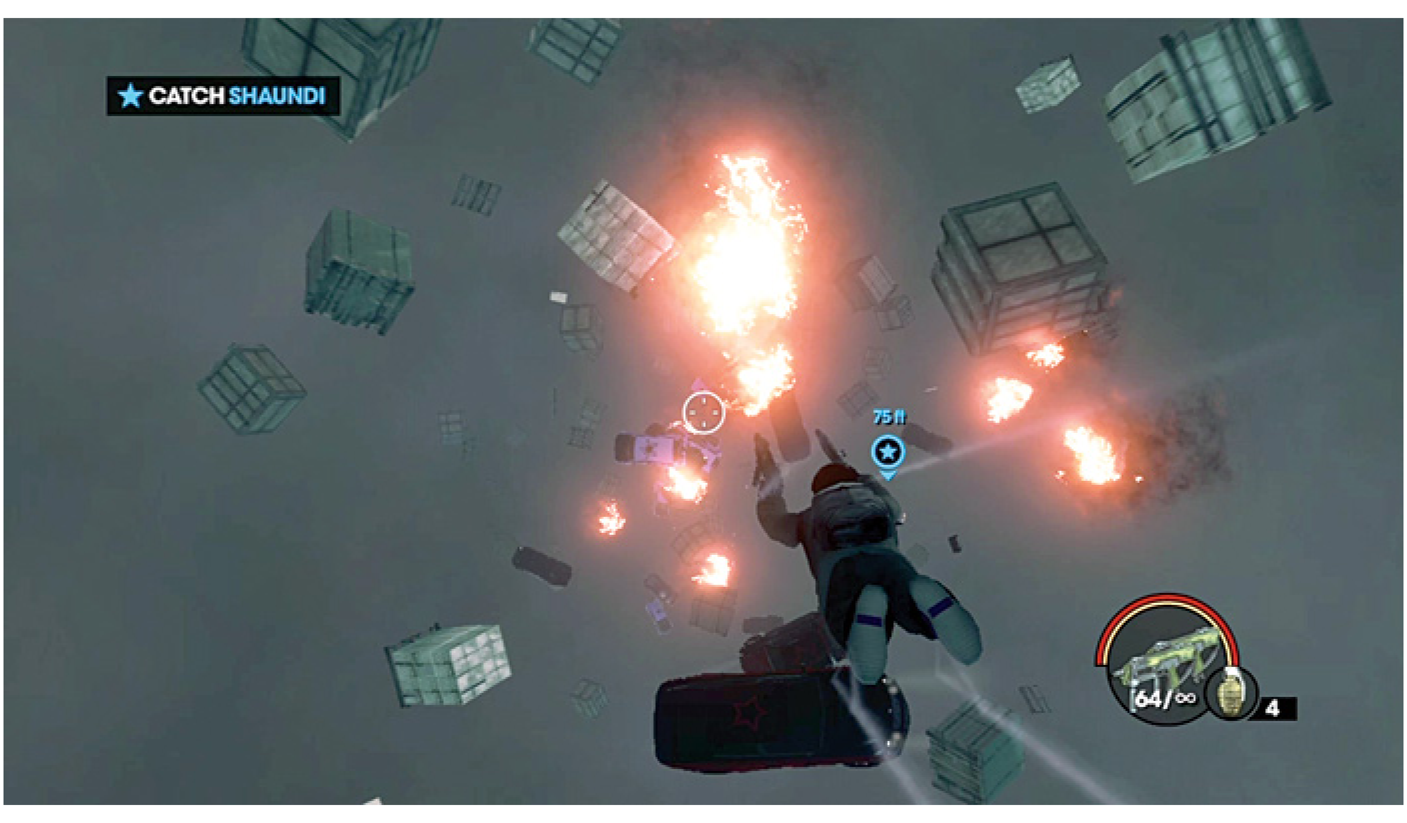
You and Shaundi jump out the back of the plane, but you have only one parachute between you. You must catch Shaundi to prevent her from falling to her doom, but it won't be that simple. Several guards are in hot aerial pursuit and they must be wiped out while you're all falling. If a guard grabs you, rapidly hit the button shown to break free.



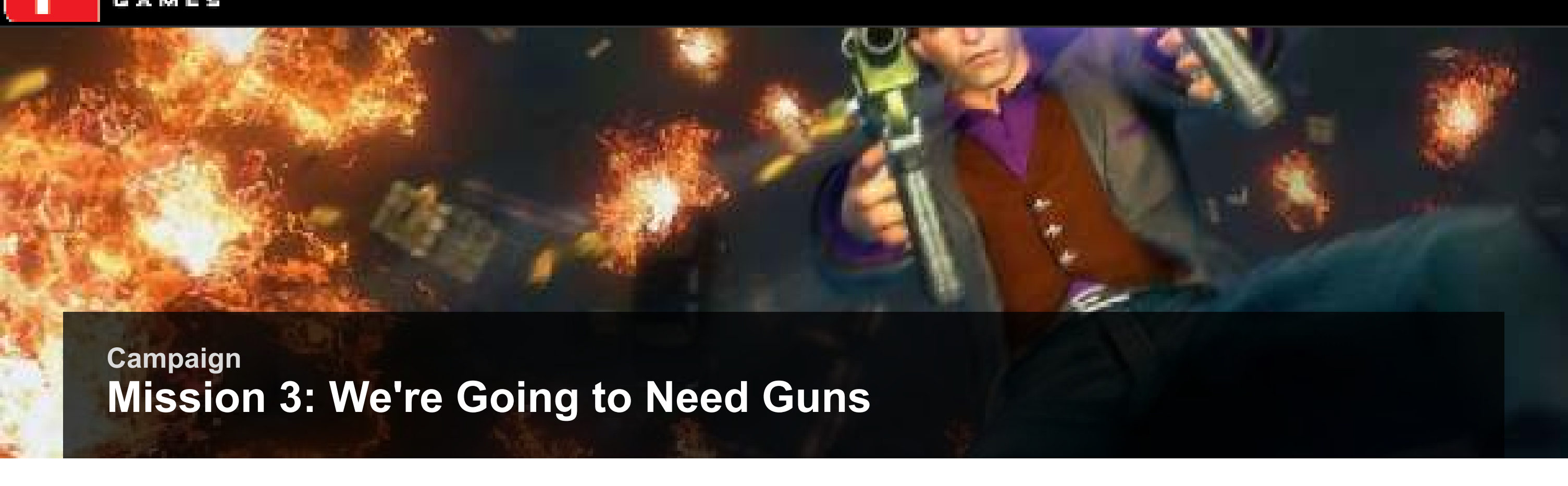
Pay attention to the red arrows to locate the falling guards and flip over if you are having a hard time tracking some of them. You can shoot the falling assailants directly or can try to unload on a nearby vehicle and finish them with an explosive demise.

Tip

When falling, press the jump button to toggle from your front to your back to change your perspective and make targeting a lot easier.



As you continue falling, fight a few more waves of enemies and catch Shaundi again. Dodge the cars and crates that are in your path and grab the girl. Your reunion is short-lived as the plane turns in your direction to ram you head on. Shoot the plane's window and watch as you fly right through the aircraft. When you emerge on the opposite side, resume your onslaught of the free-falling foes. Dispatch one more wave and grab Shaundi for a final rescue.



Campaign

Mission 3: We're Going to Need Guns

Cash Earned: $4,000

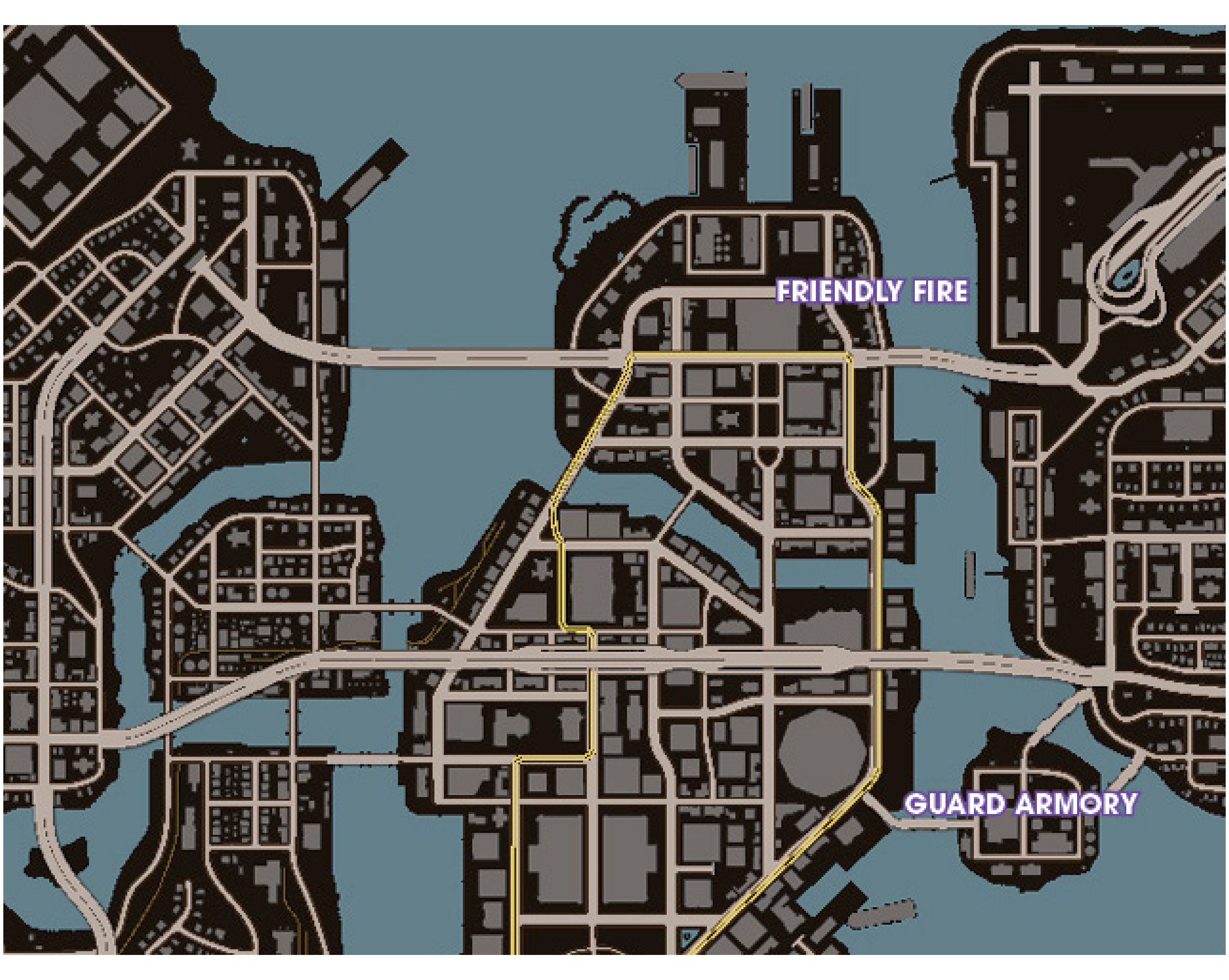
Respect Earned: 1,000

Unlocks: New Crib—Shaundi's Ex's Apartment; New Weapon—Reaper Drone, Saintsbook, Upgrades

Go to Friendly Fire

Now Playing: 02_out

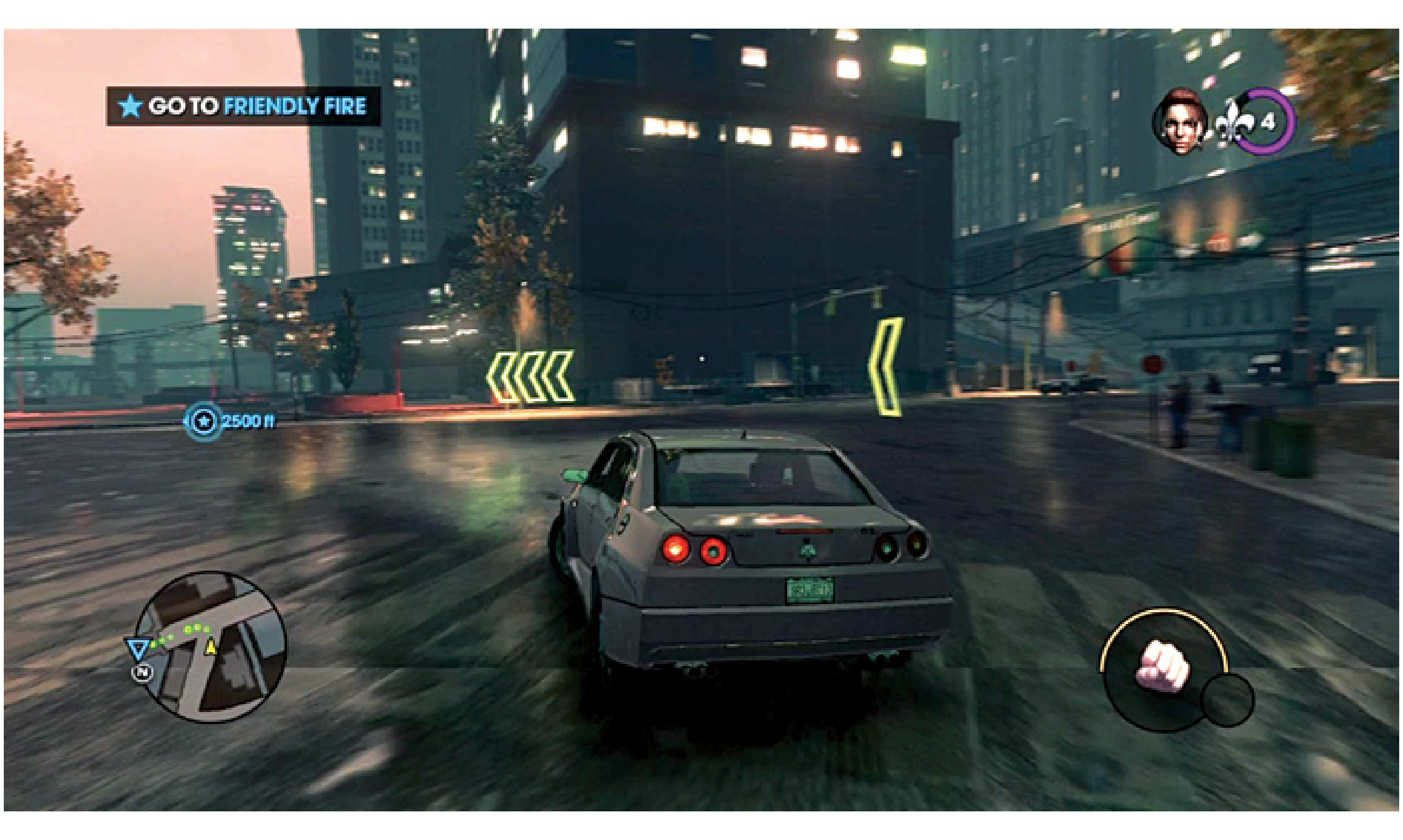
Your initial meeting with the Syndicate didn't go over very well and they are determined to eliminate the Saints. The head of the Syndicate, Phillipe, contacts the leaders of the other two criminal organizations (Luchadores and Deckers) and executes a plan to destroy the Saints. Not only does the Syndicate empty your bank accounts and put a price on your head, but you are stuck in their territory of Steelport.



To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Surviving in this new city will require a lot of resources—and in the world of underground crime, that means guns! The Saints do everything big-time and if they need weapons they go directly to the Guard Armory.

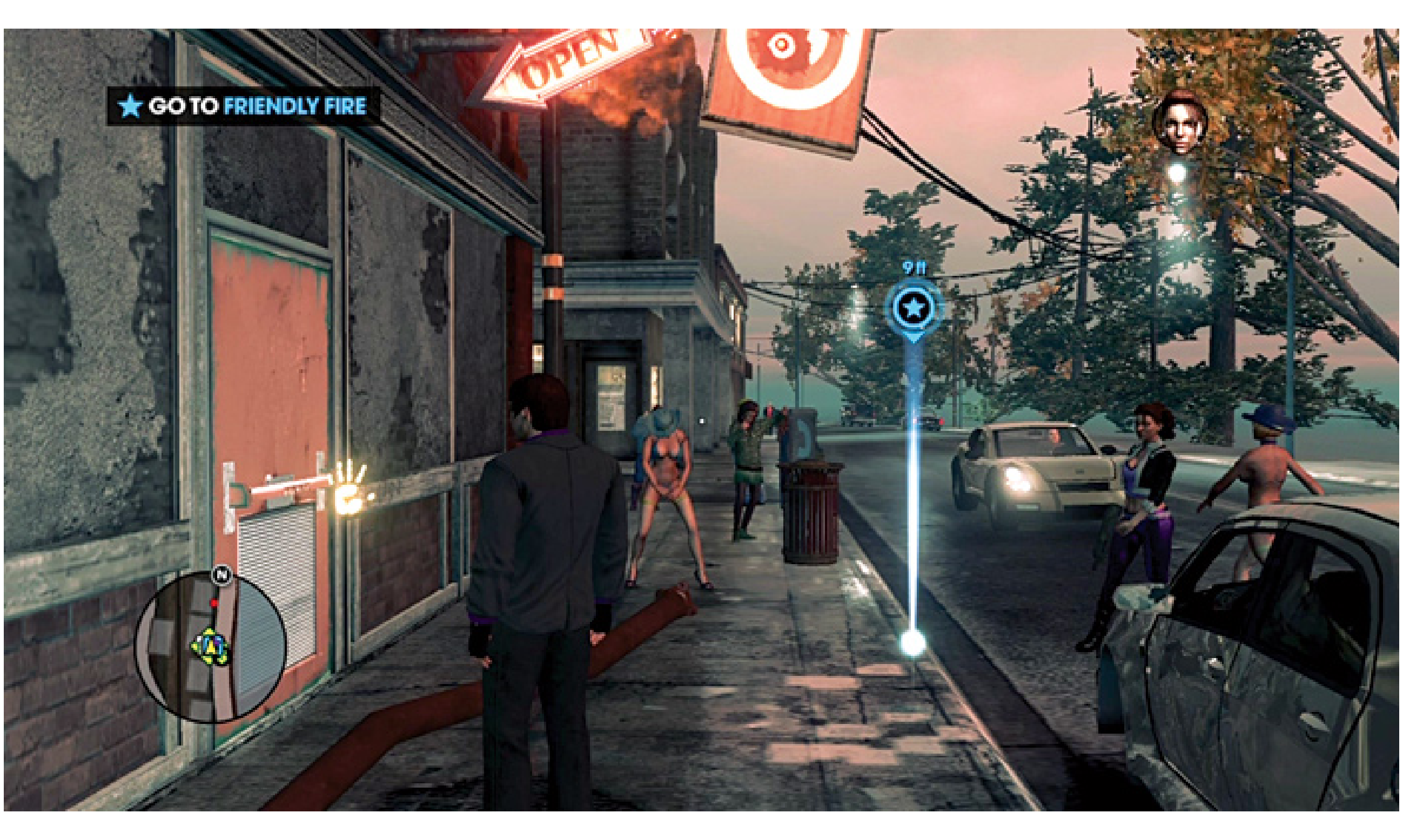
Run down the alleyway to the yellow indicator and steal your first car. Once you are in control of the vehicle, enter the Cell Phone Menu to access your map. The green icon for Friendly Fire will be the only thing you can select. Move your cursor over this icon and press the GPS button to plot a route to the gun store.



Tip

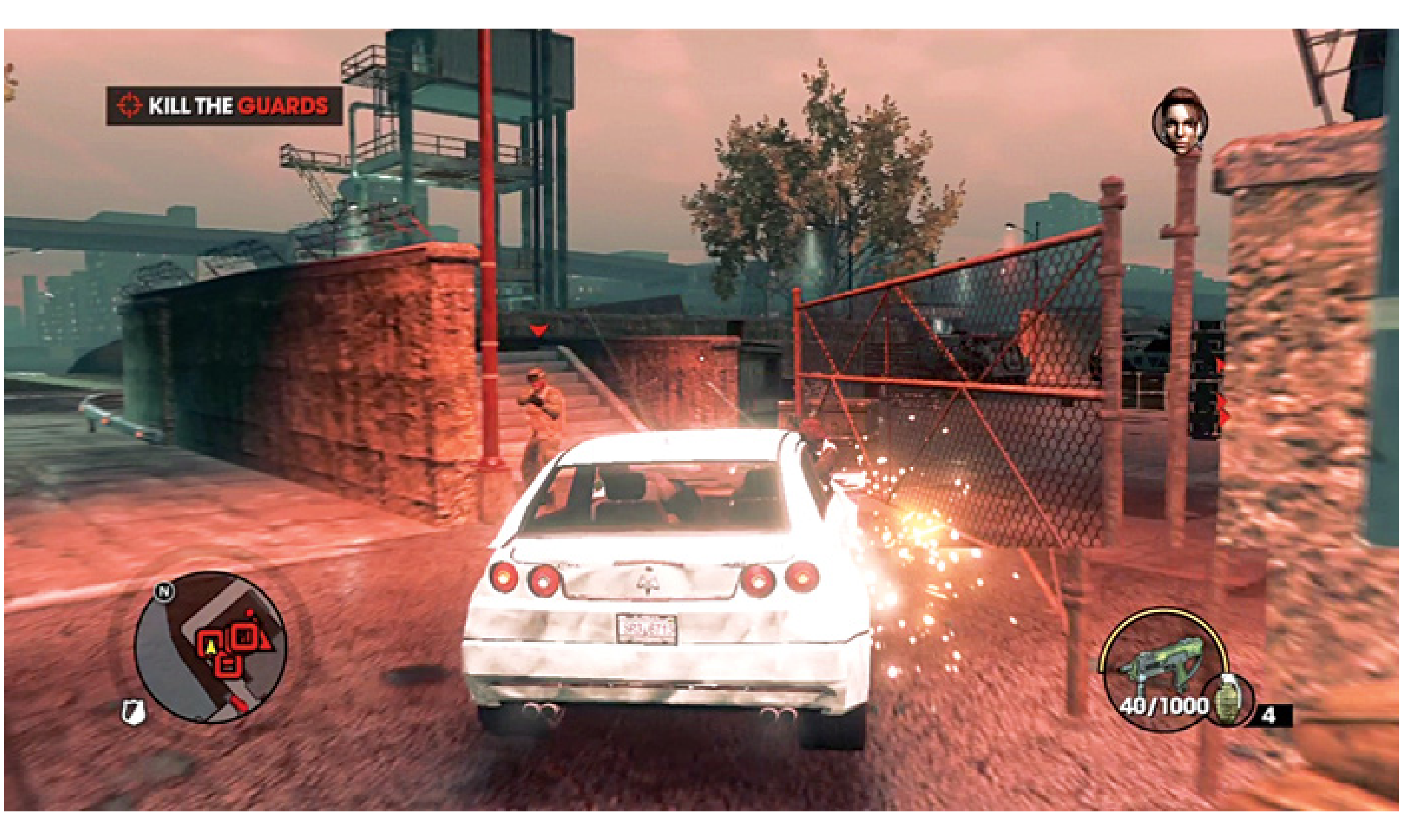
You can hijack a car simply by pressing the enter vehicle button, but that's not the way the Saints roll. If you hold down the Awesome button while you steal a car, you will jump right through the window with a stylish and aggressive move that earns you a Bo-Du-Ken!

The minimap in the bottom-left corner provides a zoomed-out view of the route to take. The objective appears as a blue triangle on the minimap as well as a blue indicator on the HUD. The actual path you should travel appears as a series of green dots illustrated on the minimap. If this isn't enough guidance, arrows appear on the HUD to provide directions when to turn. Don't sweat if you get off course or take a slightly different path because the GPS will adjust and get you back on track.



When you arrive at the Friendly Fire, exit the car and open to door to enter the shop. Gun stores like these are essential to your survival in Steelport. Inside the shop you can buy ammo and explosives, upgrade your weapons, and access your weapon cache from your cribs. The best use for the money Shaundi gave you is to upgrade your pistol. Not only is it the only upgrade you can afford, but a full upgrade pistol is one of the best weapons in the game.. When you start earning some big money, visit these gun shops to stay well armed and fully loaded.

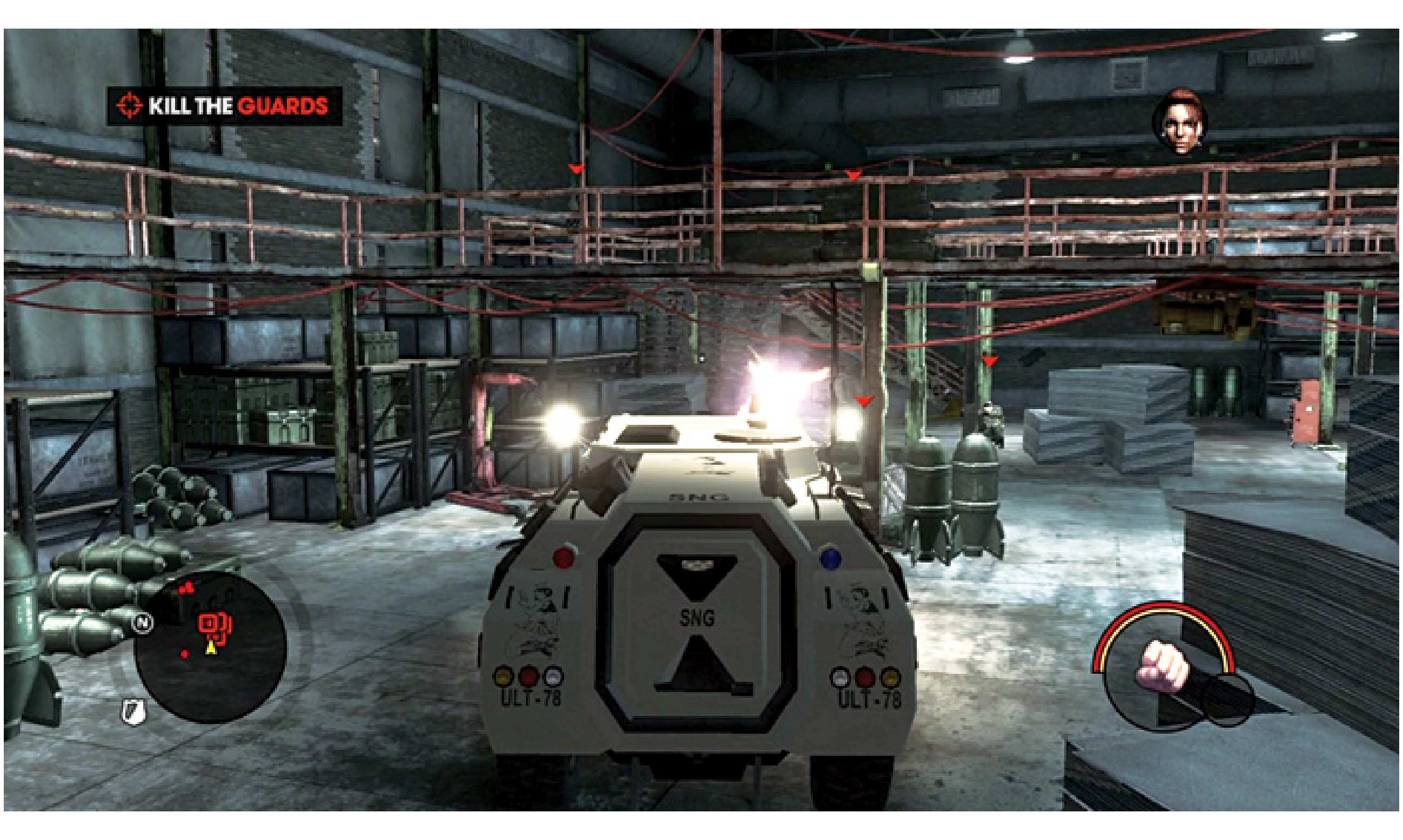
Find the Weapons Cache



A single weapon upgrade is a great start but you'll need more to retaliate against the Syndicate.

To take on a major player like that, the Saints need some serious firepower. Where's the best place to get a lot of powerful weapons? An armory. When your brief shopping trip is over, return to your car and check the map.

The GPS automatically updates to the location of the Guard Armory. Follow the GPS and smash through the gates and guards at the entrance of the armory. Take a quick left and drive a short distance to an area bathed in red light. Ram through the chain-link fence on the right and wipe out the guards in the immediate area.

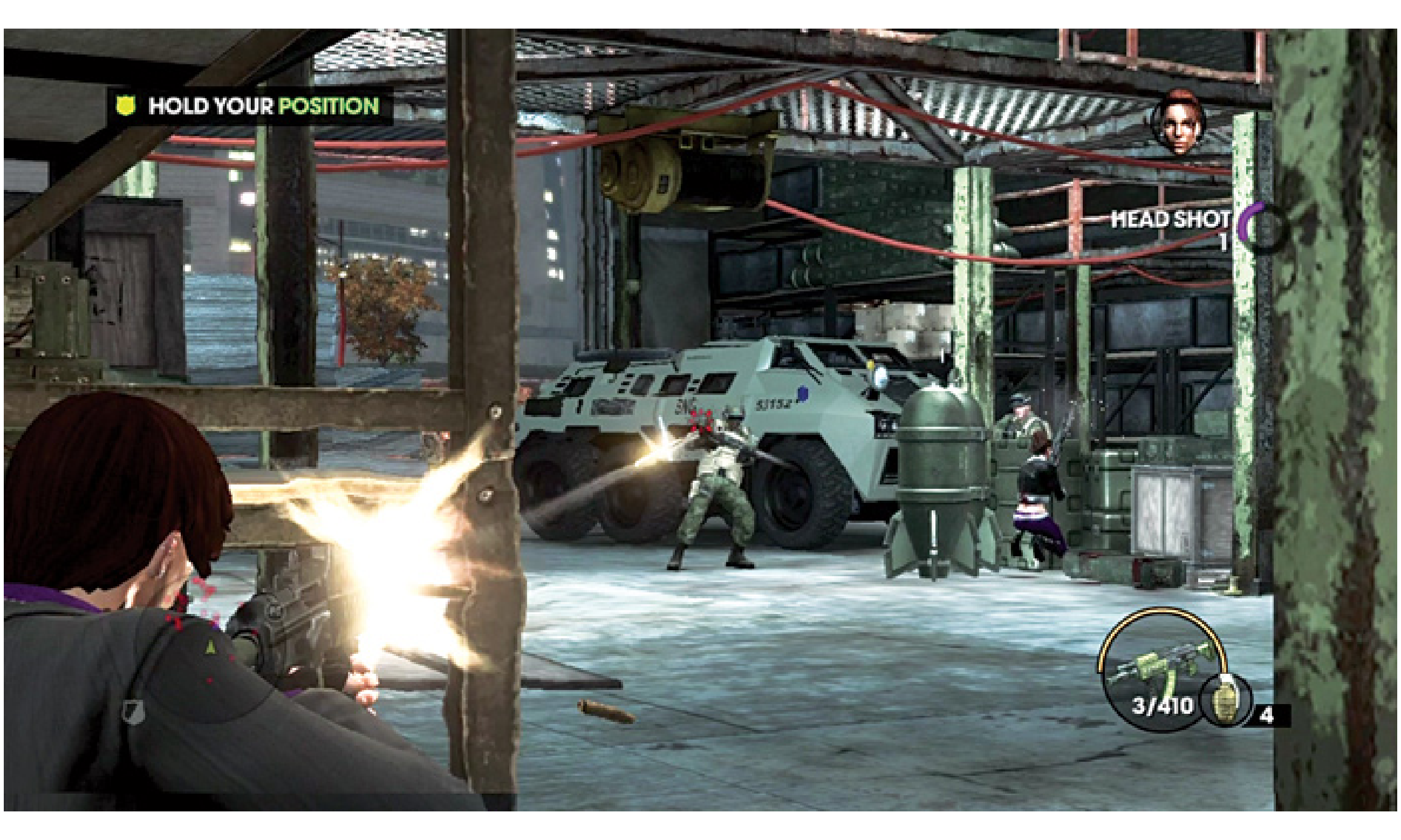


There are two ways to clear this area of guards: the hard way and the fun way. If you want to go man-to-man, hop out of your car and start eliminating the guards, who are indicated by the red squares on the minimap.

This is certainly doable, but it is a lot of work and not nearly as much fun as the alternative. For a safer and easier method to clearing out the crowd, follow the wall on the left side of the building and hop in one of the armored vehicles.

Shaundi mans the gun on top and takes out the guards while you drive around and position the vehicle to get a good clean shot at them.

Throughout the game you must kill specific enemies in a group. Be sure to check the minimap for the targets you have to remove and don't focus on wiping out all the enemies indicated by red dots. When you get into a large gun battle, reinforcements can continue to arrive and you don't need to waste ammo or time trying to get rid of all of them. Concentrate on killing off the key targets only.

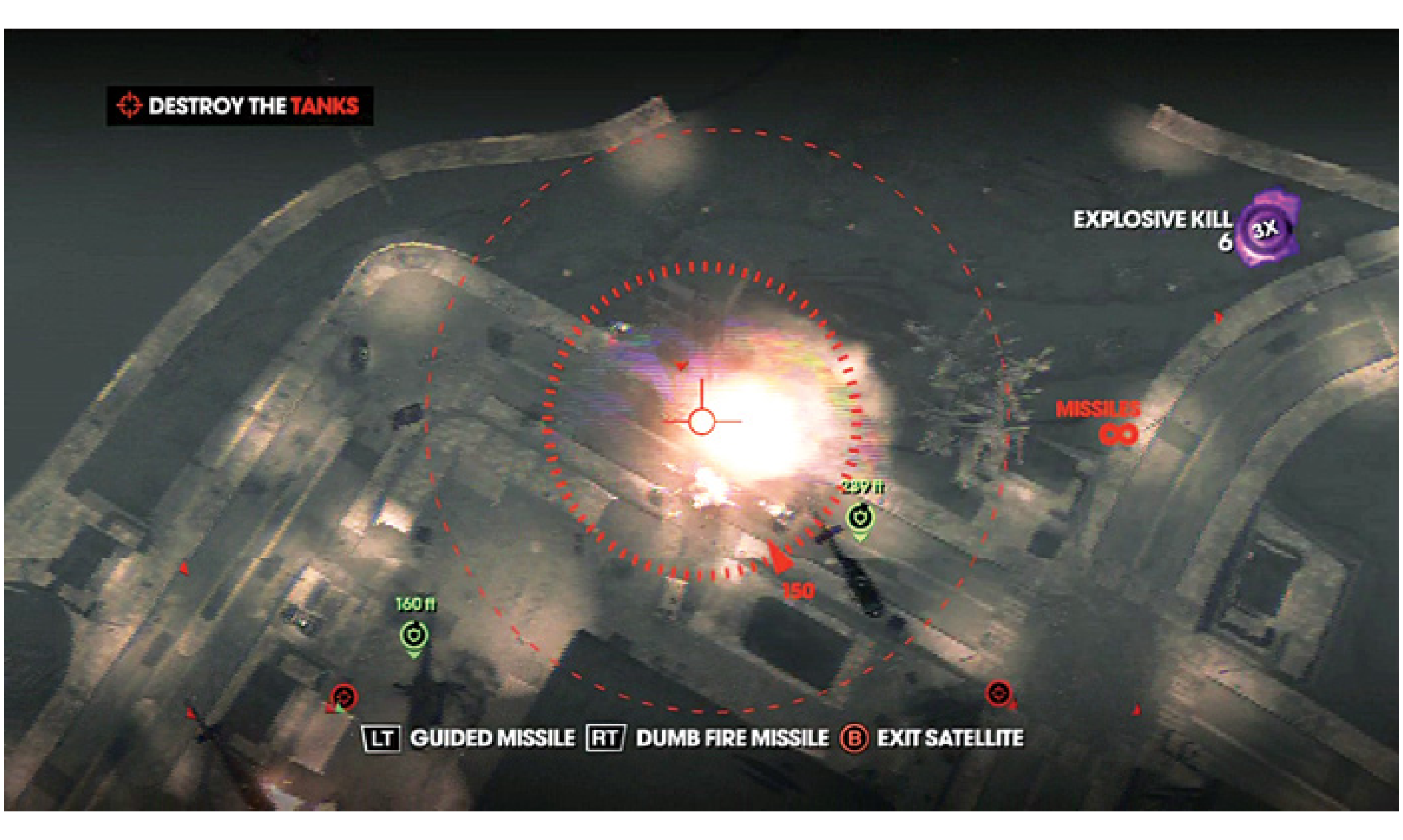


It may be tricky to position the vehicle to take out all the guards, especially the ones on the upper walkway. When most of the area is clear, abandon the truck and clean up any straggling enemies. Make sure to park the armored truck as far into the building as possible, as this maneuver can slow down the next wave of guards.

Go to the back of the building to find the weapons cache shown with a blue marker. As soon as you walk over this blue marker you must defend yourself and hold your position until backup arrives.

This is strictly a timed event in which you must survive until Pierce shows up. There is no requirement for how many guards you have to wipe out so take cover and play it safe. Drop the guards that get too close and don't charge into the firefight.

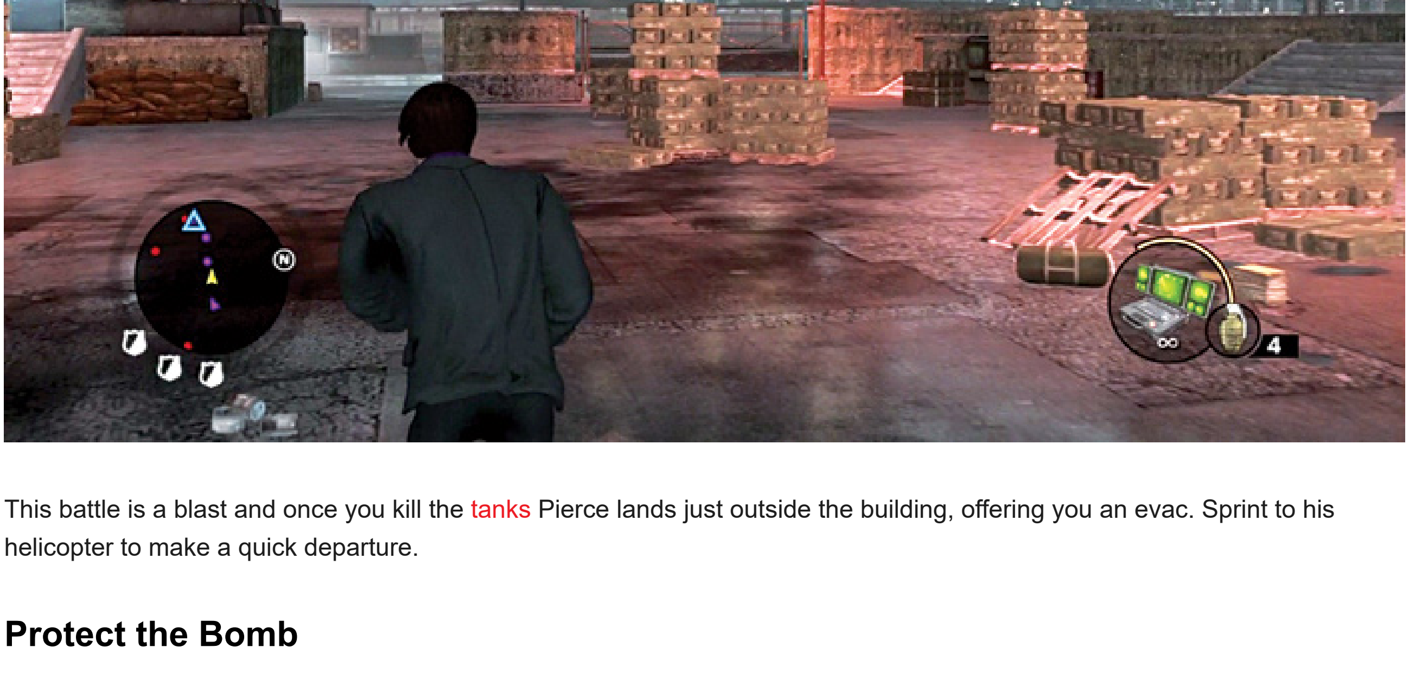
Destroy the Tanks



Pierce finally shows up with several friends in helicopters to provide some assistance, but you get a little greedy and wont leave without the big bomb. It's time to use some of the high-tech, high-powered goodies this armory has to offer. Go to the yellow marker and use the reaper drone to provide some aerial assistance to take out the tanks.

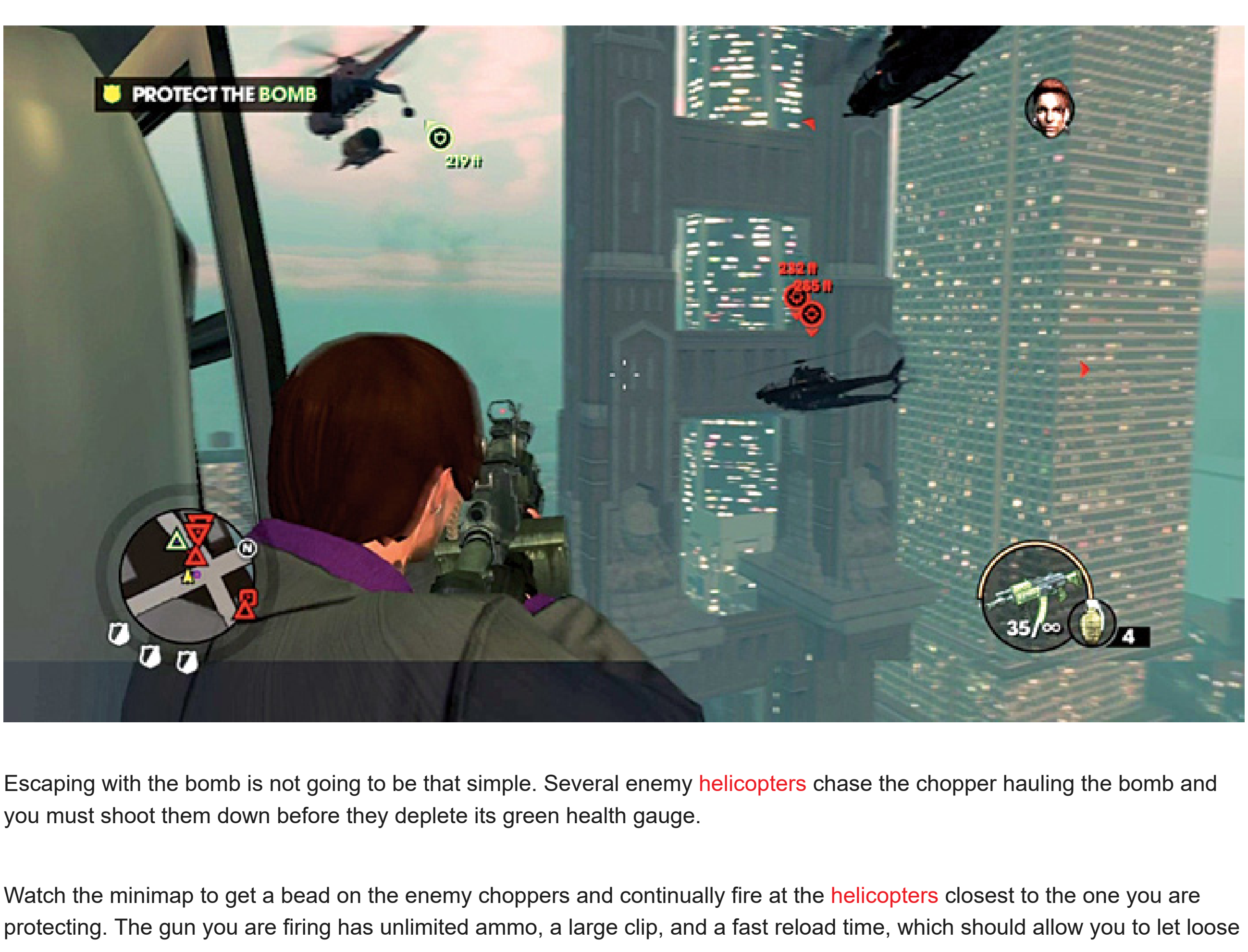
The reaper drone has two firing options: a dumb missile that is very quick and lands where you originally fire it, and a guided missile that you literally steer toward your target until in hits something. During this part of the game you have unlimited missiles. Feel free to rain down a barrage of fiery death from above.

The guided missile is fun to control all the way into its target, but you can rack up a great explosive combo by using the quicker dumb missiles.



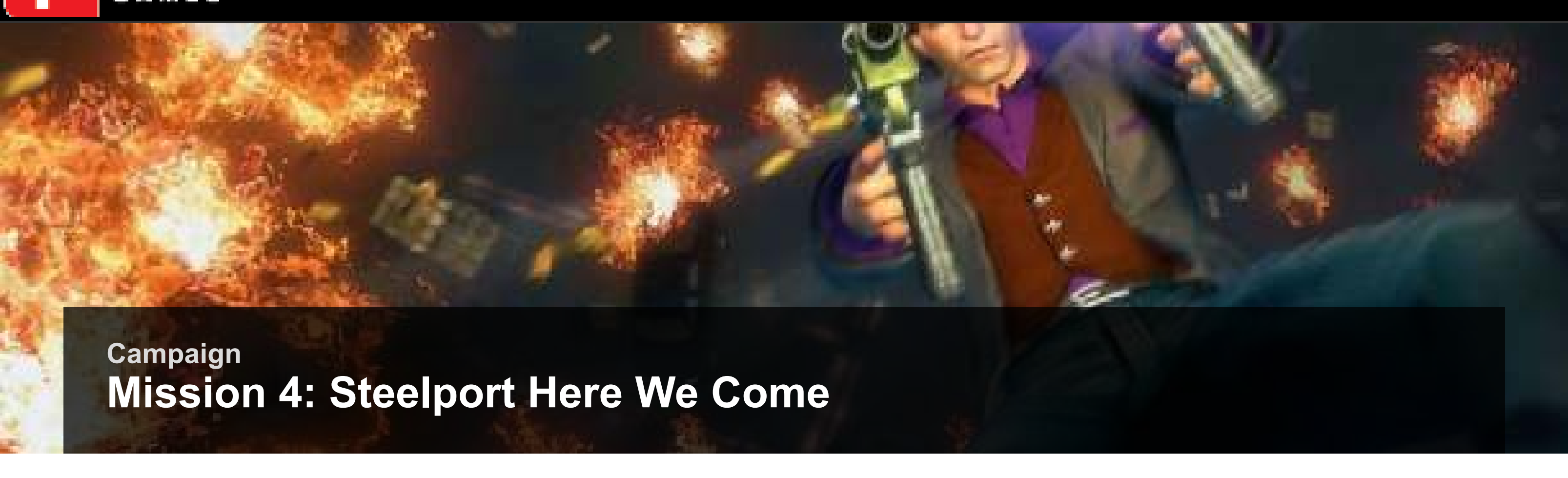
This battle is a blast and once you kill the tanks Pierce lands just outside the building, offering you an evac. Sprint to his helicopter to make a quick departure.

Protect the Bomb



Escaping with the bomb is not going to be that simple. Several enemy helicopters chase the chopper hauling the bomb and you must shoot them down before they deplete its green health gauge.

Watch the minimap to get a bead on the enemy choppers and continually fire at the helicopters closest to the one you are protecting. The gun you are firing has unlimited ammo, a large clip, and a fast reload time, which should allow you to let loose and shoot like a madman.

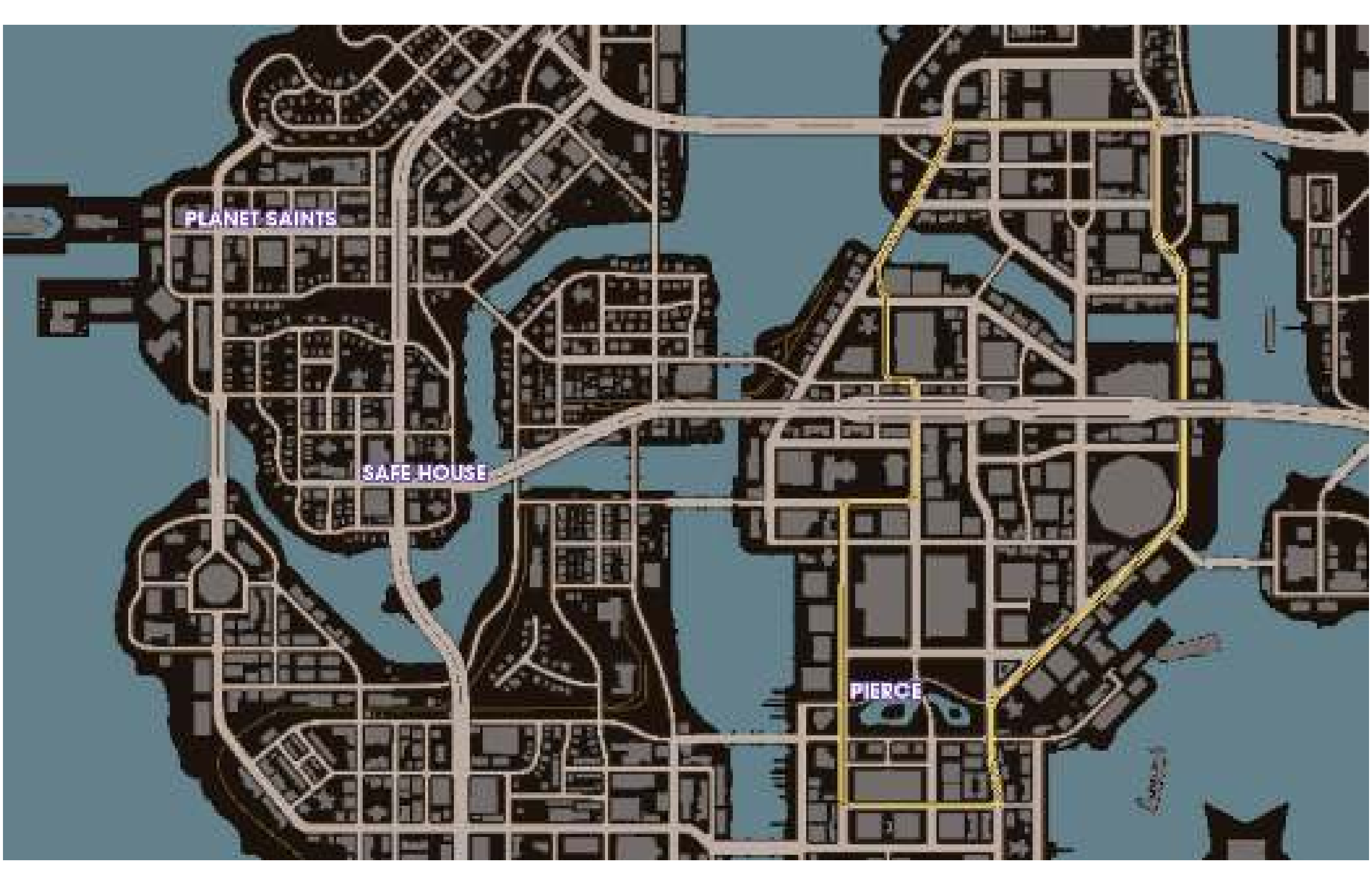


Campaign

Mission 4: Steelport Here We Come

Cash Earned: $6,000

Respect Earned: 1,500



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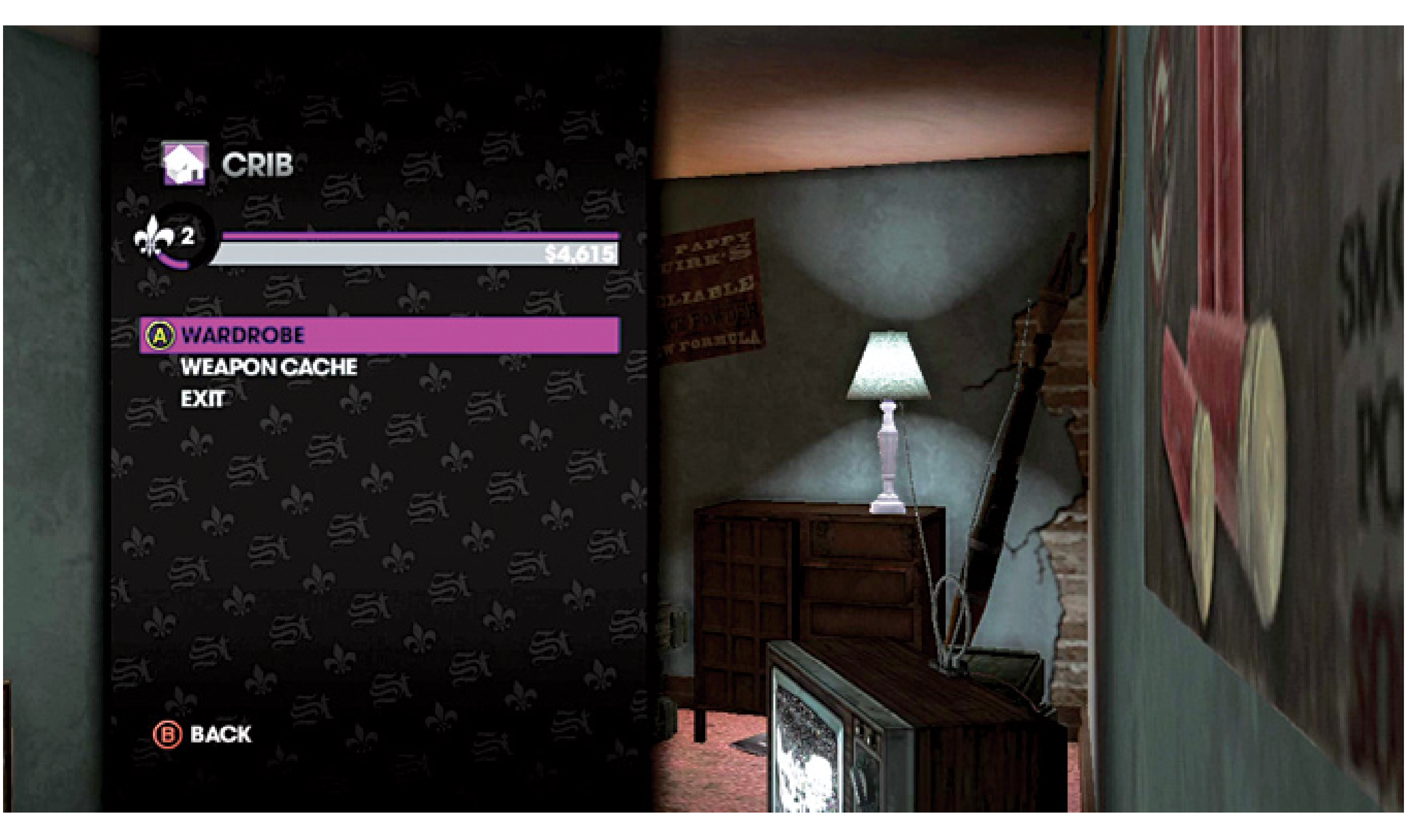
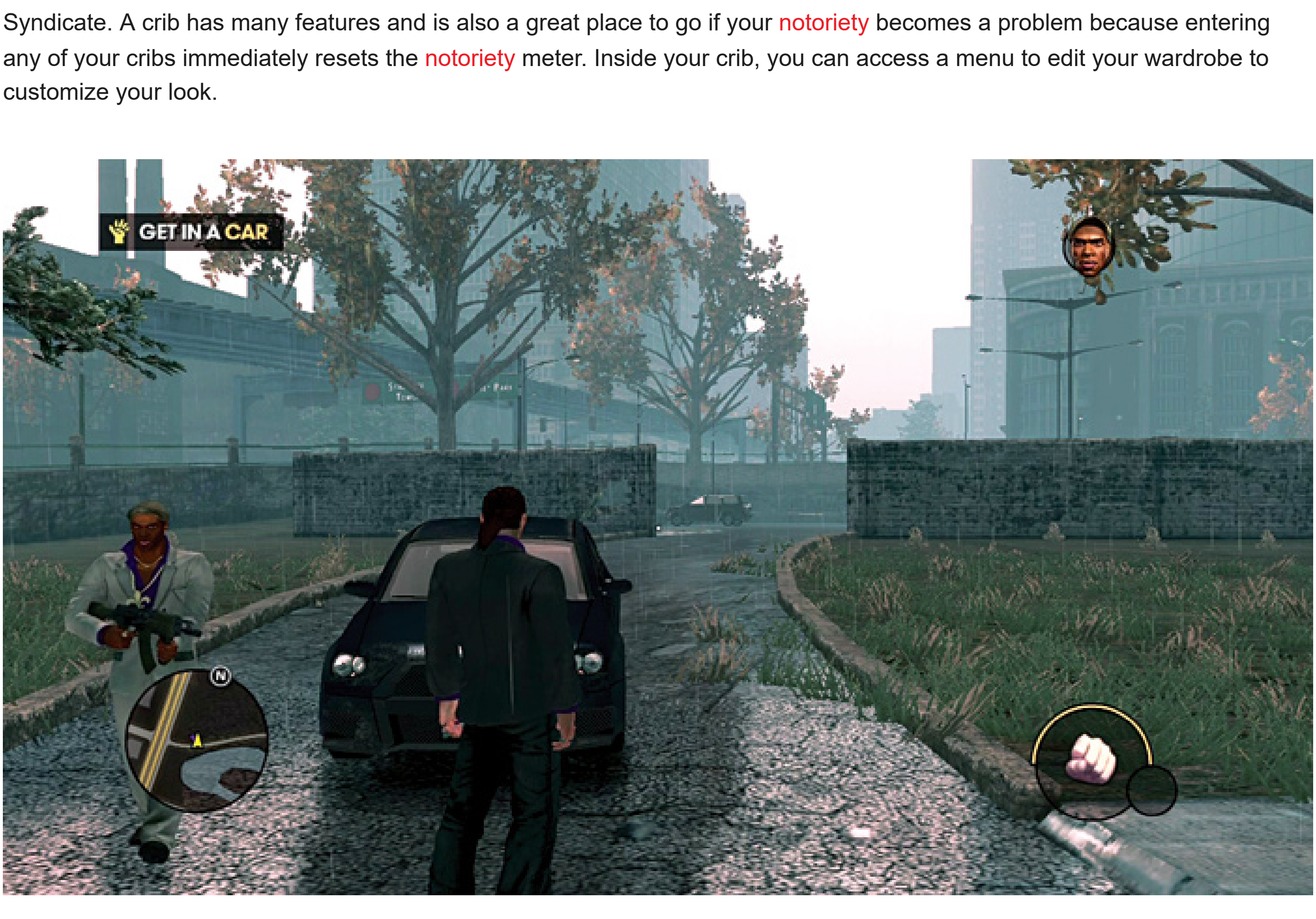
Meet Pierce and Tune a Car



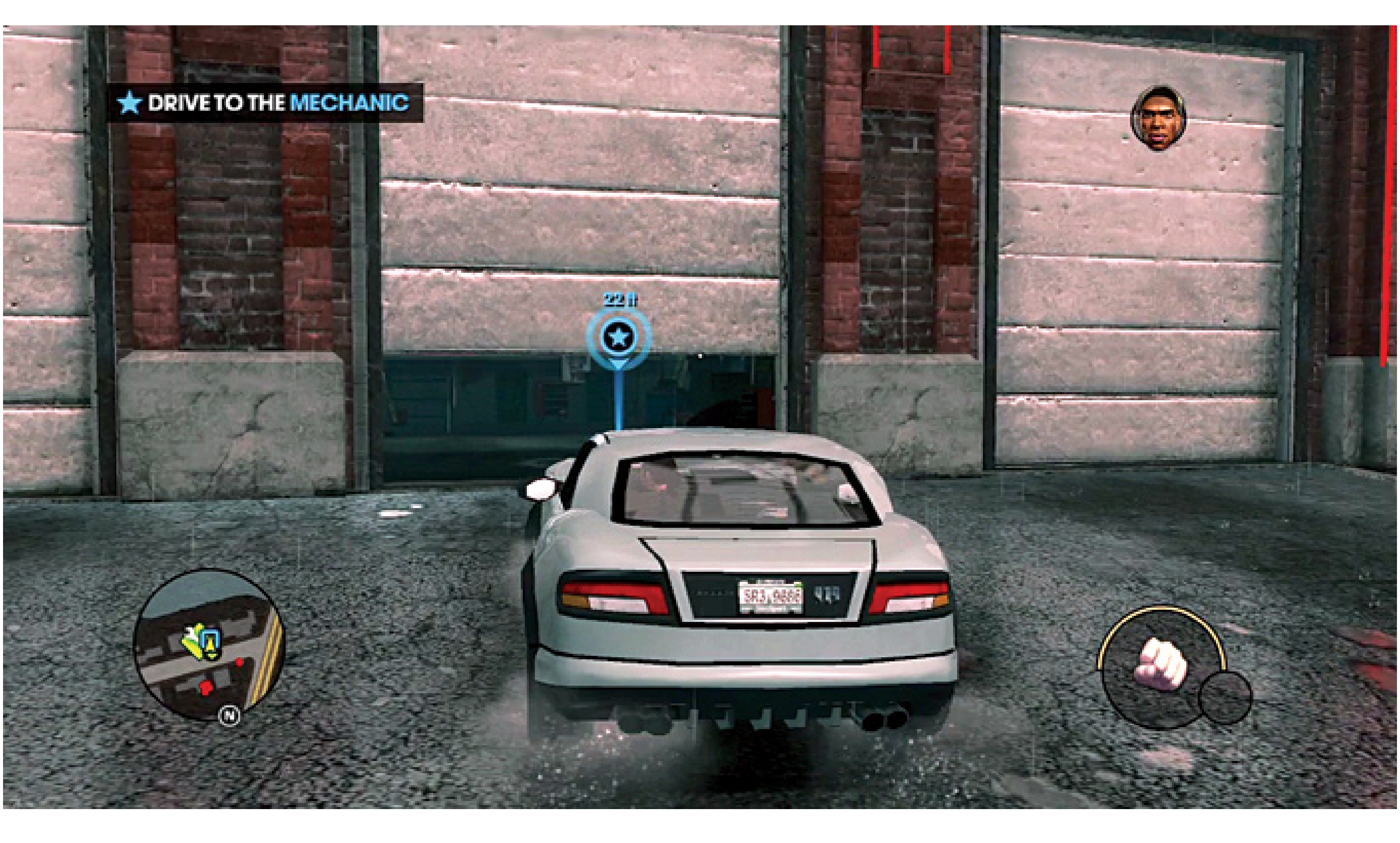
When you're ready to take on the next adventure use your cell phone and select the new mission. Before you rush into anything, check out your first crib, Shaundi's loft.

It's not a glamorous place, in fact it is her ex-boyfriend's, but this is not a time to be picky if you are going to strike back at the Syndicate. A crib has many features and is also a great place to go if your notoriety becomes a problem because entering any of your cribs immediately resets the notoriety meter. Inside your crib, you can access a menu to edit your wardrobe to customize your look.



Enter the Cell Phone Menu and select the next mission. Your old buddy Pierce wants to check out what Steelport has to offer. Hijack a car and follow the blue dots on the minimap to meet him in the park.

Pierce is a dude that is used to living a flashy lifestyle. When he shows up to meet you, he wants to tune up the car at the local mechanic shop called, Rim Jobs. Get into the car and follow the minimap to tweak your ride and keep Pierce happy.



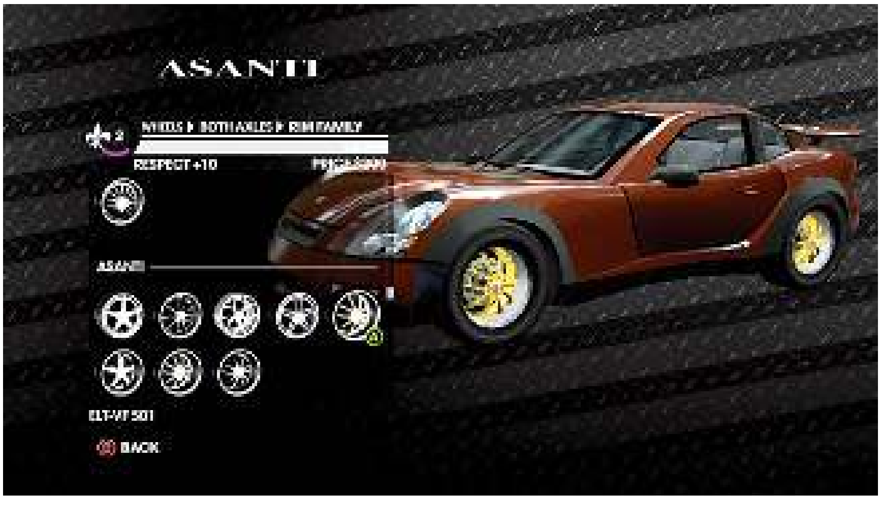
As you arrive at Rim Jobs you can proceed inside the garage to tweak this ride or you can hop out of this car and pick up something else you like on the street. Any time you acquire a new car you can stop by a local Rim Jobs and customize it to your heart's content, if you have the cash.

Tip

You aren't stuck with the car that Pierce brought. You might as well find something you really like before you customize it and make it your own.

There is an absolutely sick number of options at Rim Jobs. You can make performance tweaks to torque, tire durability, reinforce the bumper or frame, upgrade nitrous, and even add some kneecapper spikes that pop out of the wheels.

Please click to enlarge



Many of these options have four levels of upgrades and that is just the beginning! You can also make tons of body mods including exhaust tips, bumpers, hoods, lights, doors, decal, spoilers, and more.

When you are done with those mods, move on to altering the colors of the interior, trim, exterior, and underglow. Finally choose among the numerous options to alter the wheels and rims. Since you scored some cash from the last missions, spend some of it to make your ride something you're proud of!

Note

The best part of customizing your car is that spending money on auto upgrades earns you respect.

Get New Clothes at Planet Saints

Now that your ride is styling, it's time to do the same for yourself. Head over to Planet Saints to pick up some new threads. Look for the tunnel on this short trip and head into oncoming traffic to crank up some near misses and tack on some millage to the oncoming lane diversion.

Tip

There is a lot driving in this game; any time you have to go somewhere, rack up as much respect as you can by going into oncoming traffic, passing cars for a near miss, and powersliding into your turns. Not only will it help you level up in rank, but also you can complete some of the challenges simply by going from point A to point B.

Pierce was really pushing the need to accessorize at Planet Saints but you didn't dig the idea. Enter the shop, check out their inventory, and make the best of what they have to offer.

Like all clothing stores, they carry a plethora of items for you head, upper body, lower body, wrists, as well as outfits, suits, and even piercings. Spend some of that hard-earned cash and not only look like a stud but boost your respect as well.

Kill the Brute and Go Home

After you have finished purchasing some clothes, trouble will find you. Now is probably not a great time to remind Pierce that you didn't want to go to this shop because a huge dude is charging right at you.

This guy literally eats bullets for breakfast because your gunfire does relatively low damage. The best tactic for handling this guy is to keep your distance and empty everything you have into him. Run as far as possible, shoot him for as long as long as you can, and repeat.

Of course that is easier said than done because he can still toss objects at you from afar and he is very good at closing the distance between you. If he gets close, he may grab you.

Don't panic, quickly tap the button shown on-screen to shoot him point-blank in the head to force him to drop you. With several bullets in his cranium, he will finally let go and will be stunned for a short time.

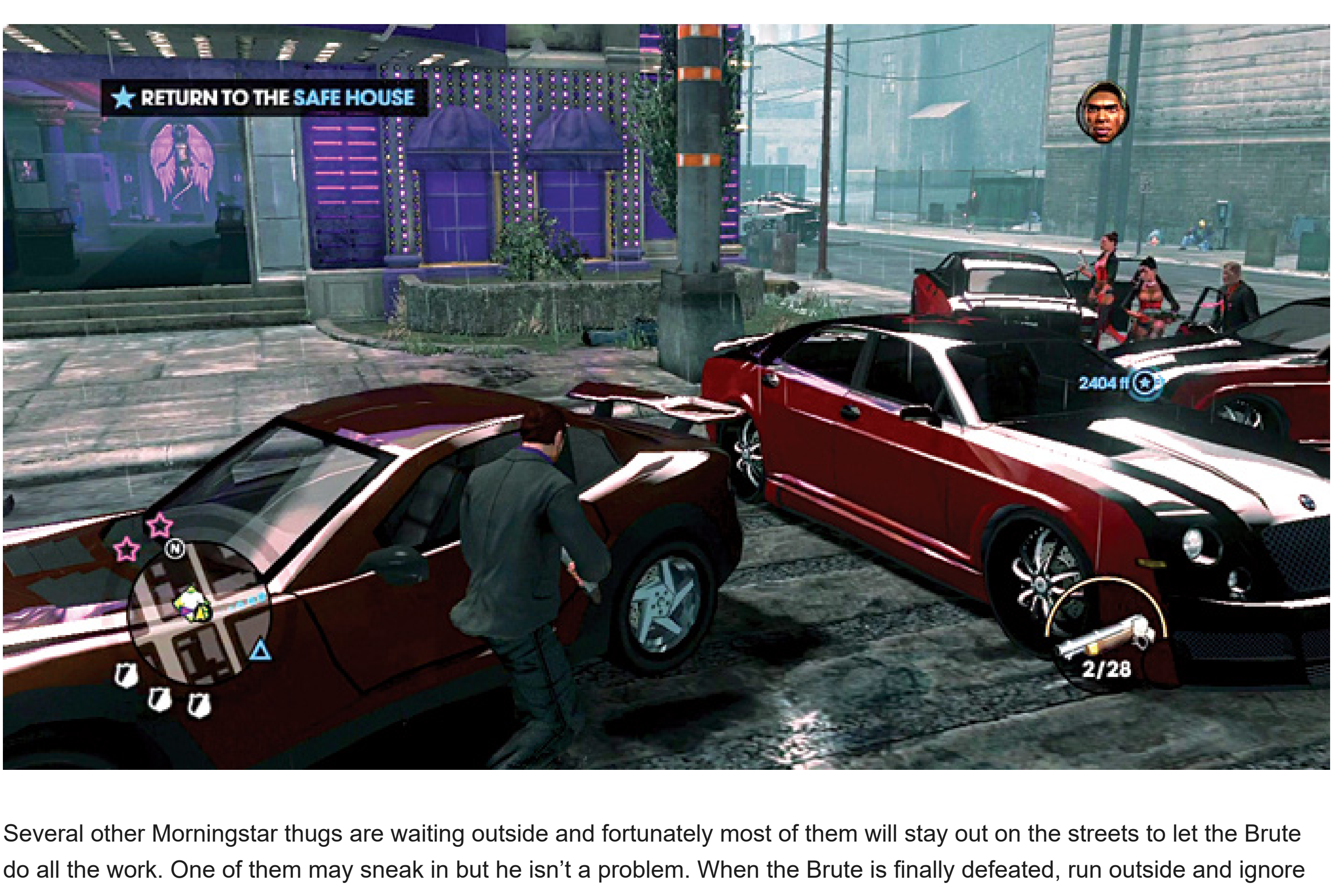
KILL THE BRUTE
36 ft
5/22

The Brute charges like a bull, but you can dodge pretty easily if you stay out in the open. However, he is relentless and if he gets close enough he will take a huge swing at you. Be prepared to tap the Jump button anytime he is near you for a chance to dodge his massive punch.

Tip

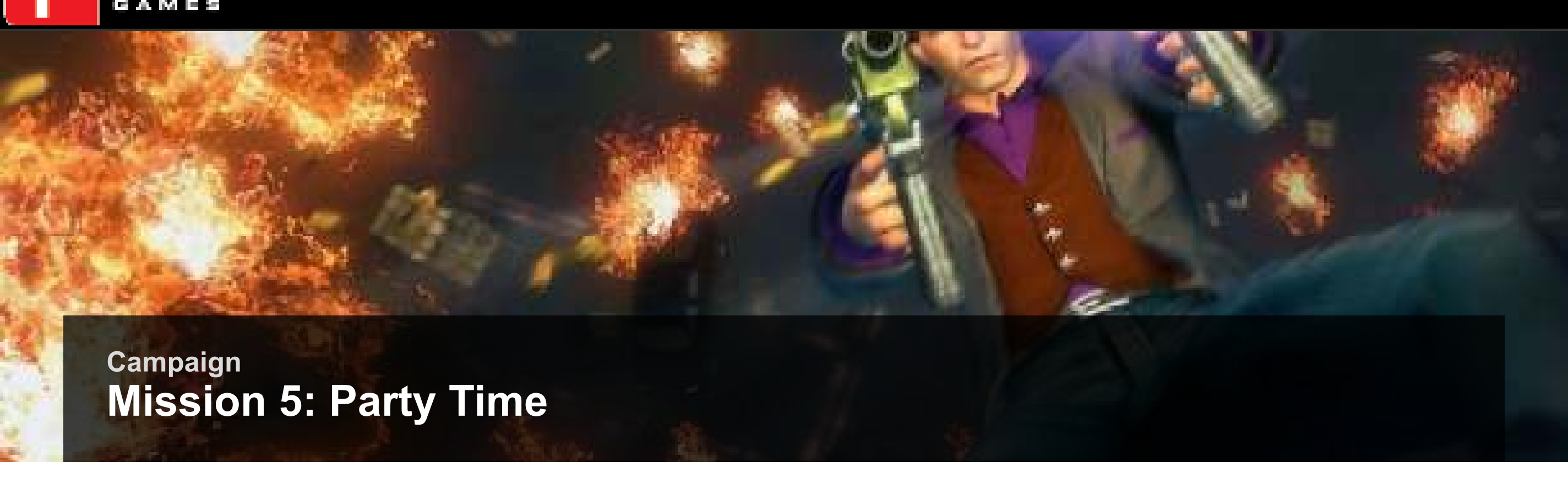
Like most enemies, an alternate tactic for quickly taking down Brutes is to use headshots. It may take more than one try, but they'll drop.

If you become overwhelmed or injured, run as far away as possible or try to recoup behind the long purple couch. Fortunately if the Brute mows you down, he will look for another victim. Pierce, and eventually the police, can keep him occupied while you scramble to get your bearings. When the Brute's health is finally depleted, go in close and finish him by pressing the button shown.



Several other Morningstar thugs are waiting outside and fortunately most of them will stay out on the streets to let the Brute do all the work. One of them may sneak in but he isn't a problem. When the Brute is finally defeated, run outside and ignore all the Morningstar members.

Make sure Pierce is following you then quickly hop in your car and follow the minimap dots back to your crib. The gang's notoriety meter will be at two stars and several of their trademark red vehicles will tail you all the way home. You will have even more company as all the mayhem at Planet Saints has also raised your police notoriety to three badges. Don't bother with any of your pursuers. Simply drive as fast as you can back to your crib.



Campaign

Mission 5: Party Time

Cash Earned: $6,000

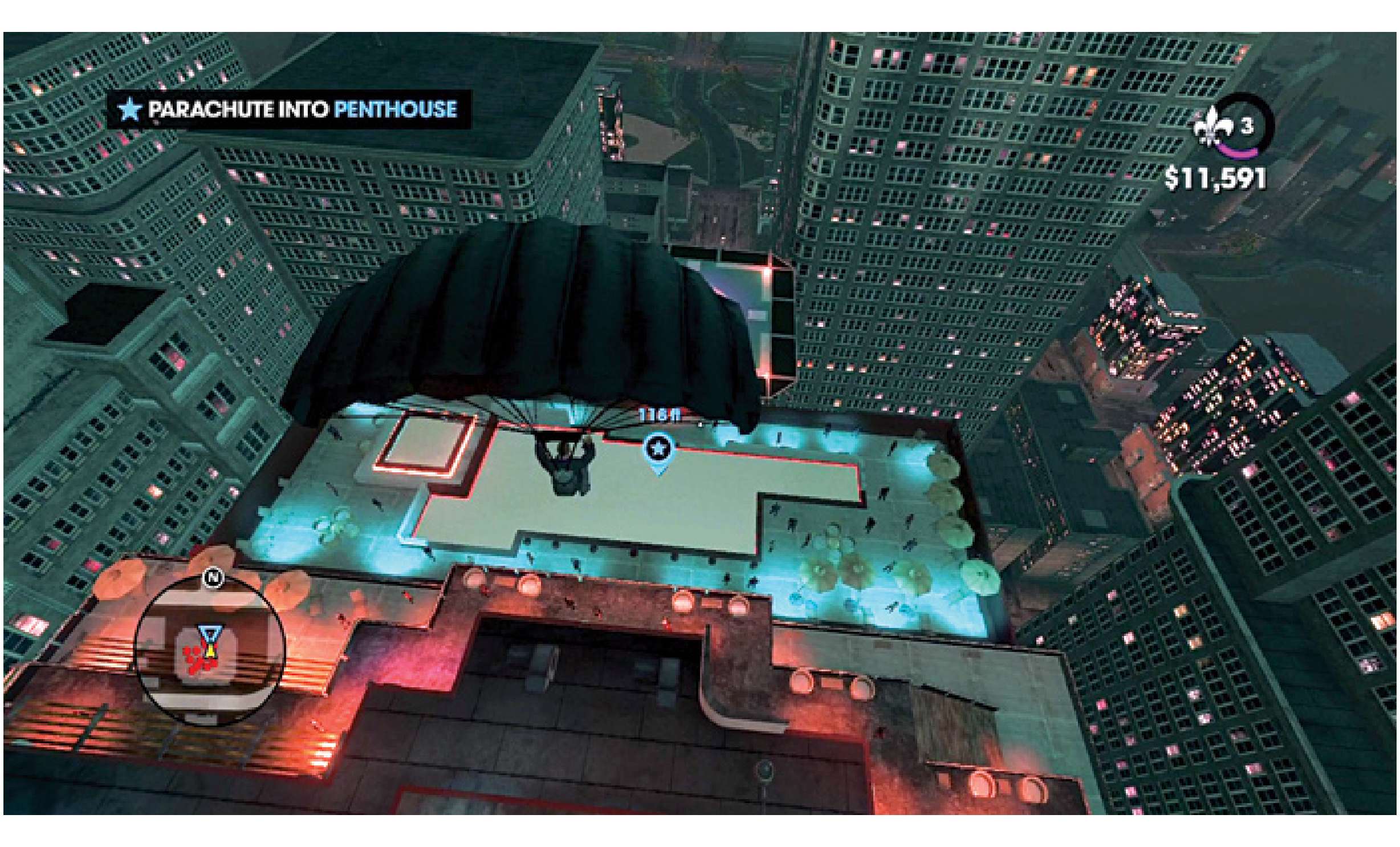
Respect Earned: 1,500

Unlocks: Crib — Penthouse, Gang Customization

Crash the Party

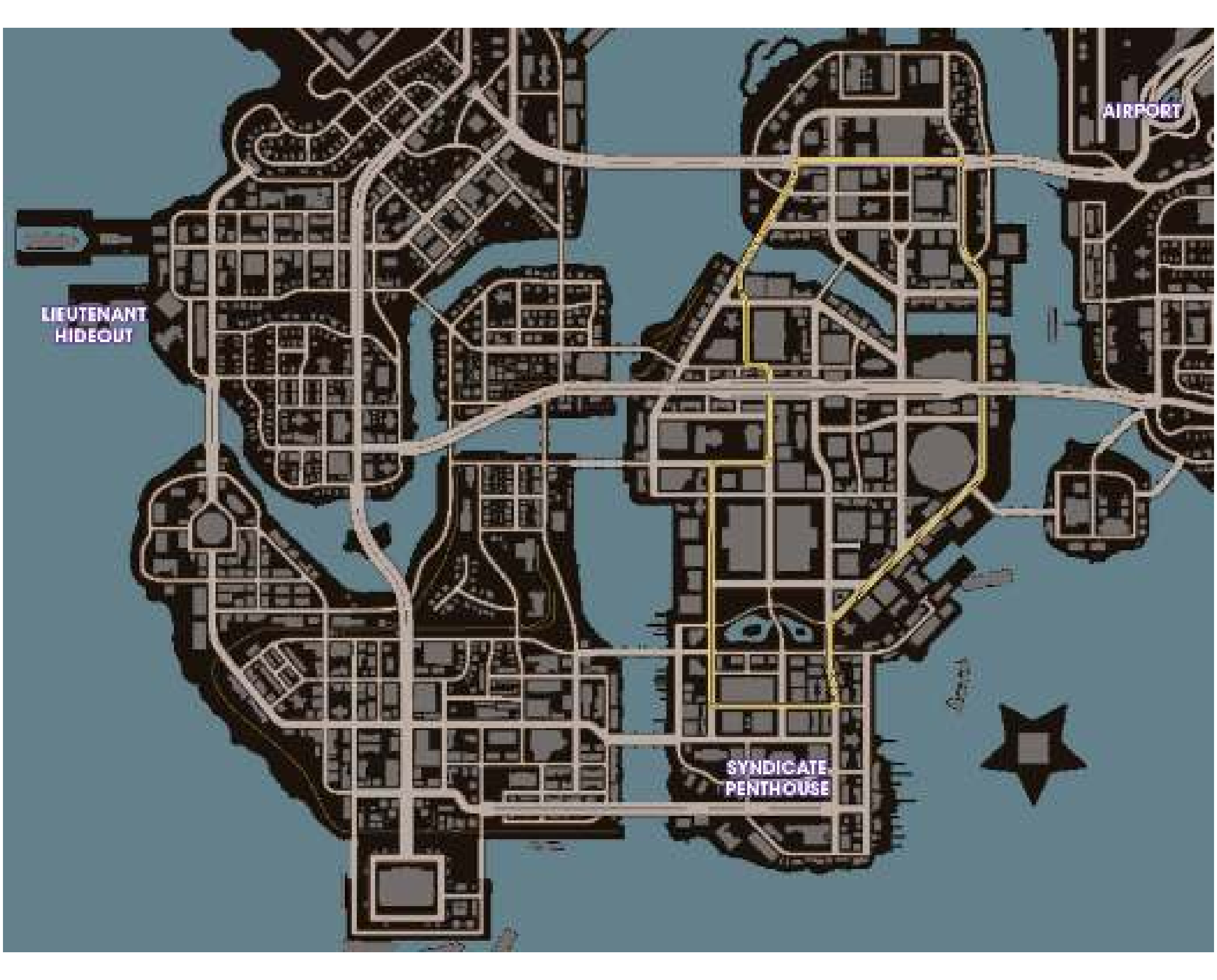
Tip

Whenever you want to keep a new vehicle, be sure to customize it. This will automatically save the car at your garage. If the car gets damaged or destroyed it will still be available from any crib and it can even be repaired from the crib.



With two paying missions under your belt, your wallet should be fat enough to afford some new clothes, car mods, or, more importantly, weapons. Before any major mission, it's a good practice to stop by a Friendly Fire and top off your ammo and explosives. For now, most of the upgrades in the Cell Phone Menu are out of reach, but that money you earned won't be burning a hole in your pocket for long.

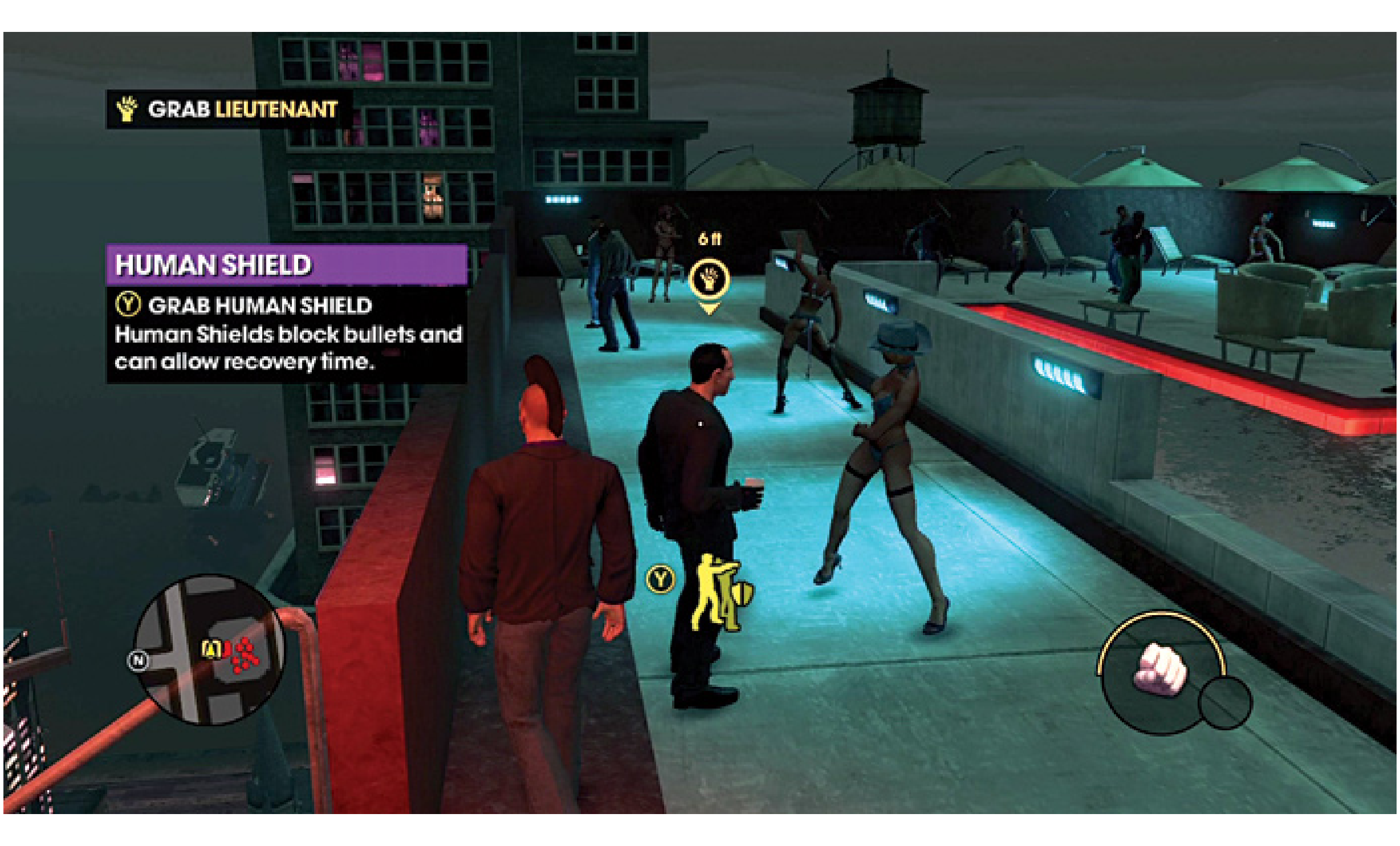
Pierce has a plan for some serious party crashing that will put a big hurt on the Morningstar, however the penthouse party is guarded too well to simply stroll in. The only way to join the fun is from the air and that means a trip to the airport.



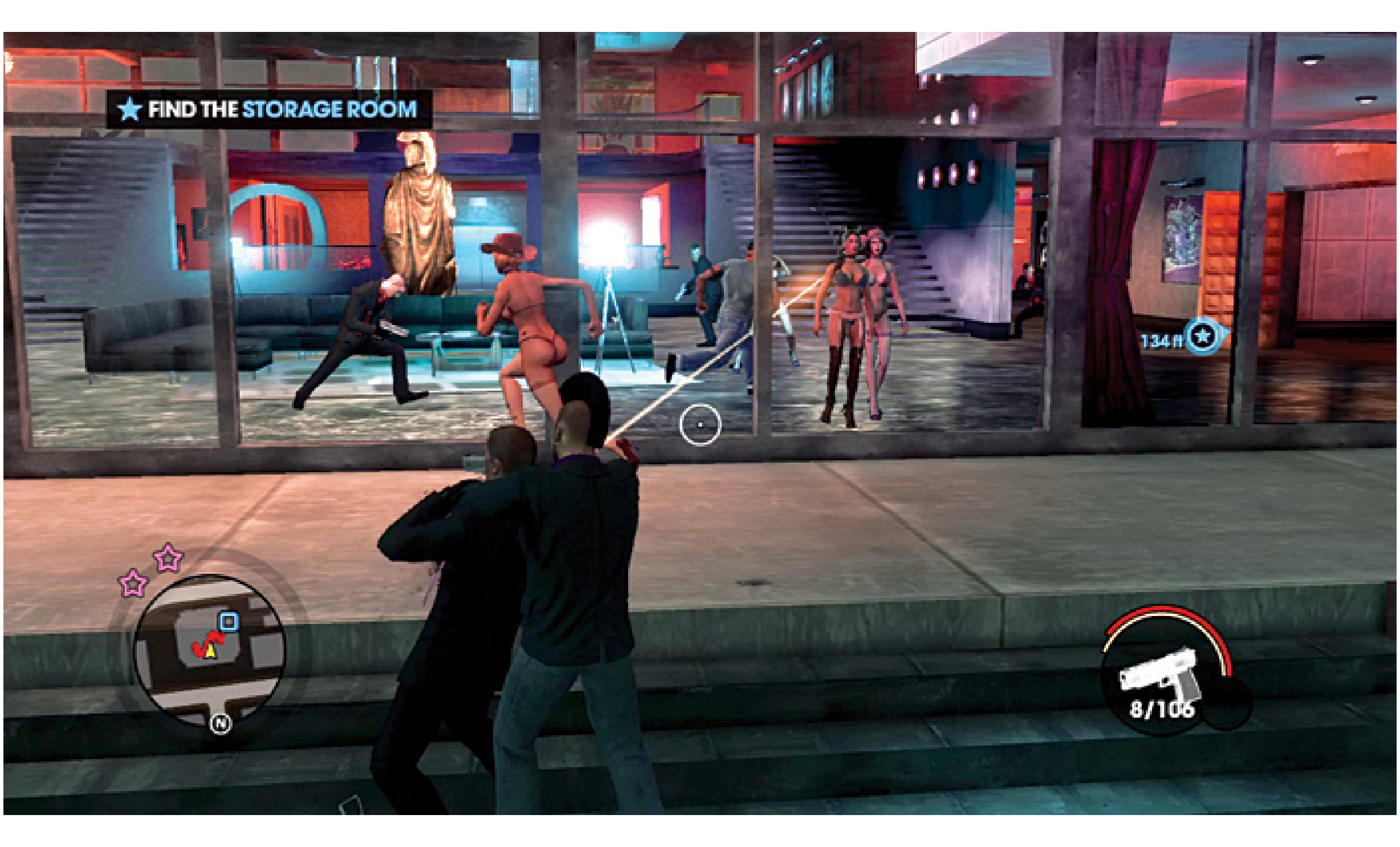
To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Drive to the airport to automatically hop in a helicopter that will hover just above the penthouse. Take the fast way down and jump out of the chopper, just make sure to activate the parachute before hitting anything.There is no specific spot where you have to land, just aim for any spot illuminated with blue light or the pool.

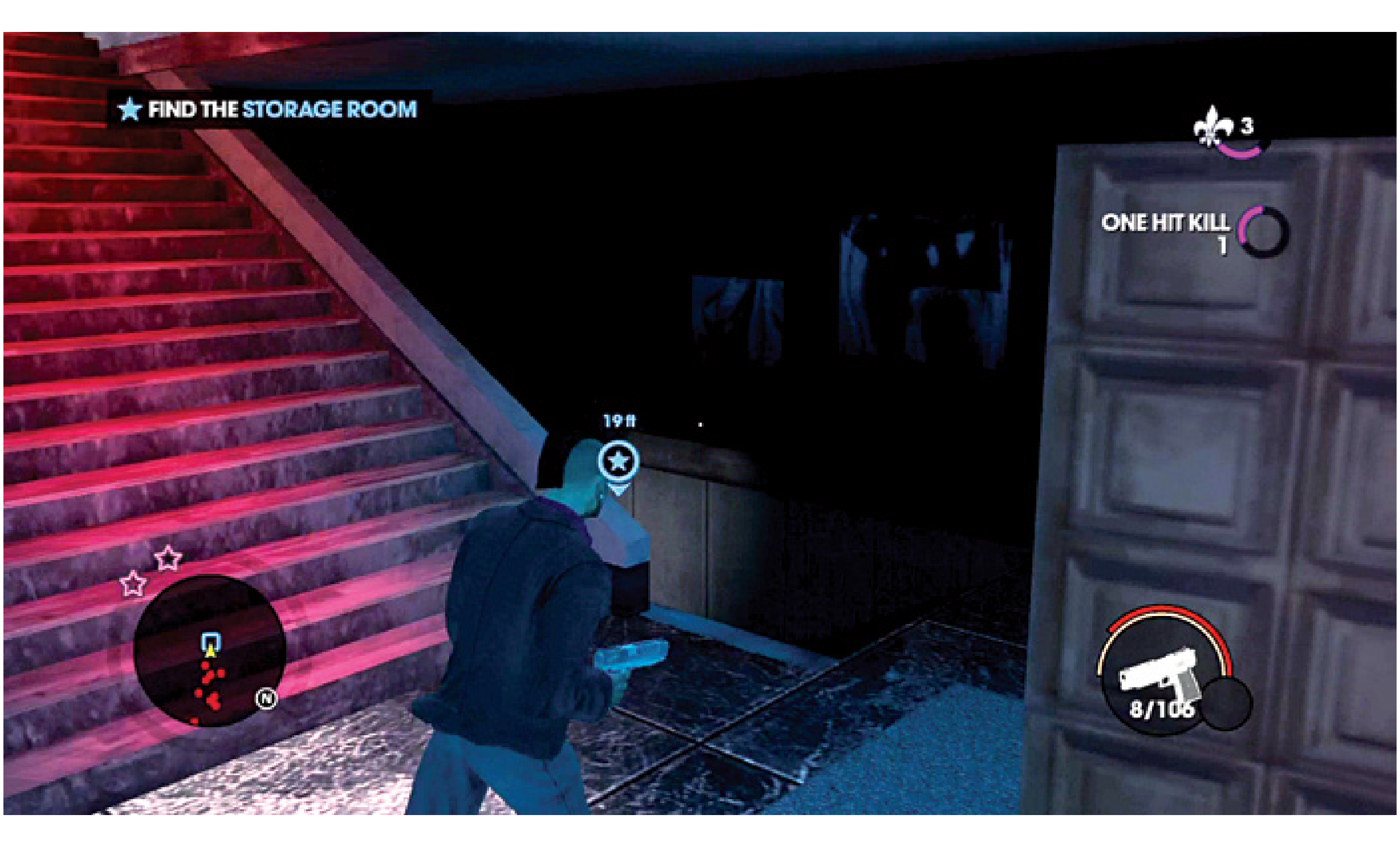
Take Over the Penthouse



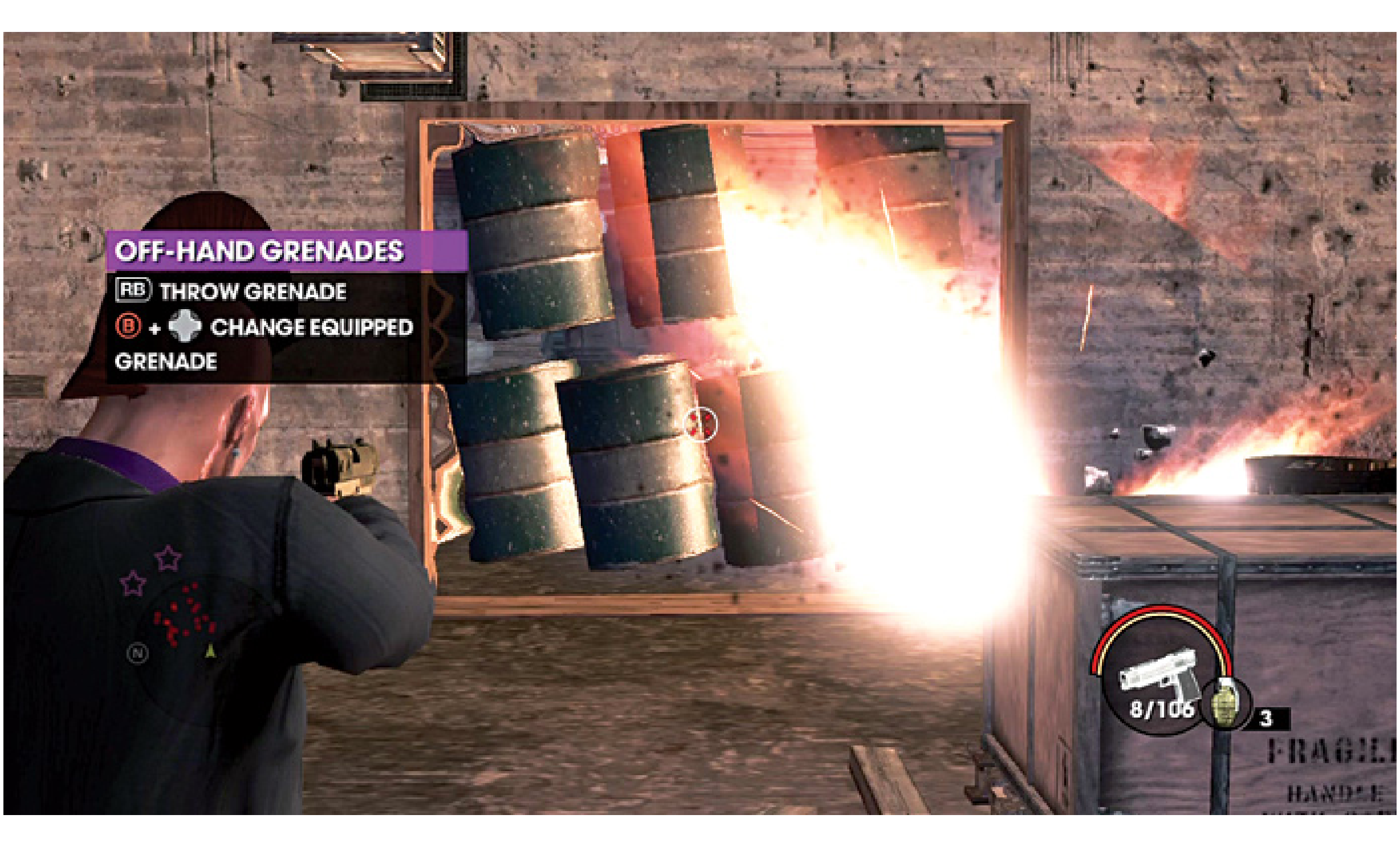
This must be a wild party because nobody even notices when you crash-land out of nowhere. To get this party started you need the assistance of your homies, who are downstairs. Find the lieutenant and interrogate him to get the code to the service elevator so your crew can join the fun. The lieutenant is on the longest edge of the pool near the heliport. Grab him and make him cough up the code. Once he does, the Morningstar members will know something is wrong and they open fire.



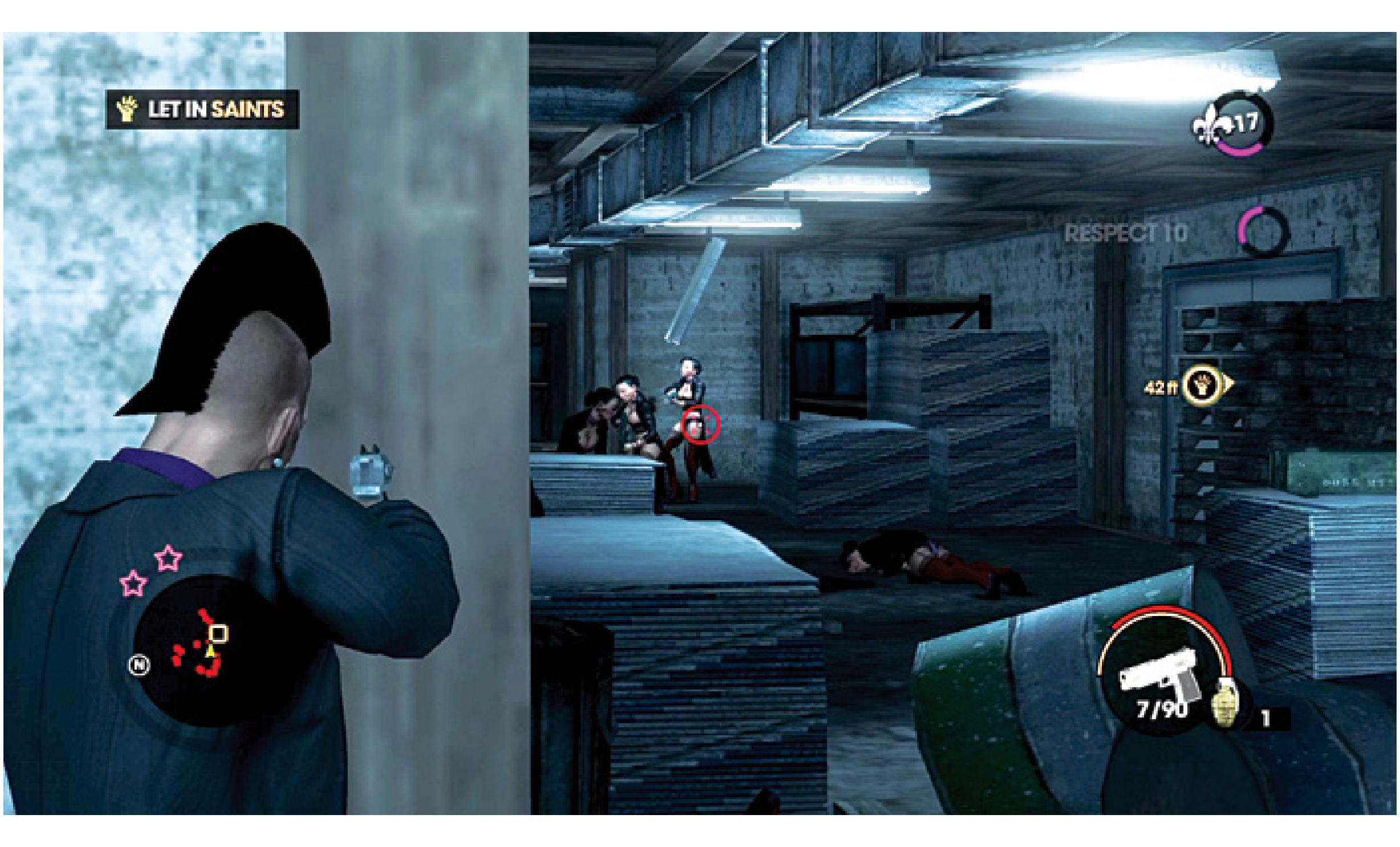
As tempting as it might be to get into a gunfight, right now it is not a smart move. Remember that your homies are downstairs and with a little backup this firefight becomes a lot more manageable. It might seem cowardly but the best move is to run inside the building on the right side and avoid any confrontations. Look for the first large red door on the right and enter that room. Exit the doorway in front of you and sprint through the next room while following the blue indicator. To the right of a large staircase leading up is a set of gray concrete stairs that leads down to the storage room where the service elevator is located.



Grab a grenade off the floor if you don't have any and toss it at the barrels blocking your way. To let the Saints into the party you must reach the elevator that is just ahead on the right side.



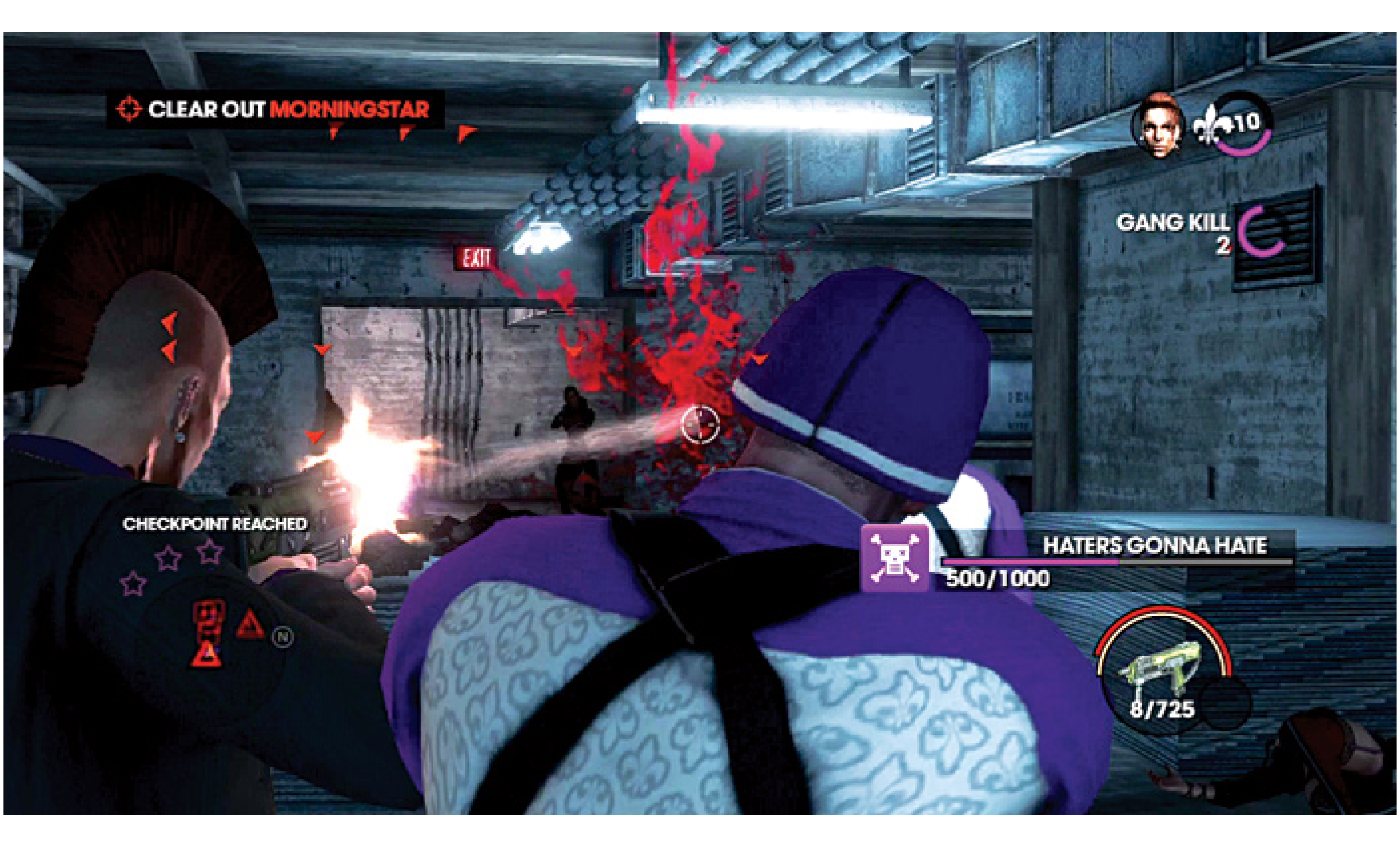
However, several enemies are guarding the elevator and some of the party people from upstairs will come down to pay you a visit if you dawdle too long. Eliminate the first couple of guards and take cover on the left wall to wipe out the ladies near the elevator.



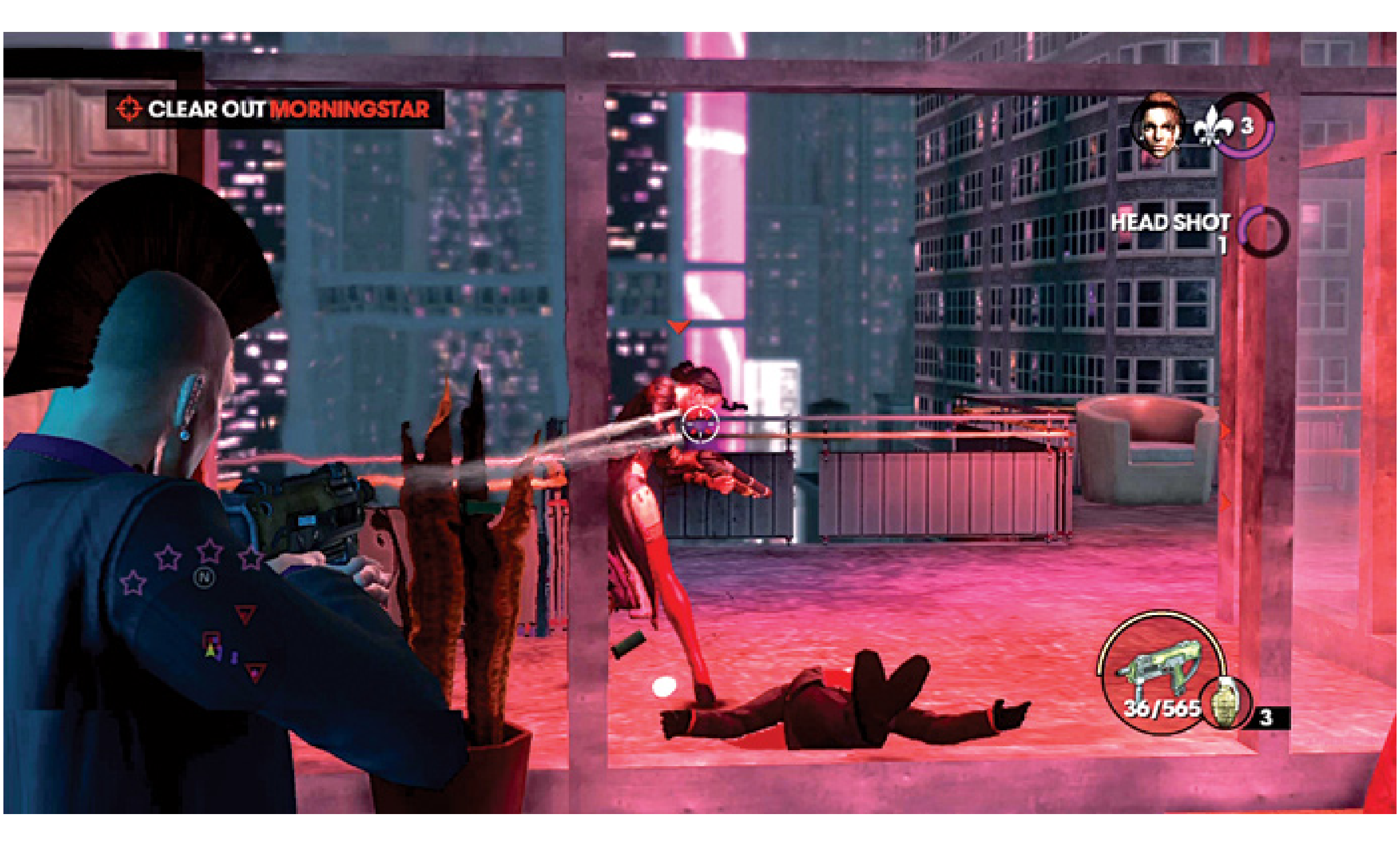
The storage room creates a tight combat zone that forces several enemies together, which makes it an effective time to use a grenade.

Note

Remember that the goal down here isn't to kill everyone but to get to the elevator and get your crew into the fight. Don't get reckless, charging into combat. Trying to kill everyone alone is a waste of your time.

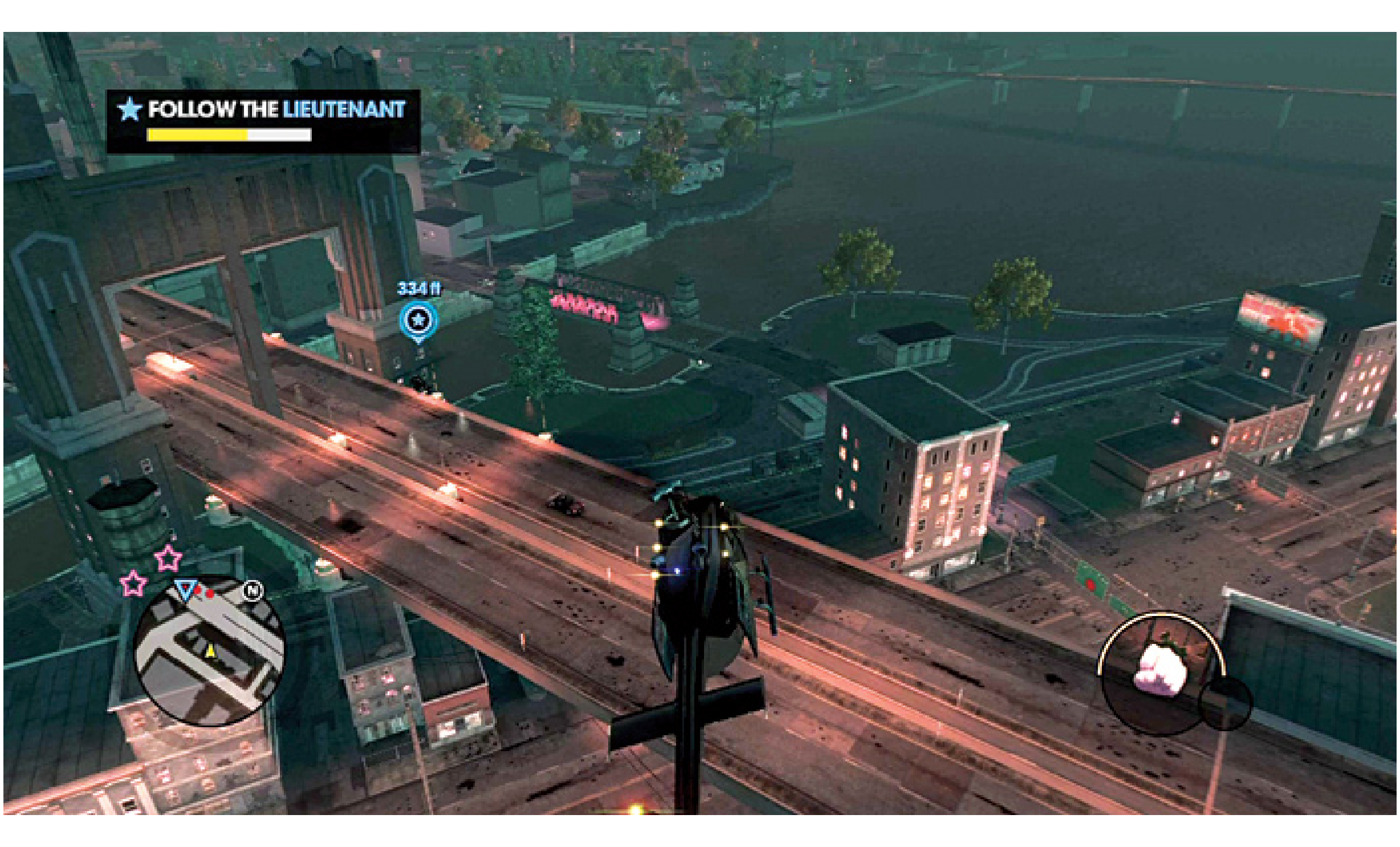


Press the elevator button and protect it until the Saints join the battle. As more enemies swarm your location, keep your back to the elevator and wipe out the Morningstar members as they make their way down the stairs. The wait isn't very long and soon your backup goes to work killing the guards. Shaundi and several other Saints do a lot of the clean up work for you, but this is no time to sit back and relax.

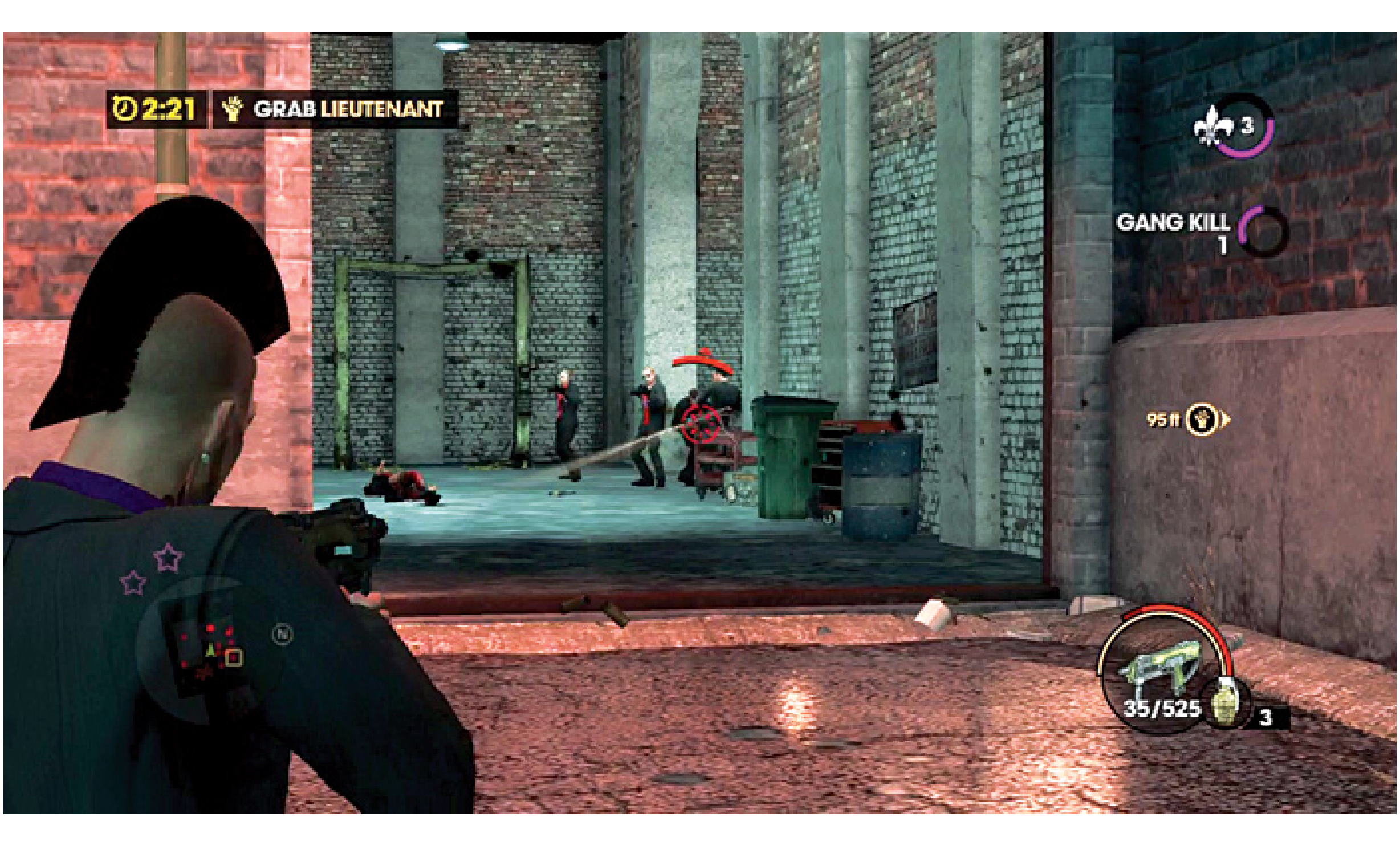


Go back upstairs to the main level and pay close attention to the minimap to find the red highlighted targets. If the fight gets overwhelming, stick close to your homies and let them provide additional cover fire and targets. After most of the Morningstar are cleared out of the main floor and around the pool area, there will probably still be a few stragglers that are hard to locate. Go upstairs and check the balcony overlooking the pool to find some of the last remaining guards.

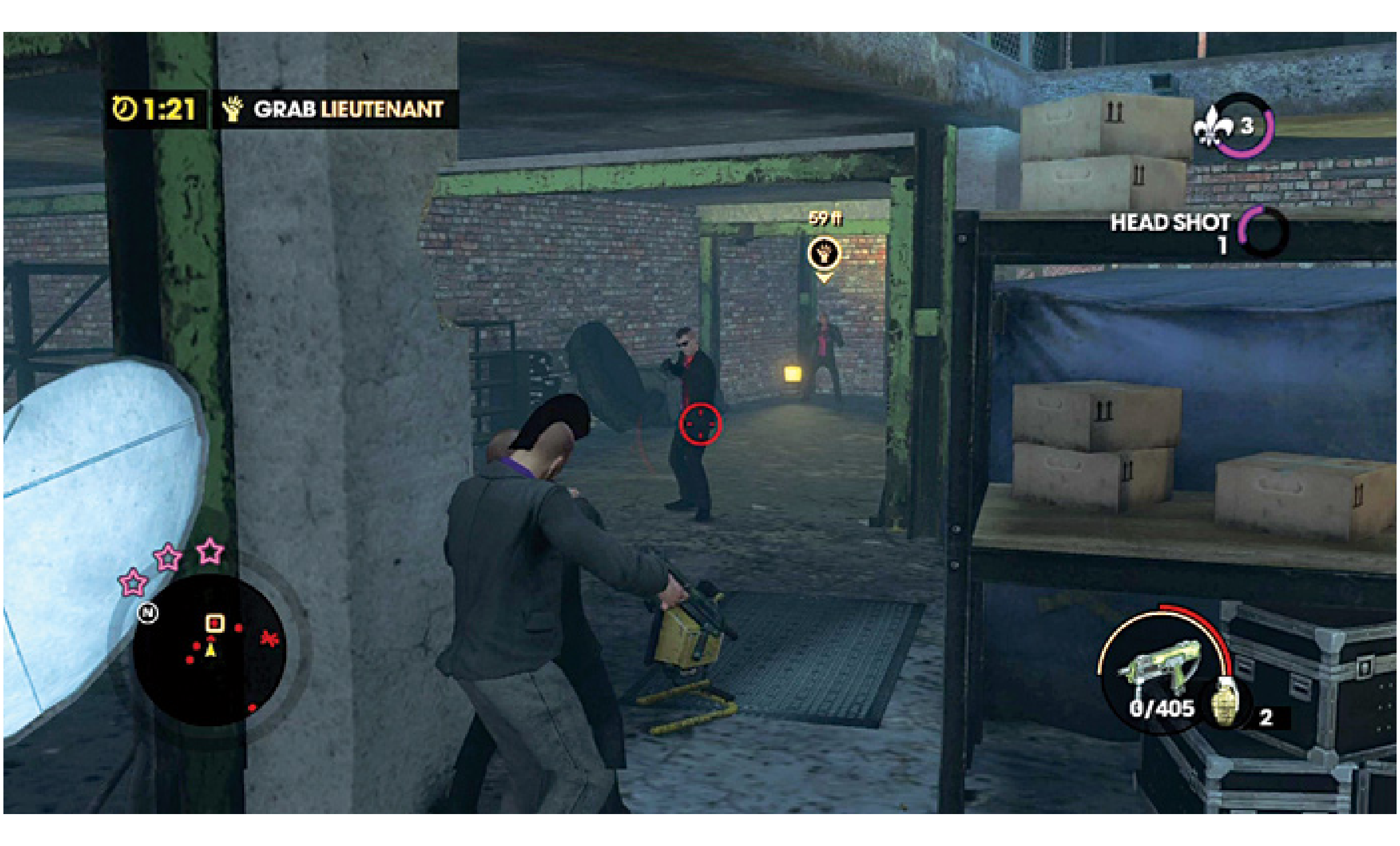
Disable the Bomb



Out of desperation, the Morningstar sets the entire penthouse to blow. To make matters worse, the only person who knows how to disarm the bombs has hopped in a helicopter and taken off. Quickly exit the building and follow the yellow marker to the heliport. Jump in the chopper and tail the lieutenant before he gets too far away. Keep your eyes peeled for the blue marker to indicate where his helicopter is. This is a great chance to get familiar with the controls, but if you lag too far behind the lieutenant the mission is over. The yellow bar in the upper-left corner shows how closely you are following. There is no point getting right on his tail as long as you keep the yellow bar partially filled. If you become adept at flying there are a lot of aerial stunts to pull off such as the diversion called barnstorming. These maneuvers require a lot of skill and timing but now is not the time for tricks. Simply follow him at a safe distance to wait for the lieutenant to land.



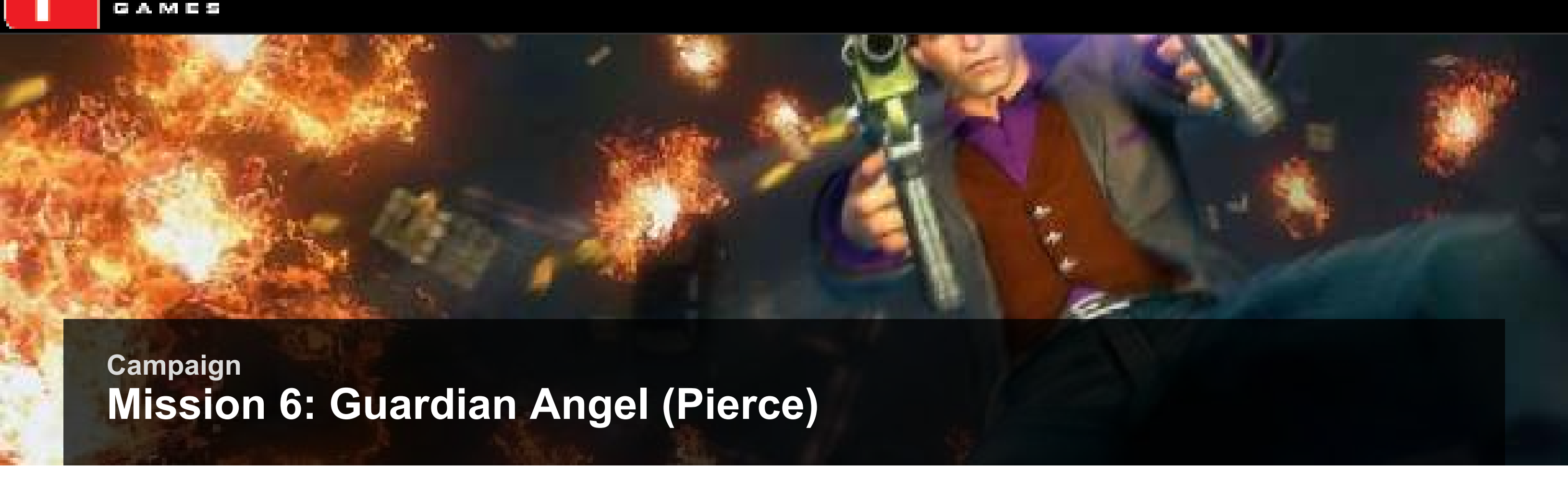
The aerial chase is not too challenging but when the chopper lands, the bomb's timer will start counting down. You have only three minutes to land your helicopter and find the lieutenant. Put your chopper down right next to the one you were chasing and follow the yellow indicator on the HUD. Several guards flank the entrance to the building that your target has ducked into. If you have any grenades on hand, toss them into the group, where the Morningstar are clustered together. Wipe out the initial wave of guards and enter the building's interior, using the right wall as cover.



Inside this structure is a wide open space with two levels. It might be possible to make a mad dash for the lieutenant, who is shown by the yellow marker, but you should have plenty of time on the clock. Wipe out a couple of guards from the relative safety of the first wall and turn right to ascend a short flight of stairs. Grab the nearby guard as a shield and finish off any enemies between you and the target. Race into the small alcove and grab the elusive lieutenant. Perform the instant-kill neck snap mentioned on screen to end the mission.

Note

When the mission is complete, the penthouse becomes the new Saints HQ and will serve as another crib. Gang customization now becomes available at the Saints HQ.



Campaign

Mission 6: Guardian Angel (Pierce)

Cash Earned: $6,000

Respect Earned: 600

Rewards: 2% Morningstar District Control—$41 per hour

Activity Objectives: Protect Pierce

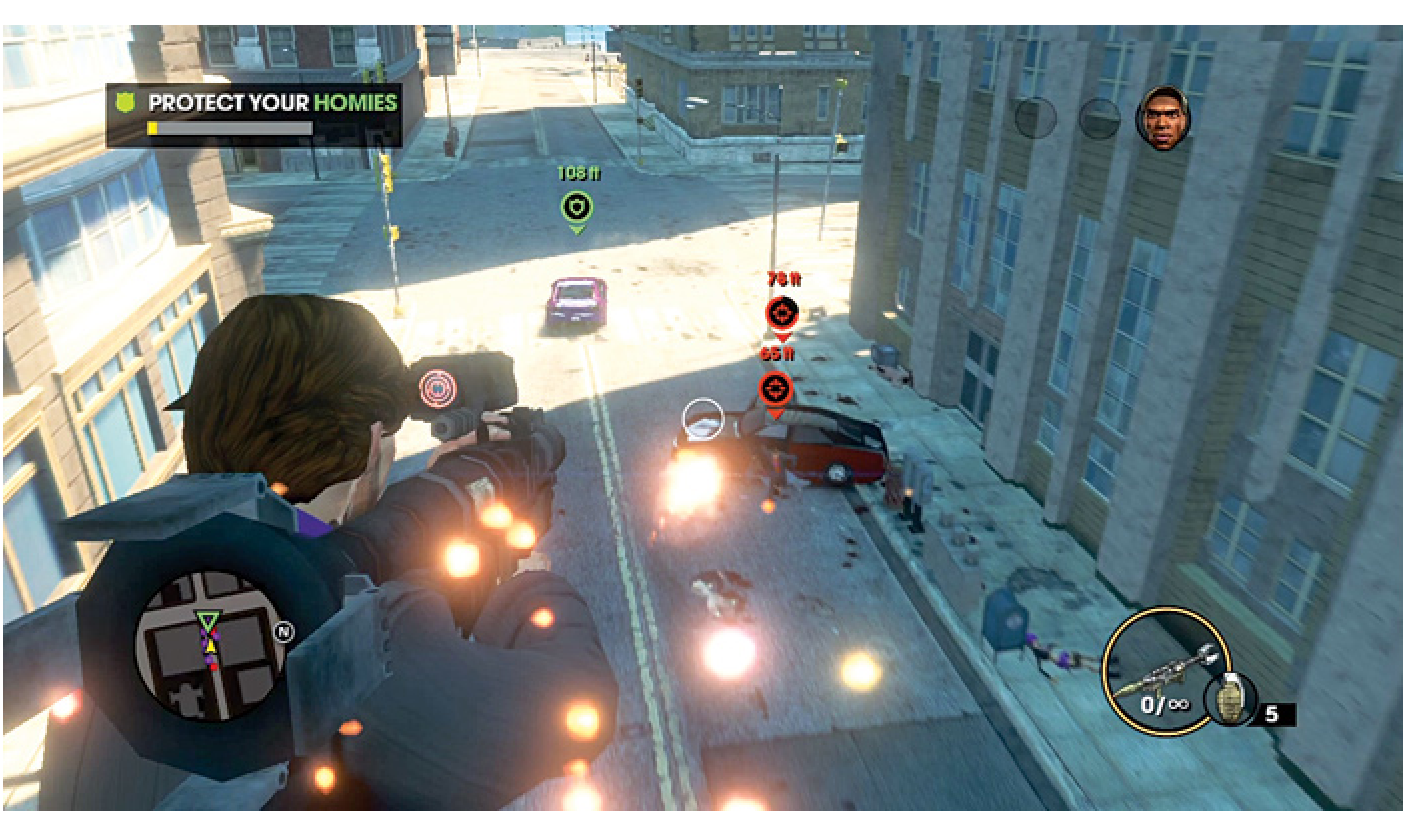
Drive to the Safe Deposit Boxes

Now Playing: P_Z01

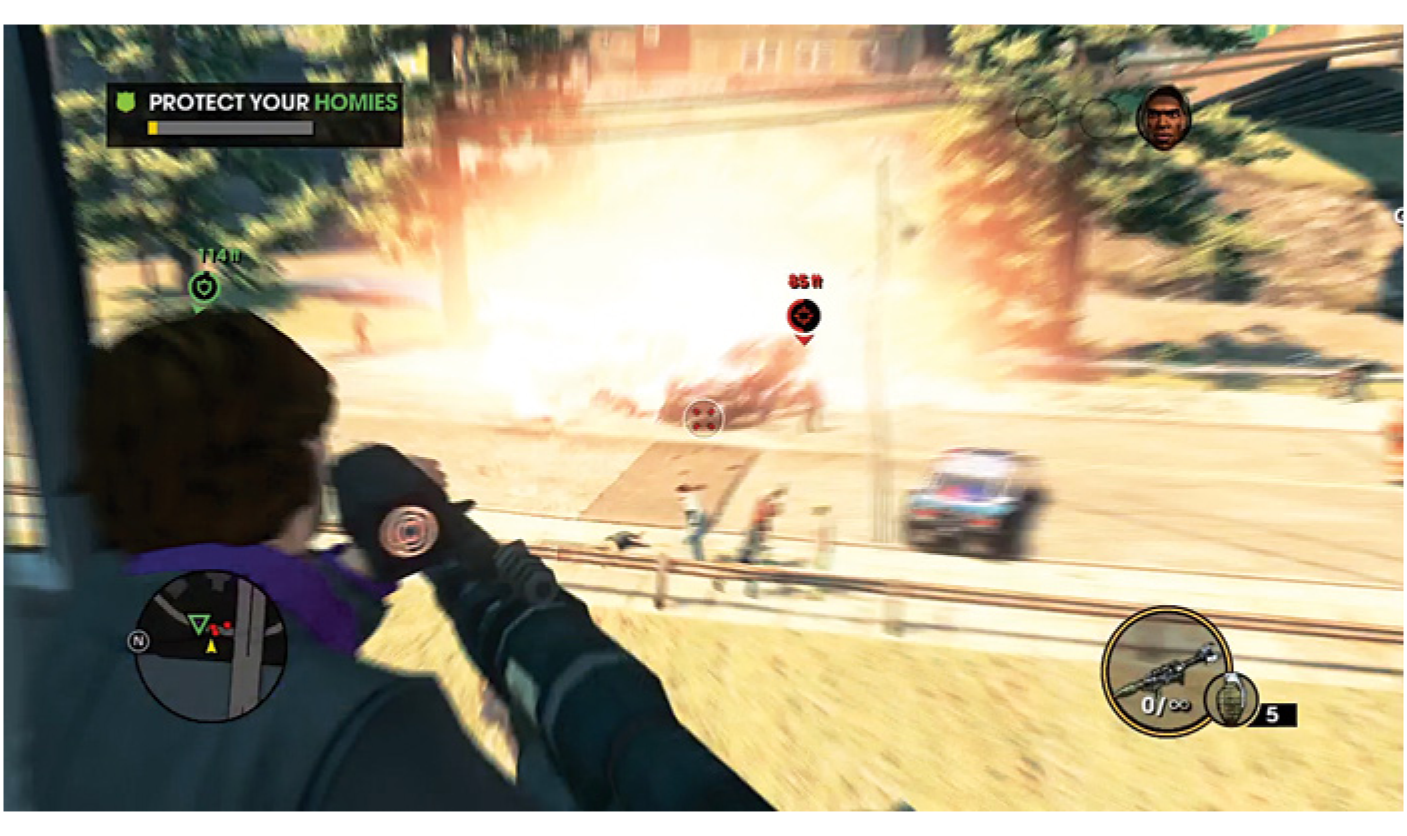
After taking over the Morningstar penthouse, Pierce finds a set of keys to a bunch of safe deposit boxes. There are certainly some important goodies tucked away in those private stashes and there is only one way to find out what's inside. The Morningstar gang knows what they left behind and will not make it easy for Pierce to get to the these boxes. Your job is to provide protection for Pierce, utilizing a helicopter and a rocket launcher.

Note

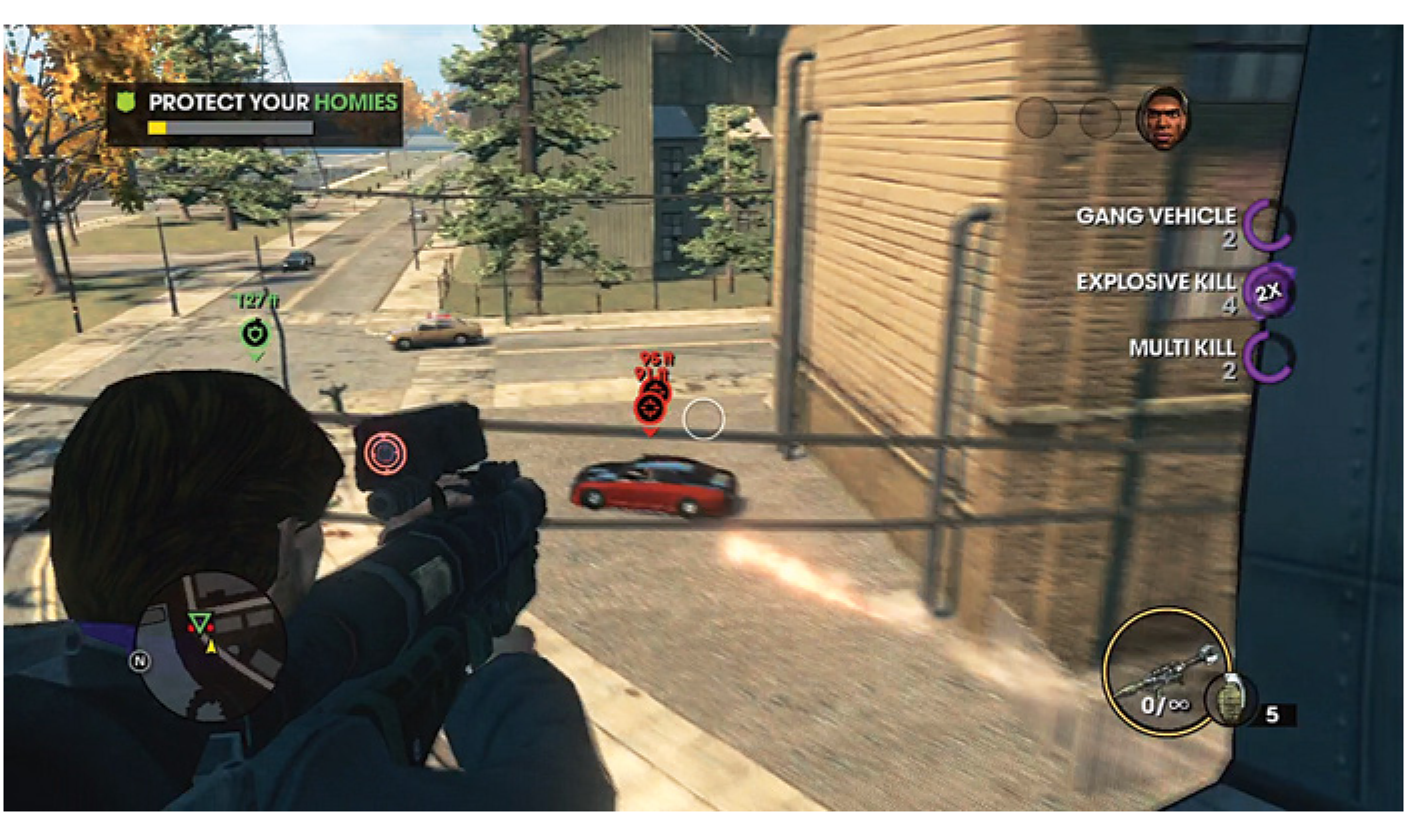
This is the first of a series of activities that make up a section of the game called activities. There are 56 activities in all and they are completely covered in their own section later in the guide. Despite the difficulty rating of hard, this activity is fortunately about as straightforward as anything gets with the Saints involved.


PROTECT YOUR HOMIES
108 ft
76 ft
65 ft
0/∞
5

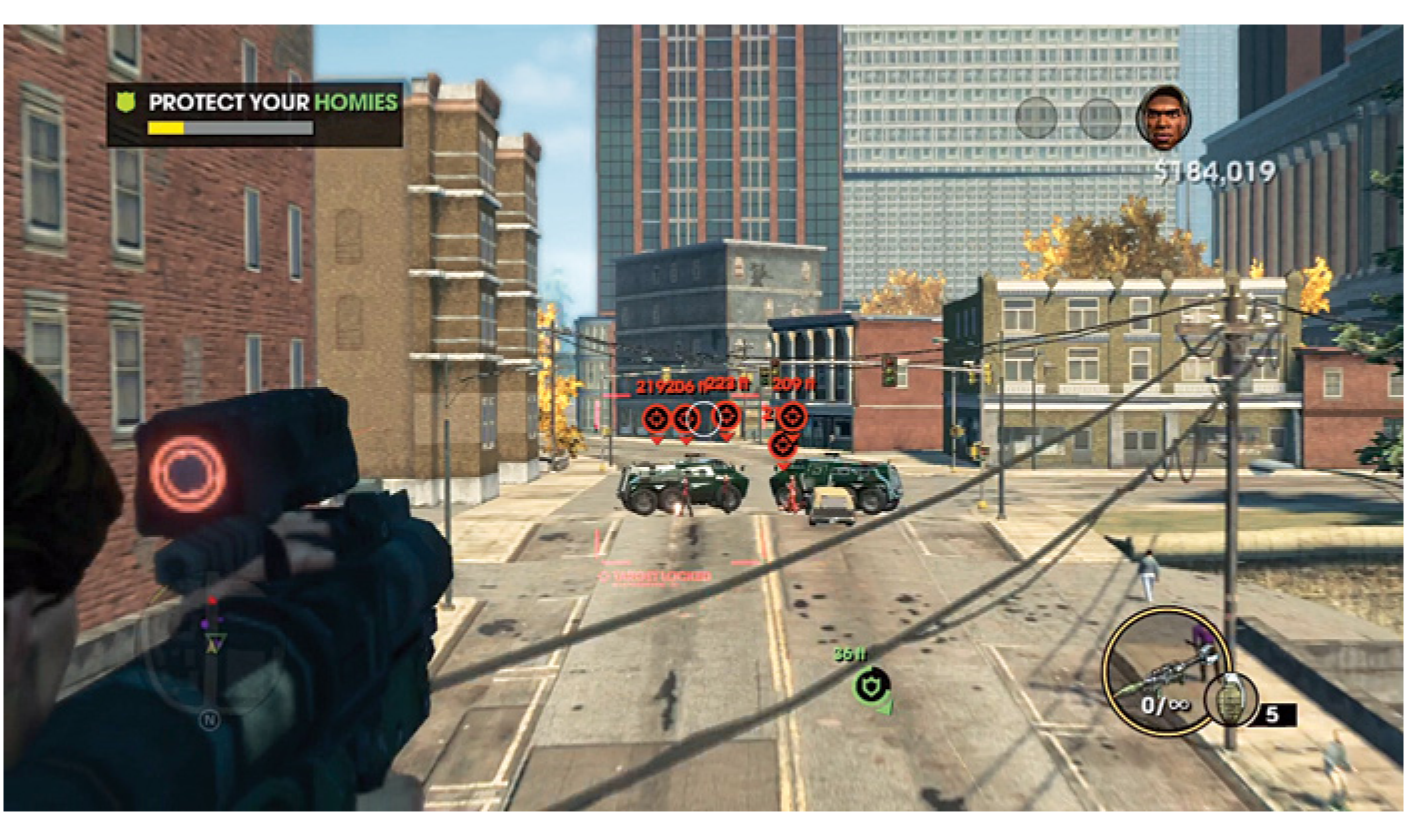
The helicopter pilot is good, and will give you a generally steady flight path for the first half of the activity. Steering the helicopter is taken care of for you. Having someone else pilot the chopper leaves you able to concentrate completely on giving the Morningstar much deserved deaths as they drive in from various alleys and side streets in front and behind Pierce's car while he rolls toward his destination.


PROTECT YOUR HOMIES
114 ft
85 ft
0/∞
5

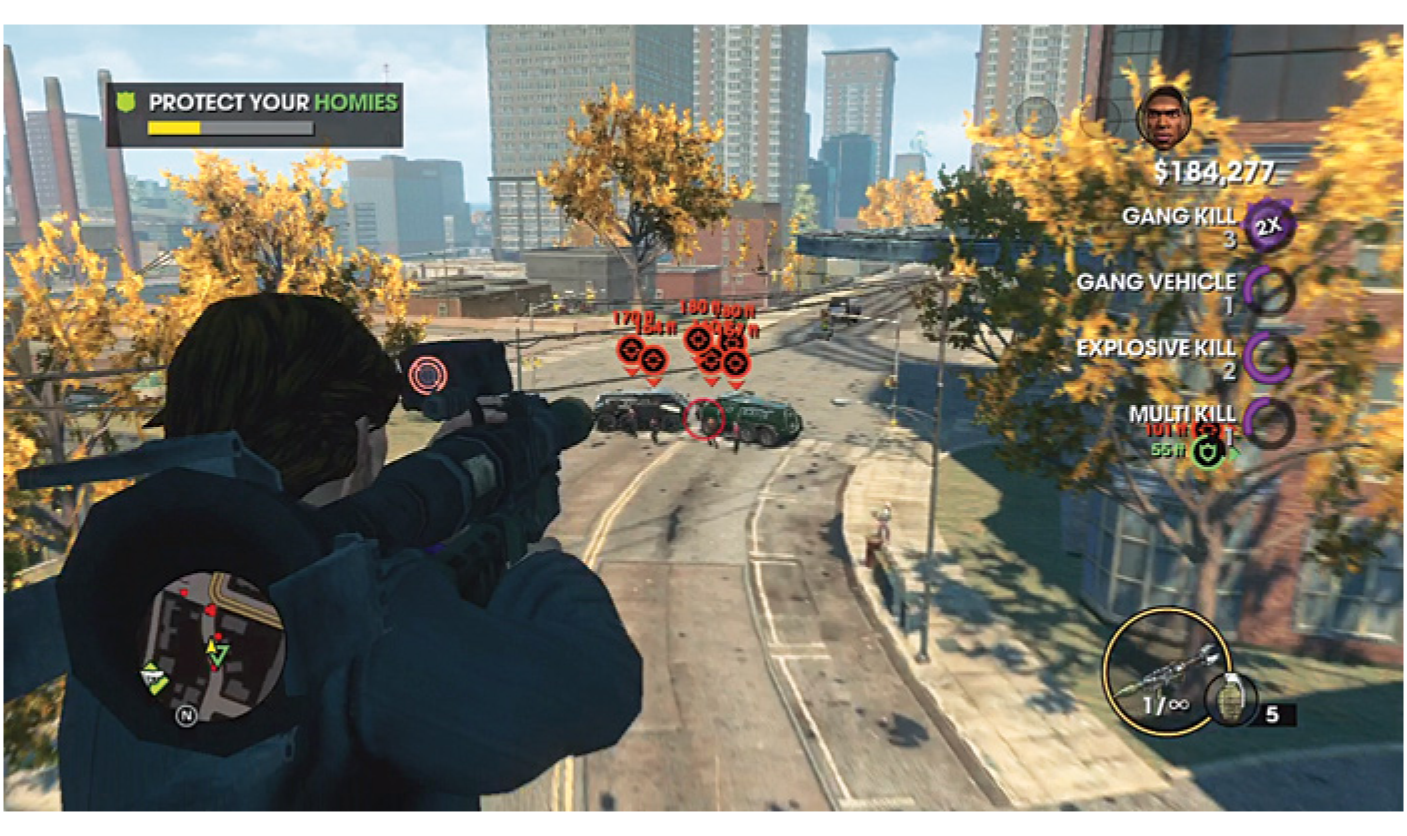
For the most part, you are likely to be a greater threat to Pierce than the Morningstar are. Fire your rockets carelessly and you can take out your homie's car in one or two direct hits! Try to destroy the Morningstar cars before they get too close to Pierce, as a blast from their deaths can cause significant damage to your homie. If they do get in close proximity of him, try to place a shot close to their vehicle but as far from Pierce as possible.


PROTECT YOUR HOMIES
GANG VEHICLE
2
EXPLOSIVE KILL
4
2X
MULTI KILL
2
127 ft
95 ft
0/∞
5

Any car that is designated with a small red arrow and target sight on the HUD is a target vehicle that is directly threatening Pierce. You might see other blips on the ground, but unless they are directly called out, they are not a major concern.

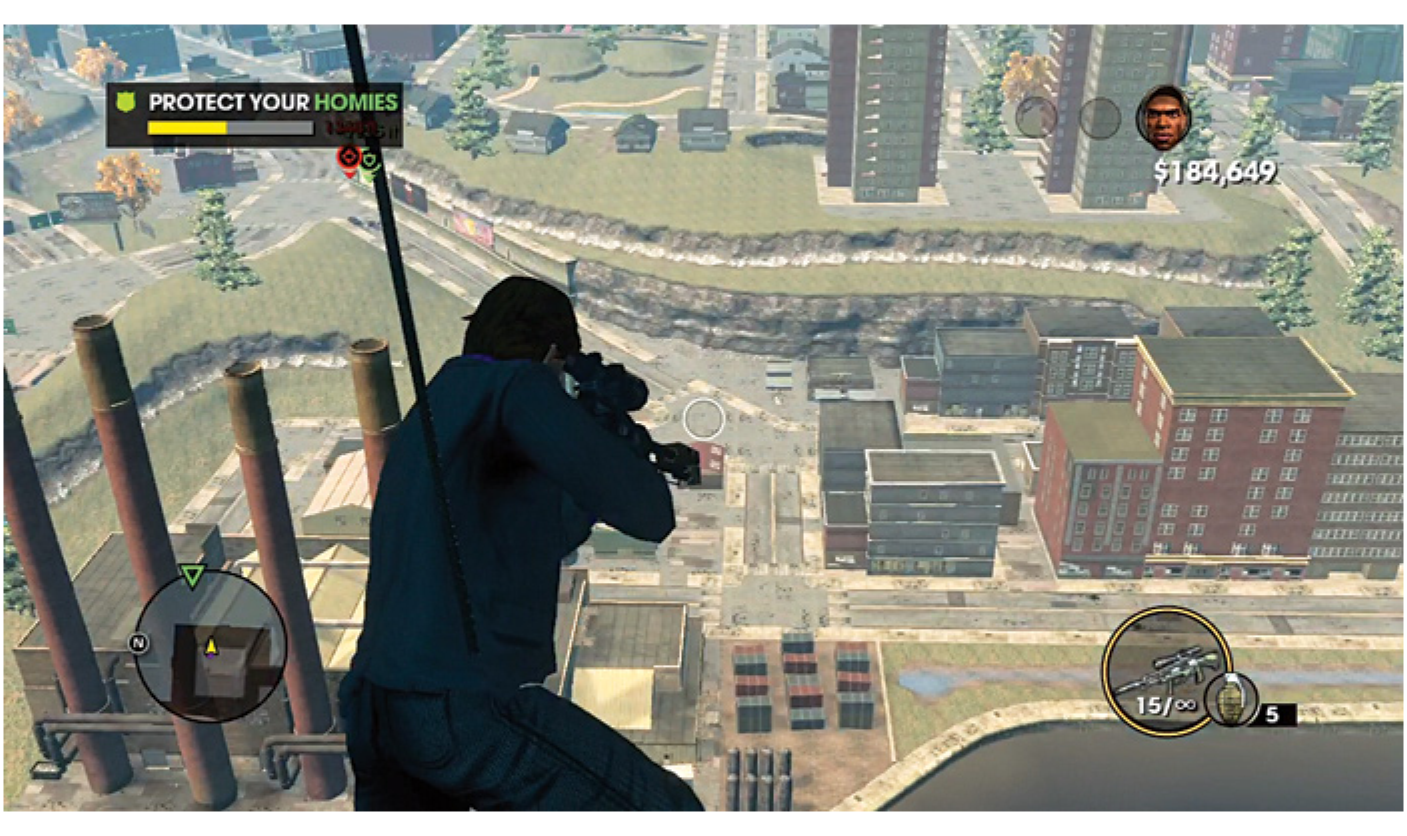

PROTECT YOUR HOMIES
$184,019
209 ft
36 ft
0/∞
5

Eventually, Pierce informs you that a roadblock with significant Morningstar presence is waiting for him. This is an impassable barrier that can easily be remedied by planting a rocket in the hood of one of the vehicles at the center of the blockade.

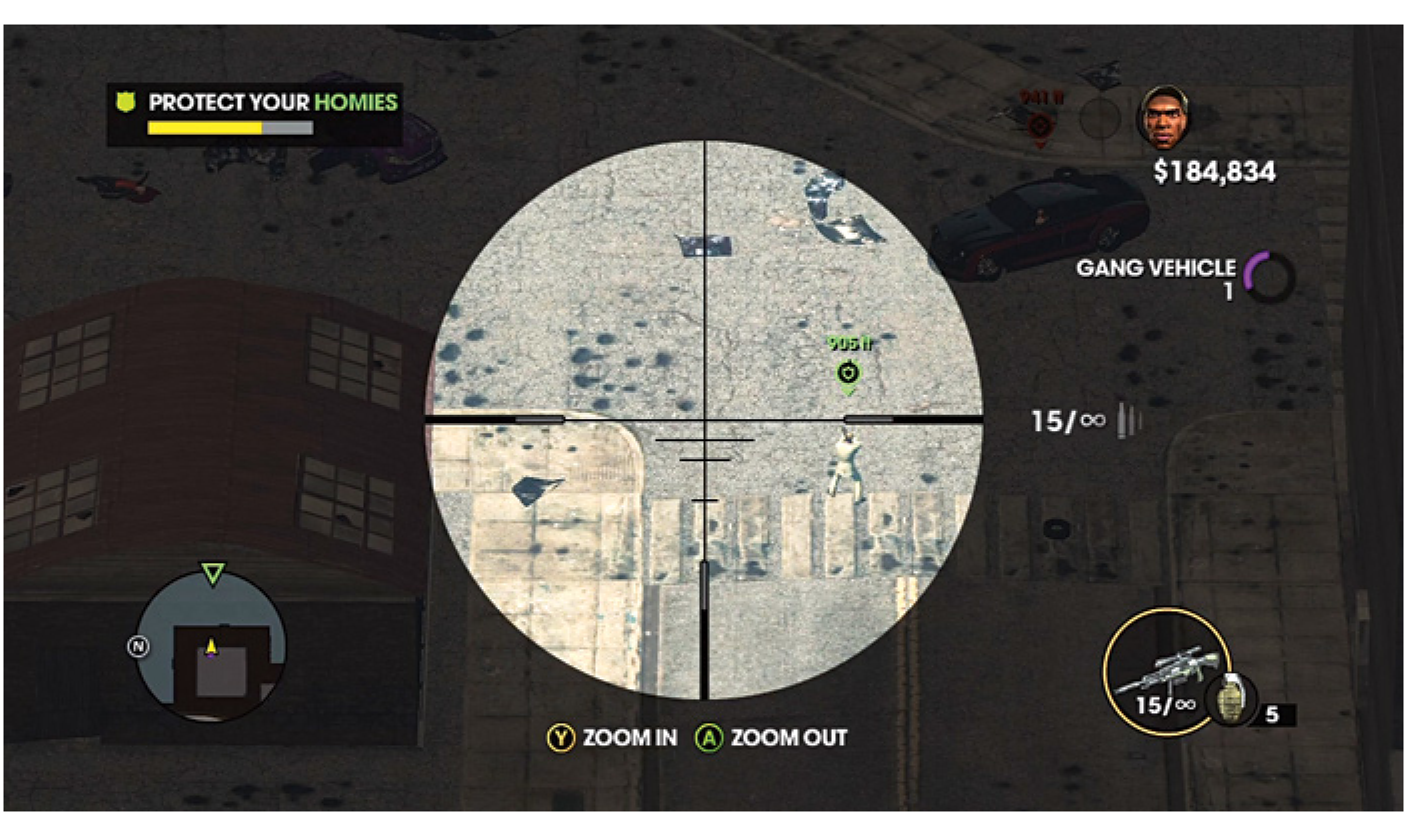

PROTECT YOUR HOMIES
$184,277
GANG KILL
3
2X
GANG VEHICLE
1
EXPLOSIVE KILL
2
MULTI KILL
1
55 ft
1/∞
5

A short time later, a second roadblock is called out for easy destruction. Once Pierce blows past the debris and crosses onto the bridge, you'll be in the second phase of the activity.

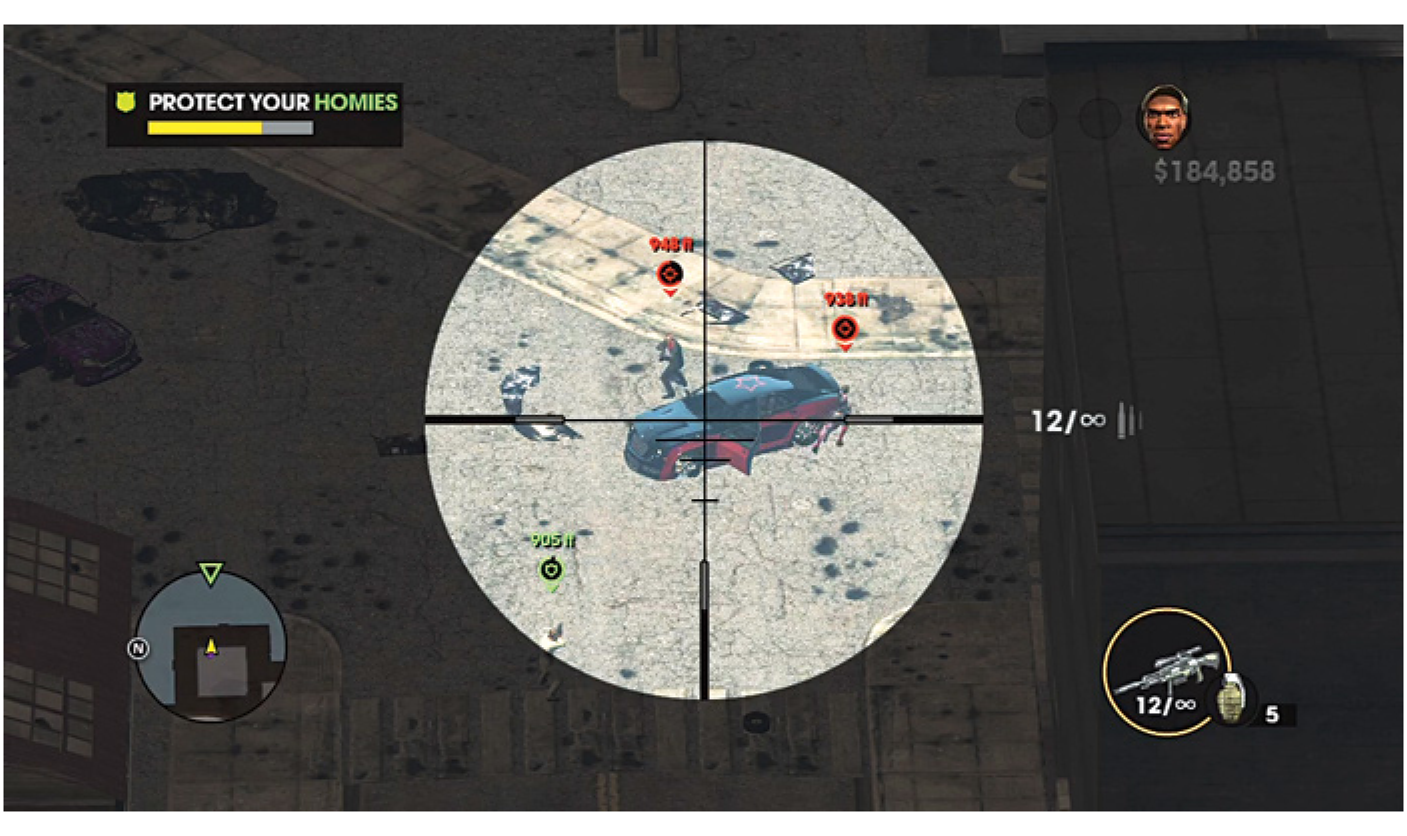
Cover Pierce As a Sniper


PROTECT YOUR HOMIES
$184,649
15/∞
5

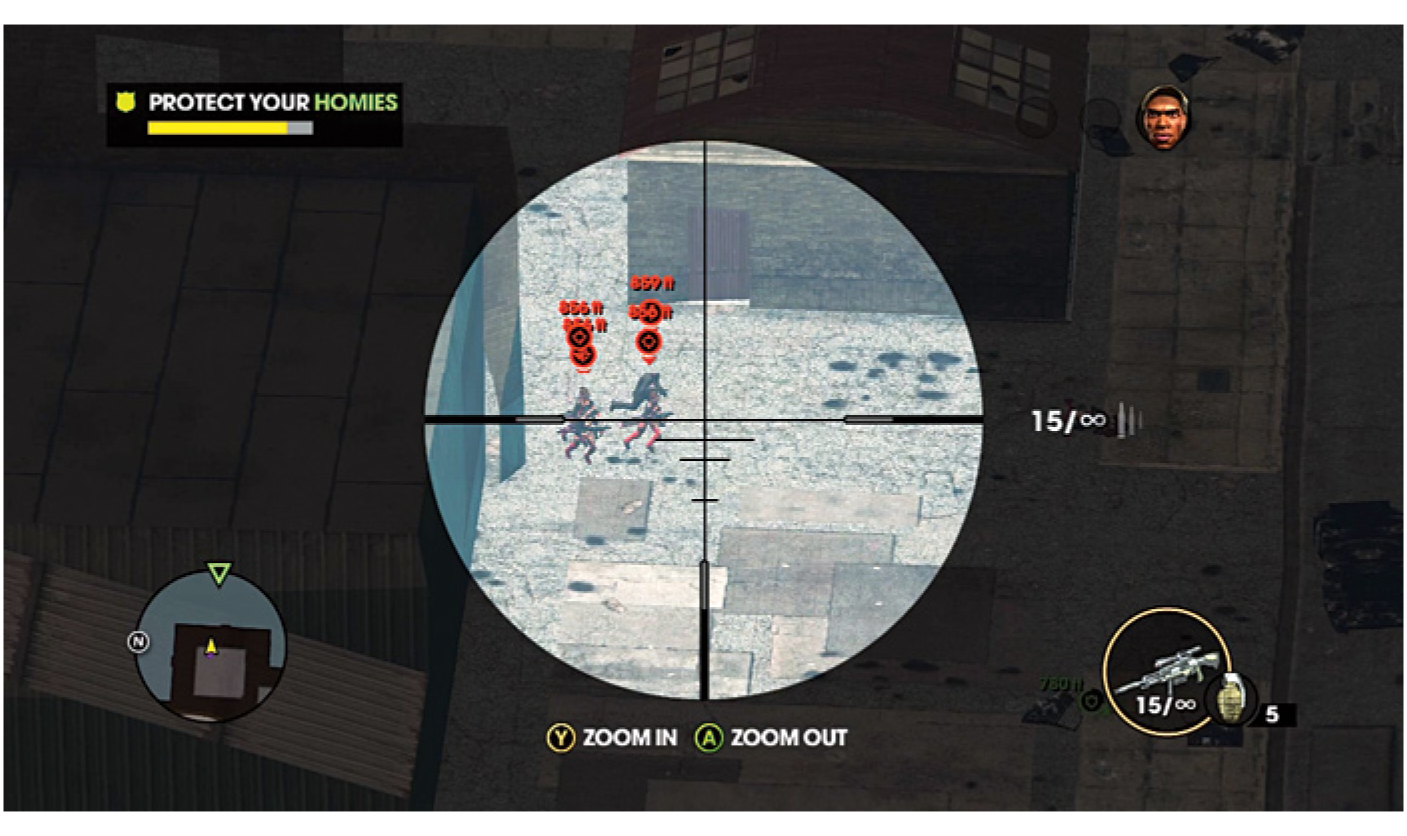
The helicopter land atop a skyscraper facing across the river to where Pierce is headed, making the rocket launcher pointless. Fortunately, you have a high-powered sniper rifle for this next scenario. If you've been diligent about clearing out the enemies, Pierce can clear the bridge unmolested. If not, the moment you have the rifle ready, zoom in and try to take out the vehicles. Three to four shots from the rifle will take care of the enemies before they can leave their cars.


PROTECT YOUR HOMIES
$184,834
GANG VEHICLE
1
905 ft
15/∞
Y ZOOM IN
A ZOOM OUT
15/∞
5

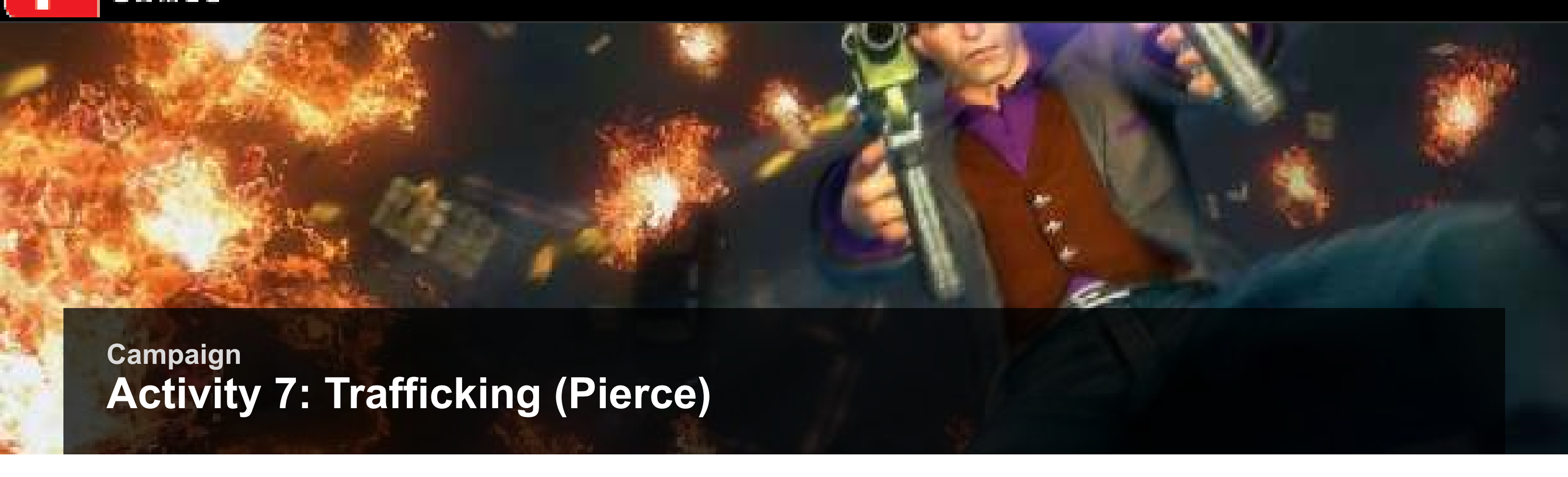
As Pierce approaches the target building, he exit the vehicle and proceeds on foot. Morningstar ambushers continue to dog him, driving up in their vehicles and jumping out to attack him.


PROTECT YOUR HOMIES
$184,858
948 ft
938 ft
905 ft
12/∞
12/∞
5

You can thin the odds by killing the driver and passenger of each car before they even exit the vehicle, or just destroy the car with enough direct fire. Try to not to stay zoomed in, as that cuts down how fast you can shift your aim and locate new threats.


PROTECT YOUR HOMIES
859 ft
856 ft
15/∞
Y ZOOM IN
A ZOOM OUT
15/∞
5

Finally, a group of Morningstar rushes from a factory to your left, on the street Pierce is running through, and two more cars join them. By this point, the protect your homies meter should be nearly full, and a few more quick sniper shots should allow Pierce to reach the lock boxes.



Campaign

Activity 7: Trafficking (Pierce)

Cash Earned: $2,000

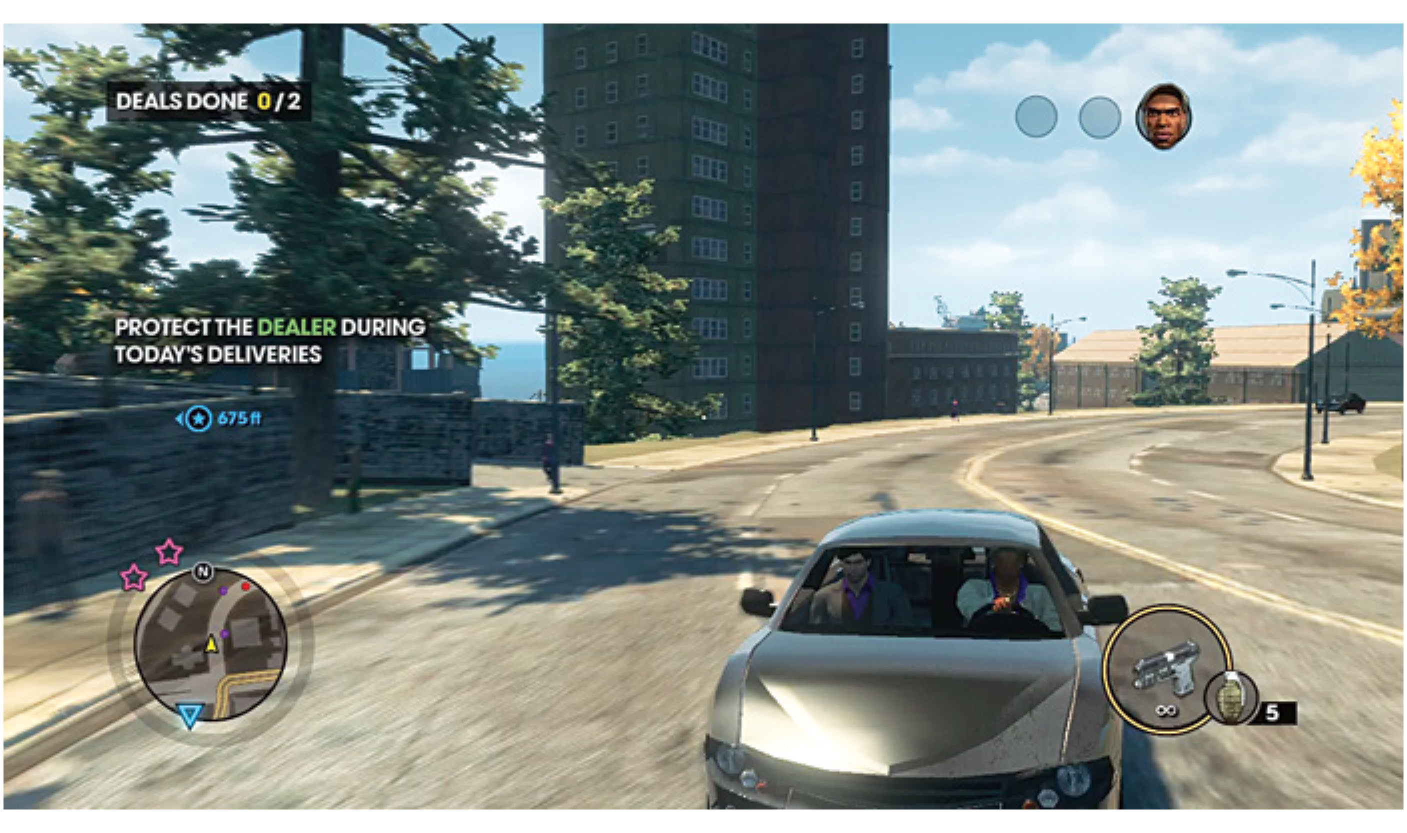
Respect Earned: 200

Rewards: 5% Morningstar District Control—$49 per hour

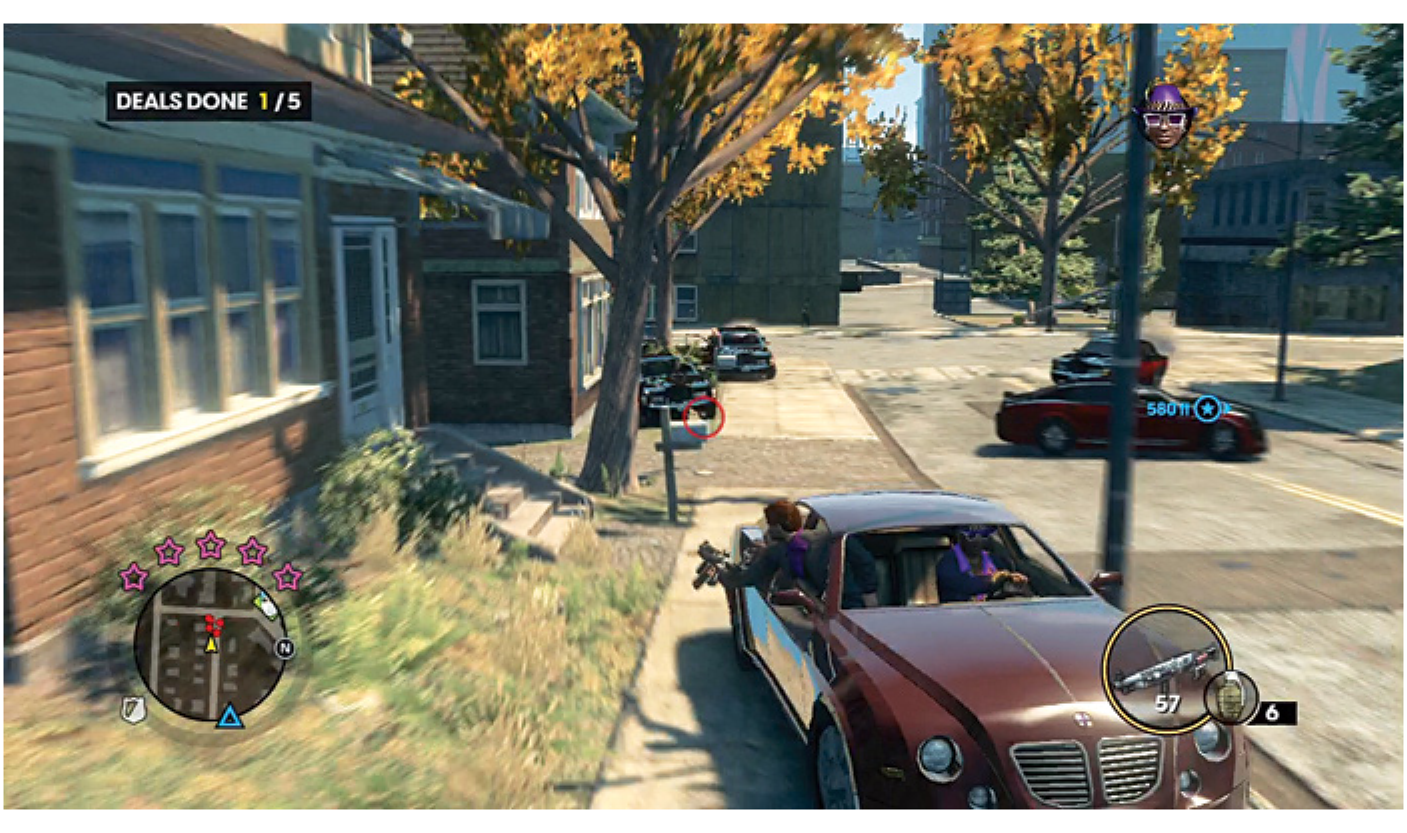
Activity Objectives: Complete two deals in 3 minutes

Pimp the Merch

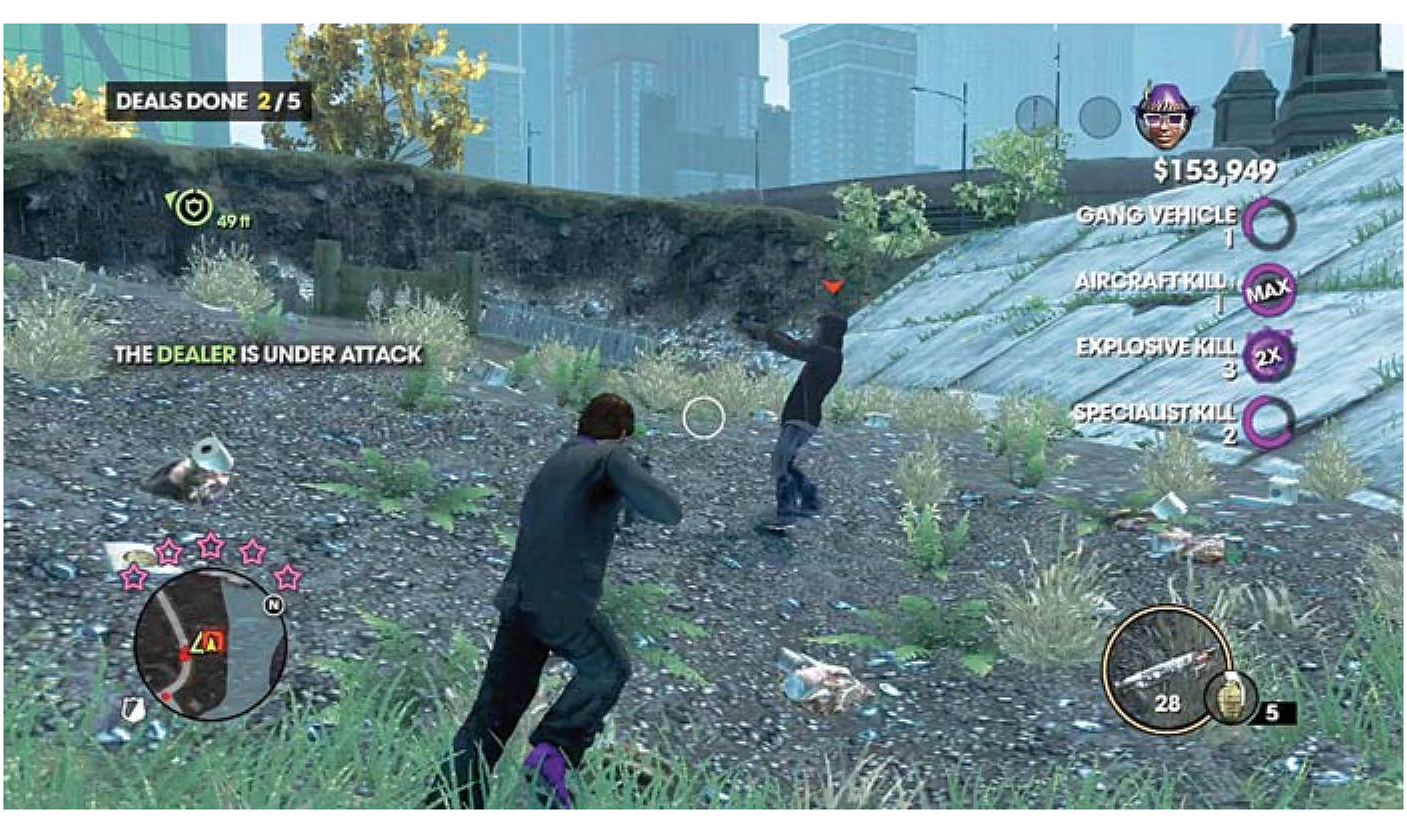
The first of six Trafficking activities has you rolling with your homie Pierce, trying to score some dough off customers deep within Morningstar territory. There are three things to keep in mind when taking on any trafficking activity.


DEALS DONE 0/2
PROTECT THE DEALER DURING TODAY'S DELIVERIES
675 ft
5

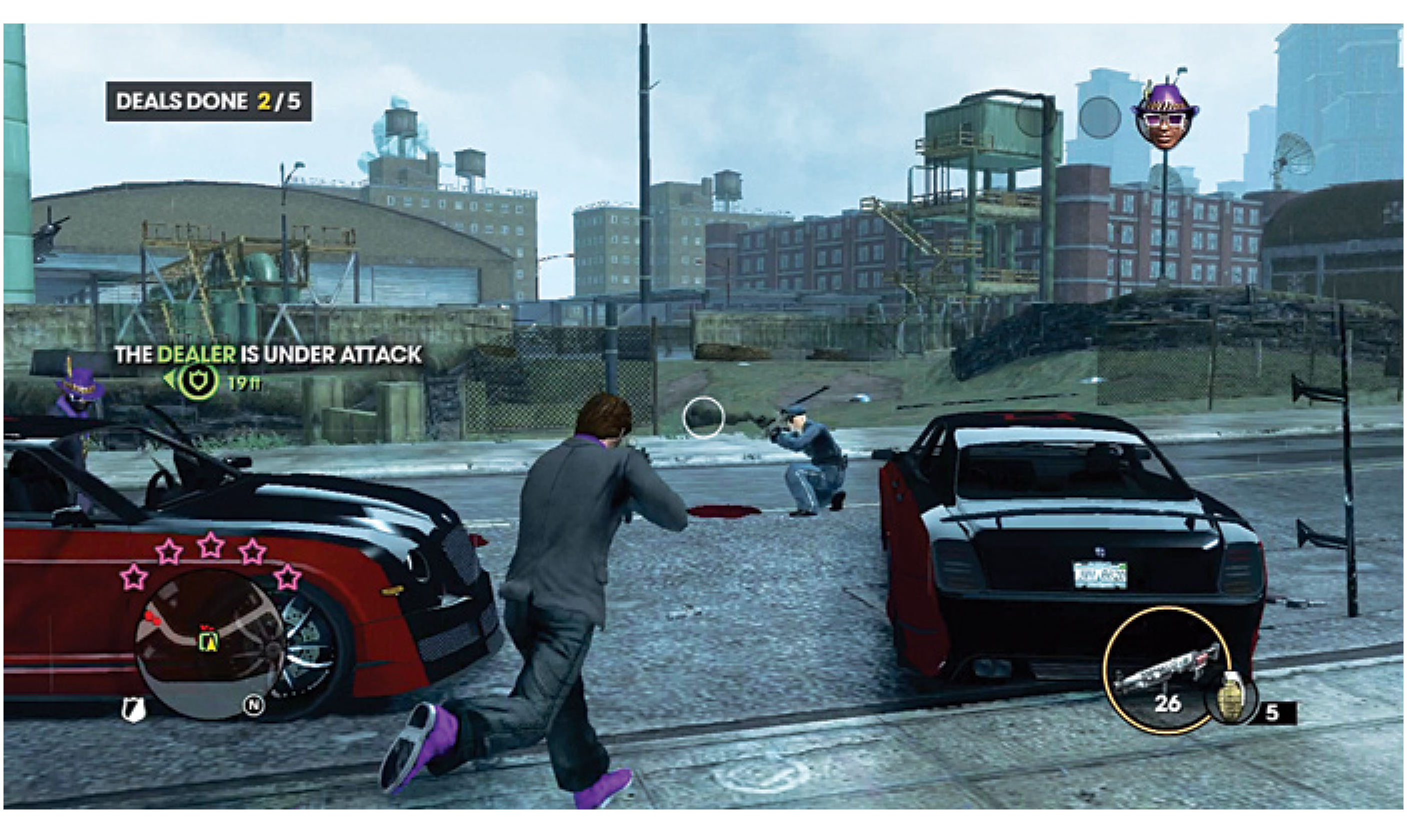
First, you don't get to drive, you're only acting as a guard to the seller. This can lead to some problems, such as the skill (or lack thereof) of Pierce's driving, which can lead to some very tough situations or cost you the activity outright. If you do lose the car, it's not always a wash, though. You can jack another vehicle if necessary, and your homie will take up the wheel for you.


DEALS DONE 1/5
580 ft
57
6

Second, wherever your deals go down the local rival gang will be dogging you every step of the way. Things can get somewhat frantic in later activities. You can make things much harder on yourself by blasting away at cops while fighting off gangs. You don't need the local cops making things difficult for you.

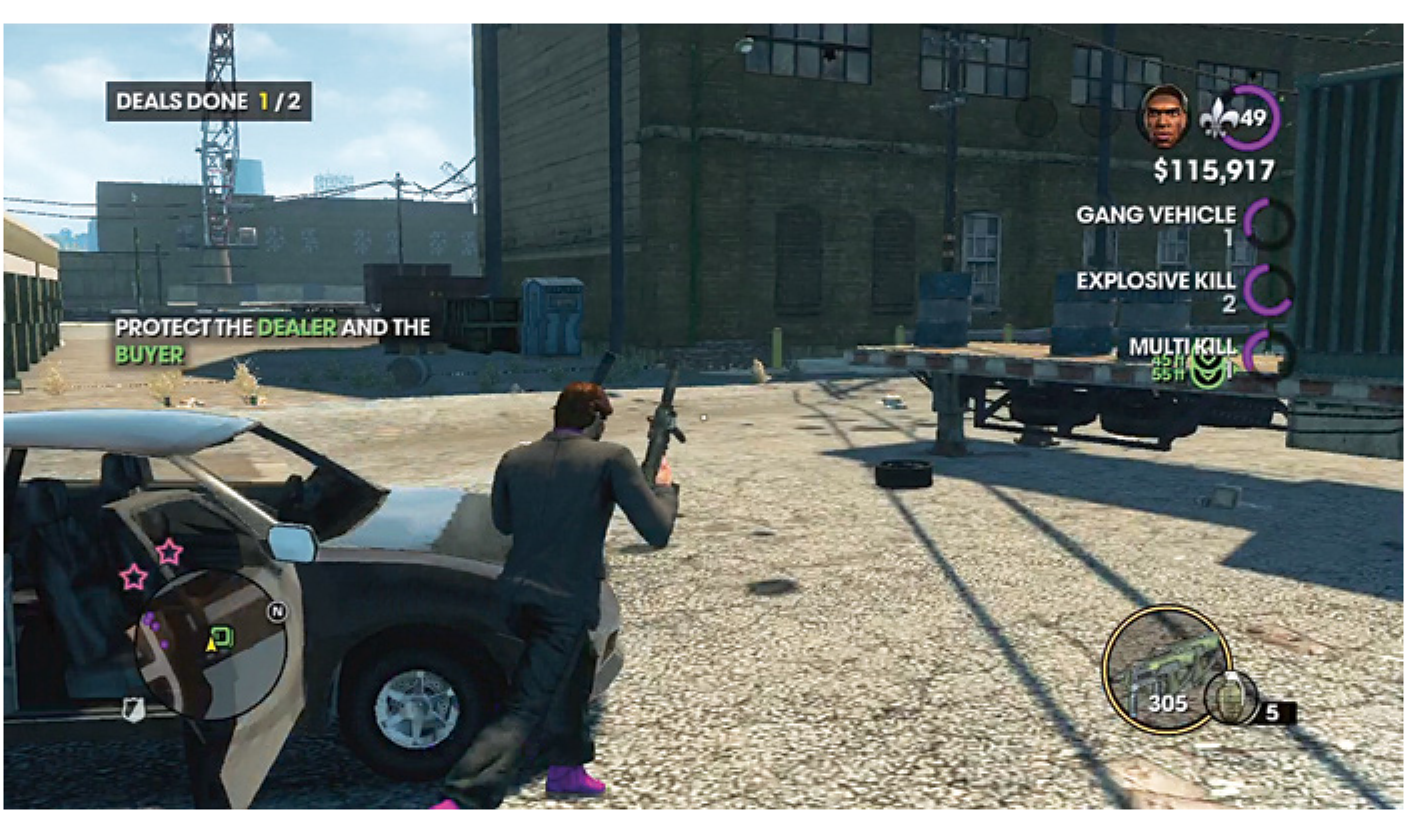

DEALS DONE 2/5
49 ft
$153,949
GANG VEHICLE 1
AIRCRAFT KILL 1
MAX
EXPLOSIVE KILL 3
2X
SPECIALIST KILL 2
THE DEALER IS UNDER ATTACK
28
5

Third, the actual outcome of the deals is not always guaranteed to be a simple sale. FBI informants can sic the cops on you.

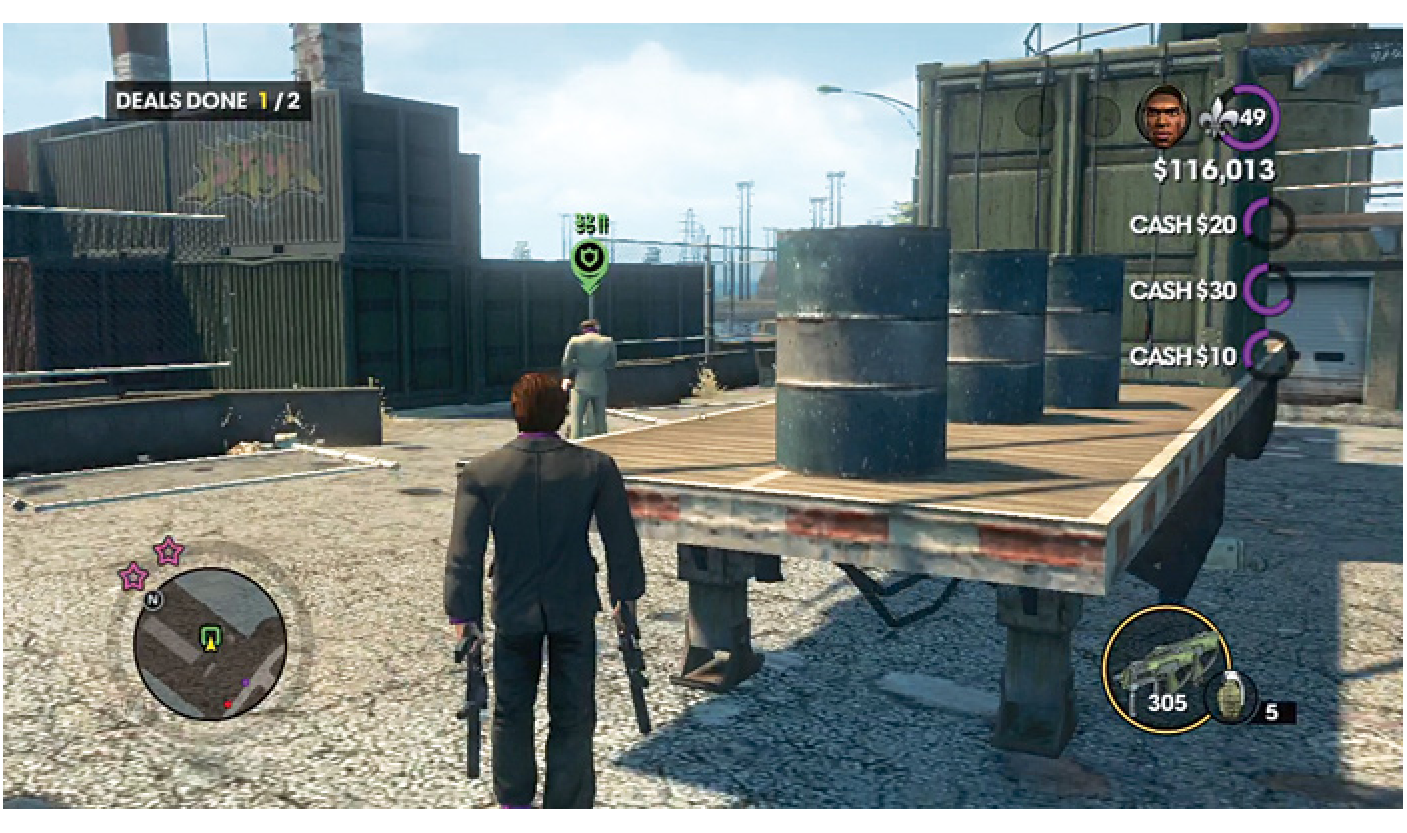

DEALS DONE 2/5
THE DEALER IS UNDER ATTACK
19 ft
26
5

A buyer can refuse to pay, forcing you to chase them down and dispense 3rd Street justice. The local gang of the territory might be waiting in ambush for you, drawing you into a firefight where you have to eliminate the designated targets before your homie gets to the car and gets you both out of Dodge.

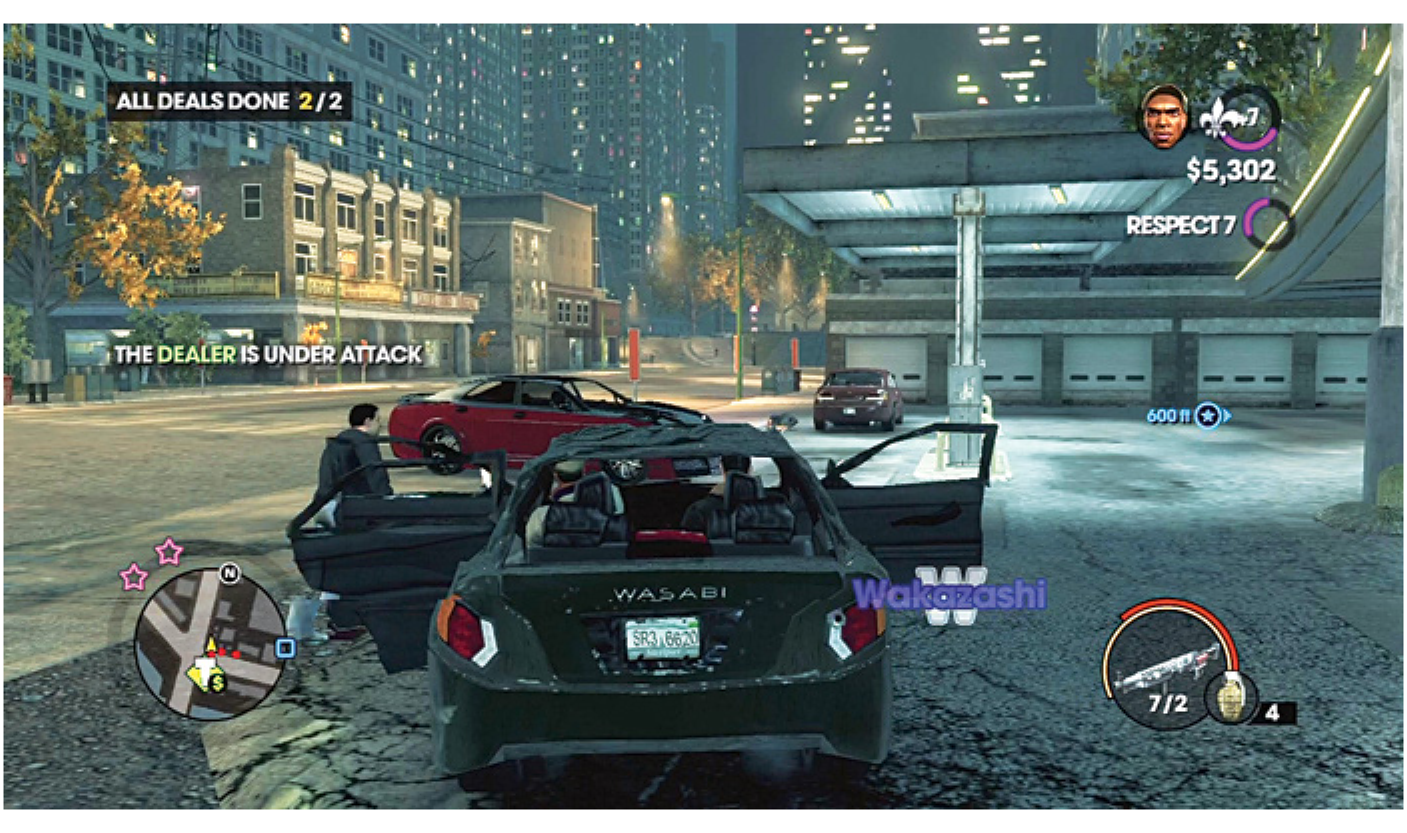
First Stop


DEALS DONE 1/2
49
$115,917
GANG VEHICLE 1
EXPLOSIVE KILL 2
MULTI KILL 1
PROTECT THE DEALER AND THE BUYER
305
5

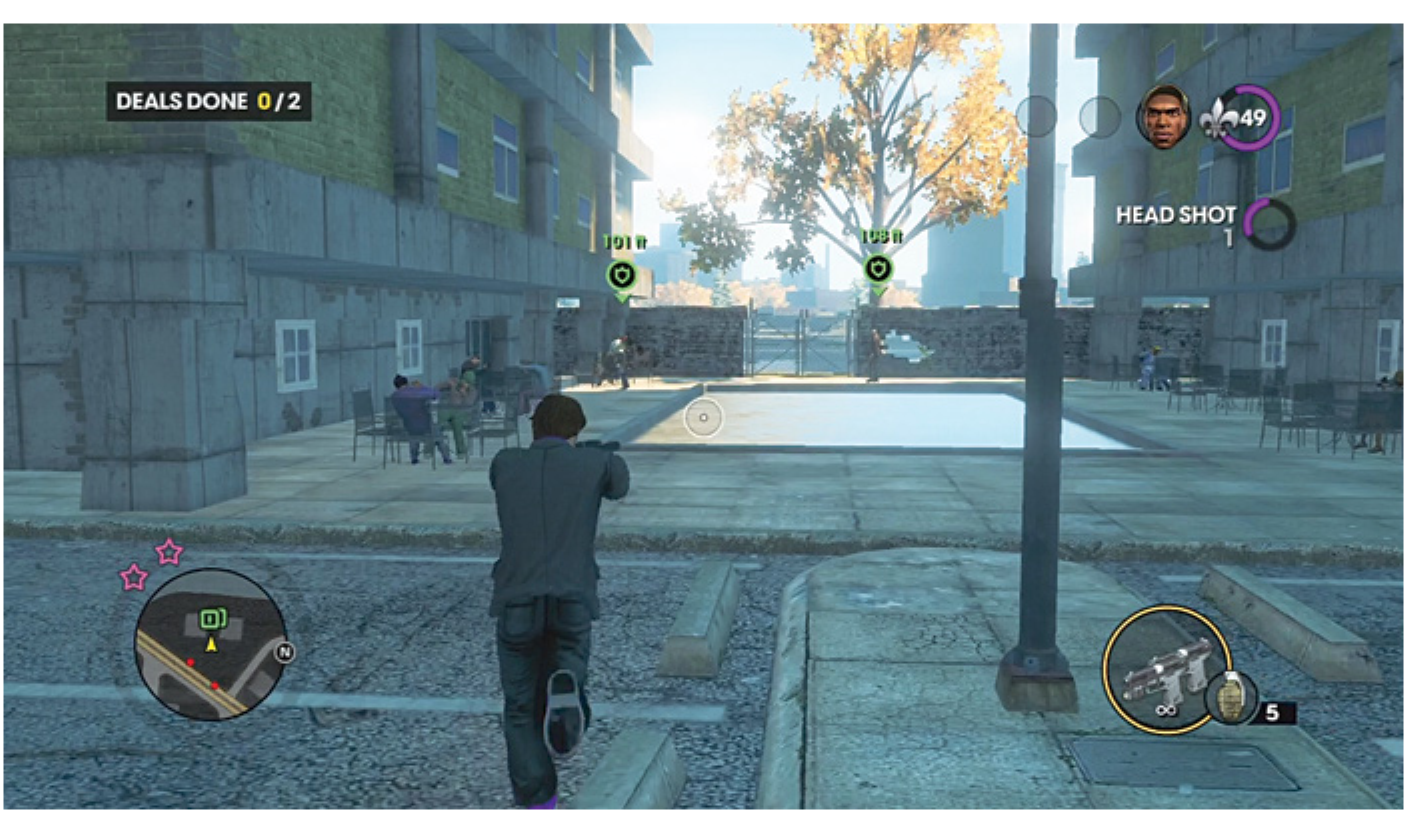
You start this activity with level two notoriety with the Morningstar, so expect to come under fire right away. Fortunately, this is still an introductory level activity, so the resistance you'll face is probably nothing greater than what you've seen up to this point. As Pierce drives, keep the camera spinning around so you can spot incoming Morningstar vehicles. The chases here are relatively low-speed, so take advantage of that and try to line up headshots on the drivers of incoming gang cars.


DEALS DONE 1/2
49
$116,013
CASH $20
CASH $30
CASH $10
305
5

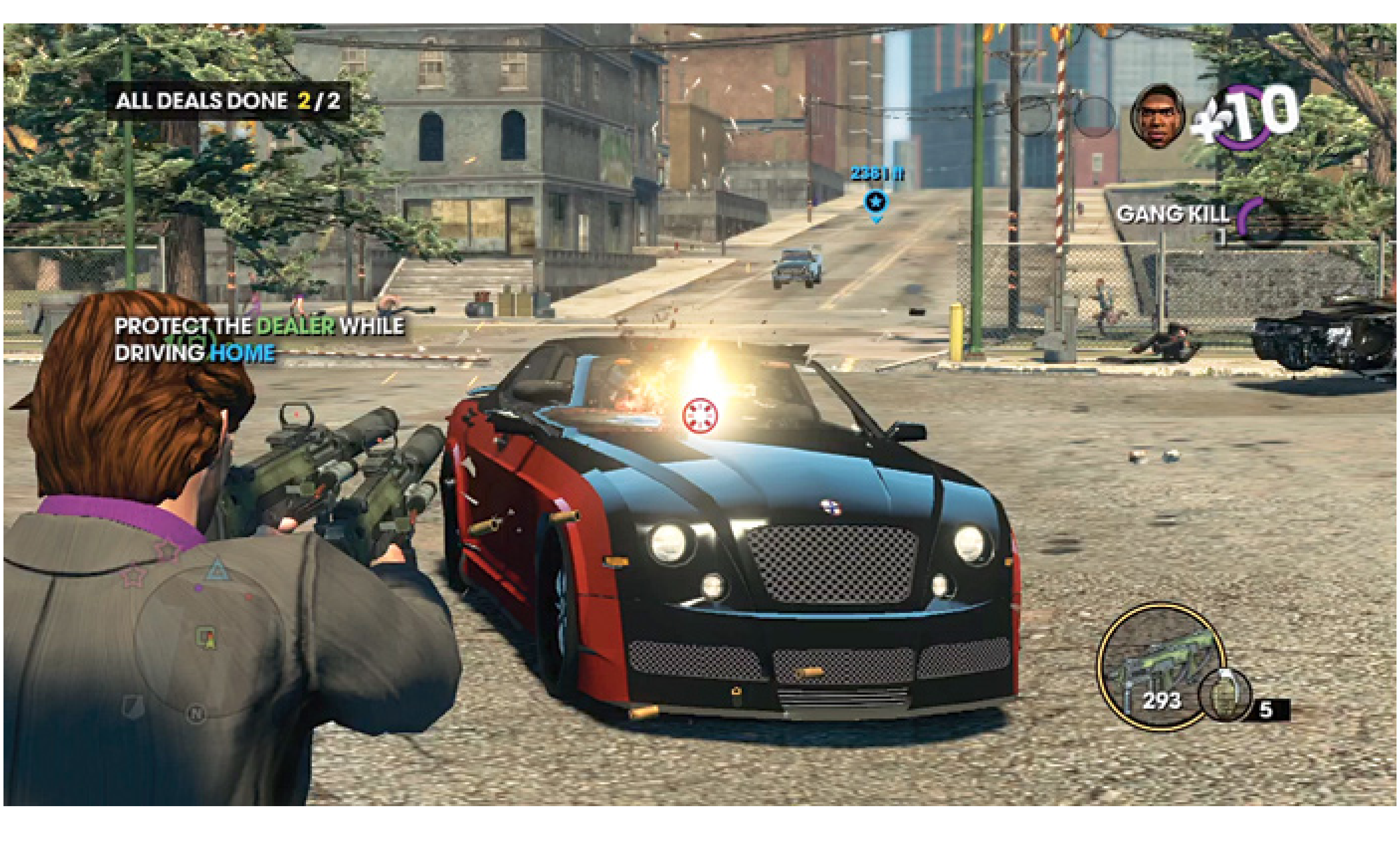
One stop is at a small warehouse behind a truck trailer. Pierce stops the car on the side of the trailer closest to the street, and runs around to make the deal. This leaves you wide open for gang attackers who will definitely try to interrupt the deal or join in on any ambush. Get out of the vehicle and make your stand away from it, and use their cars for cover if you need to. If the buyer ends up being a runner, kill them as quickly as you can. The longer you take, the more Morningstar will show up to make life difficult.


ALL DEALS DONE 2/2
$5,302
RESPECT 7
THE DEALER IS UNDER ATTACK
600 ft
WASABI
Wakazashi
7/2
4

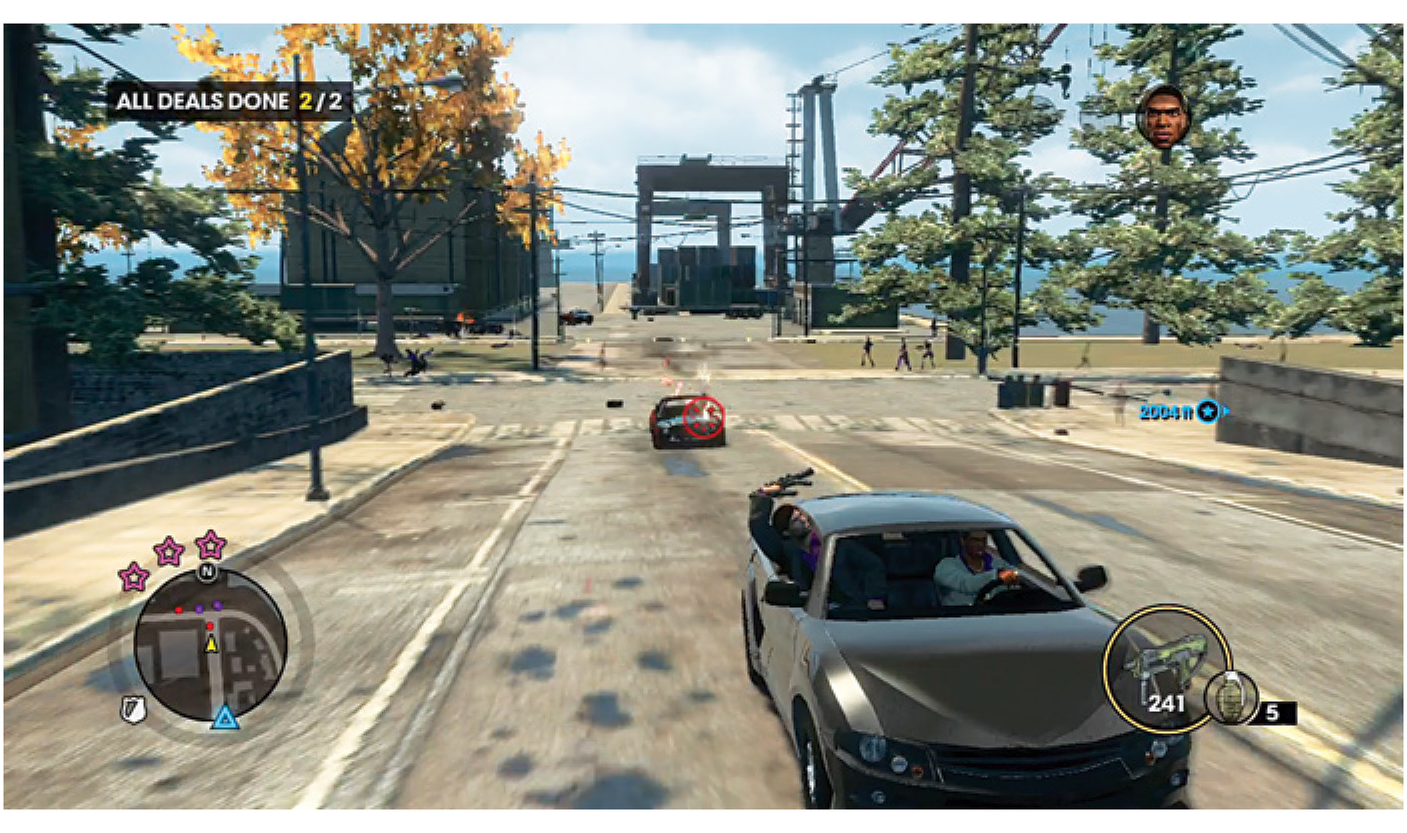
With the first deal finished, Pierce will climb back in the car.


DEALS DONE 0/2
49
HEAD SHOT 1
101 ft
5

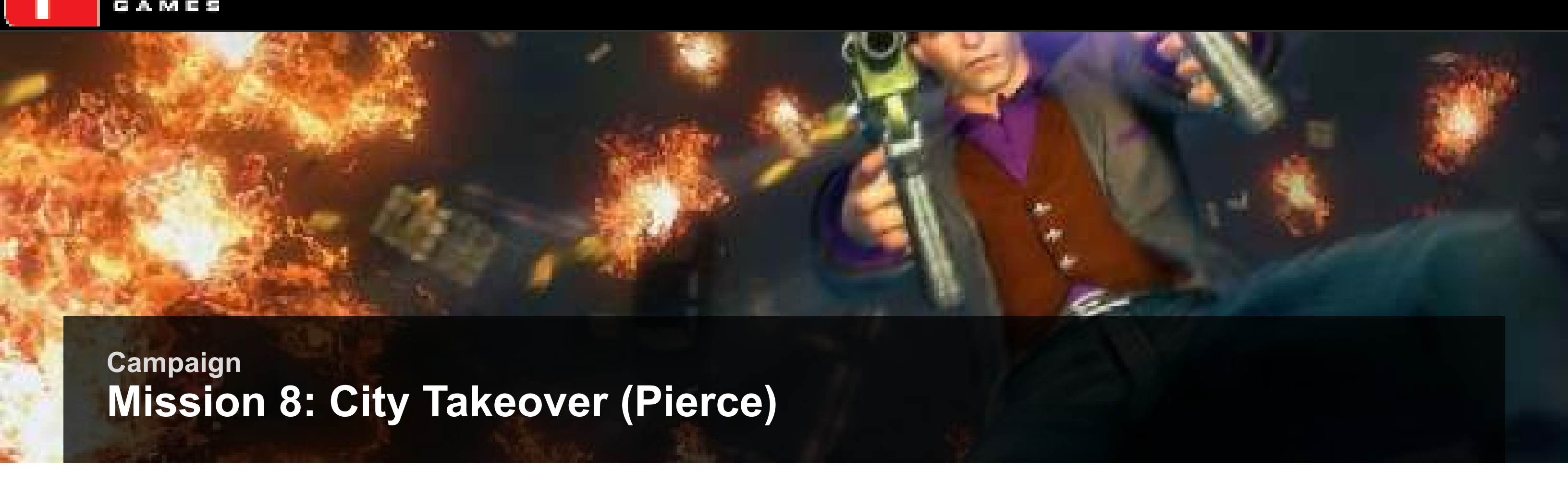
Continue providing him cover while he drives to the next location.


ALL DEALS DONE 2/2
+10
GANG KILL 1
2381 ft
PROTECT THE DEALER WHILE DRIVING HOME
293
5

It could be a gas station, or the parking lot of an apartment complex, next to an outdoor pool. You may have attracted a number of gang vehicles at this point, so deal with those as you see fit.


ALL DEALS DONE 2/2
2004 ft
241
5

Once you get the message that the deal is completed, you have to protect Pierce as he heads back home. The Morningstar, and possibly the cops, persist in their attempts to kill you, so keep the lead flying at them. The moment Pierce drives you to the goal, the activity ends.



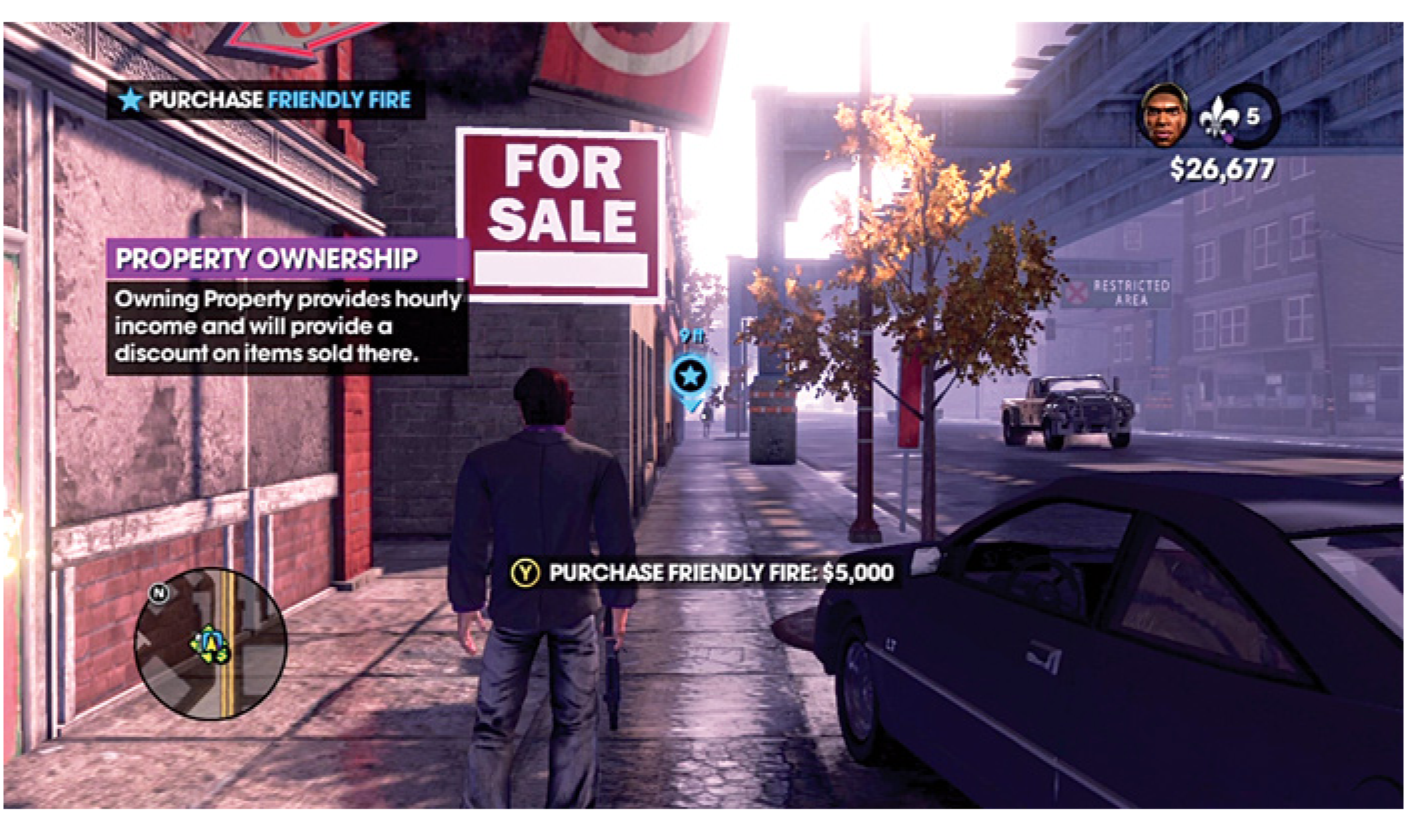
Campaign

Mission 8: City Takeover (Pierce)

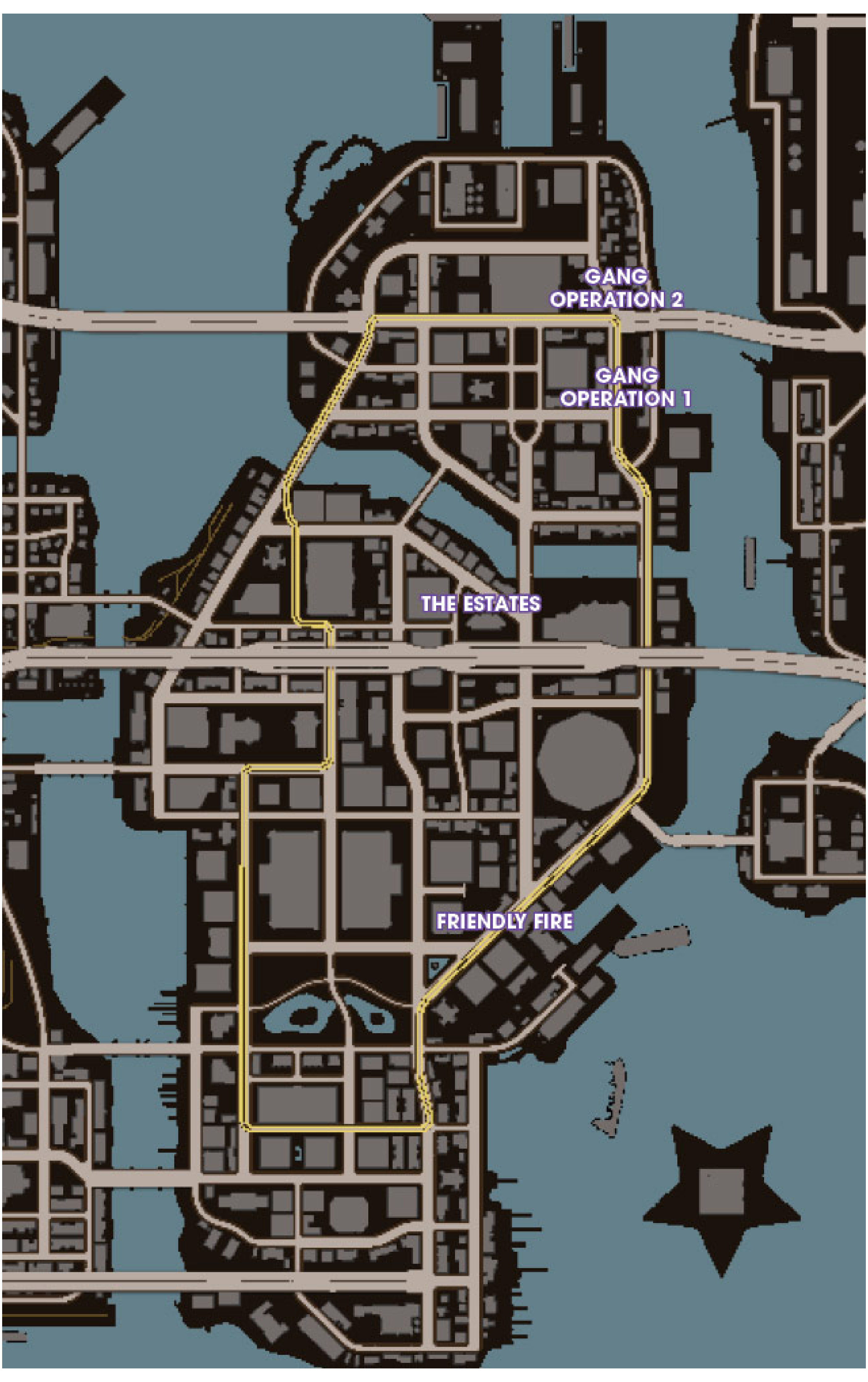
Cash Earned: $500

Respect Earned: 500

Buy Your First Store


PURCHASE FRIENDLY FIRE
FOR SALE
PROPERTY OWNERSHIP
Owning Property provides hourly income and will provide a discount on items sold there.
$26,677
5
RESTRICTED AREA
9 ft
PURCHASE FRIENDLY FIRE: $5,000

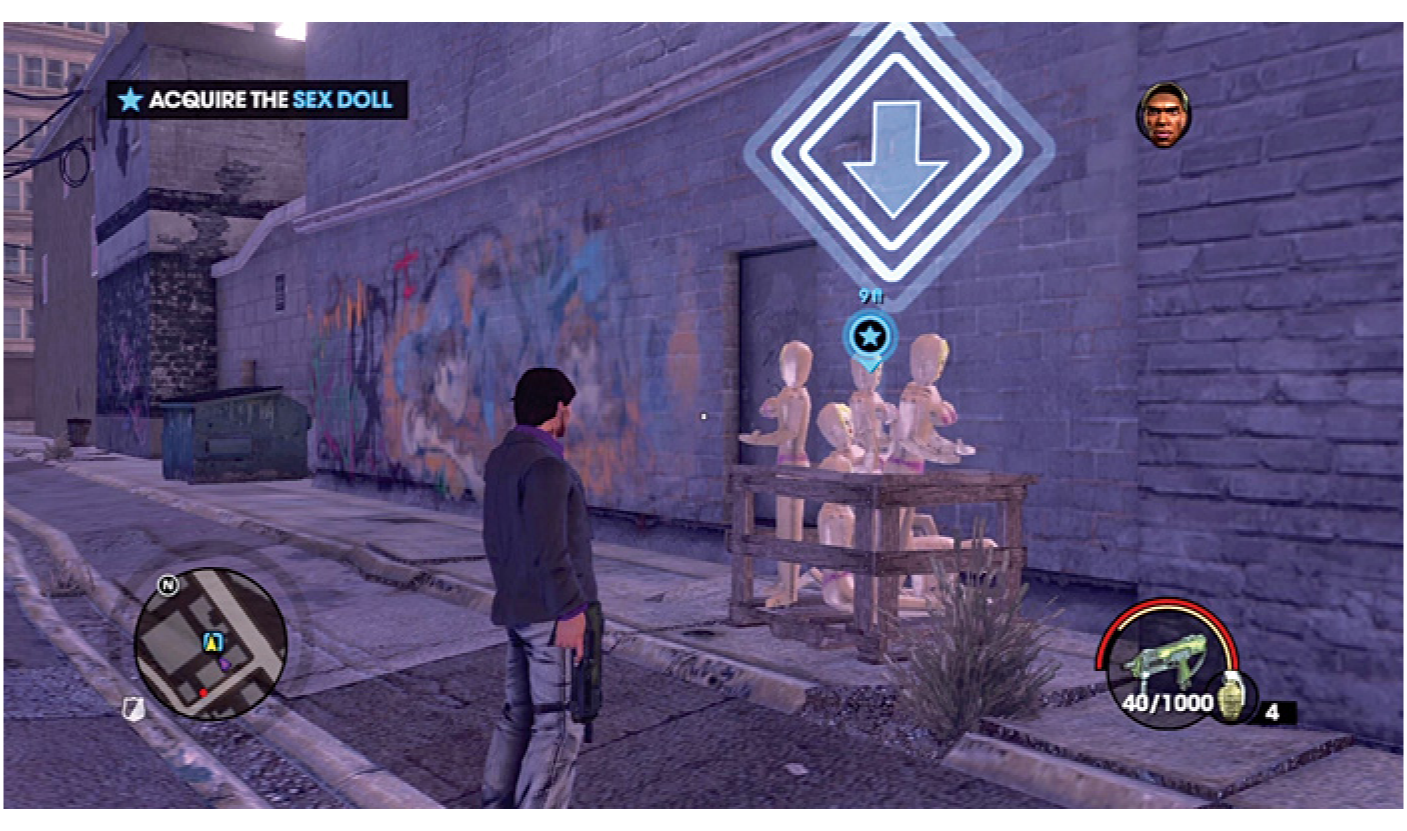
Hop into the nearest car and follow the minimap to meet Pierce. The lock boxes you looted earlier have several deeds to properties located throughout Steelport. To cripple the Syndicate you can purchase these properties to increase your control percentage for each district.


GANG OPERATION 2
GANG OPERATION 1
THE ESTATES
FRIENDLY FIRE

To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

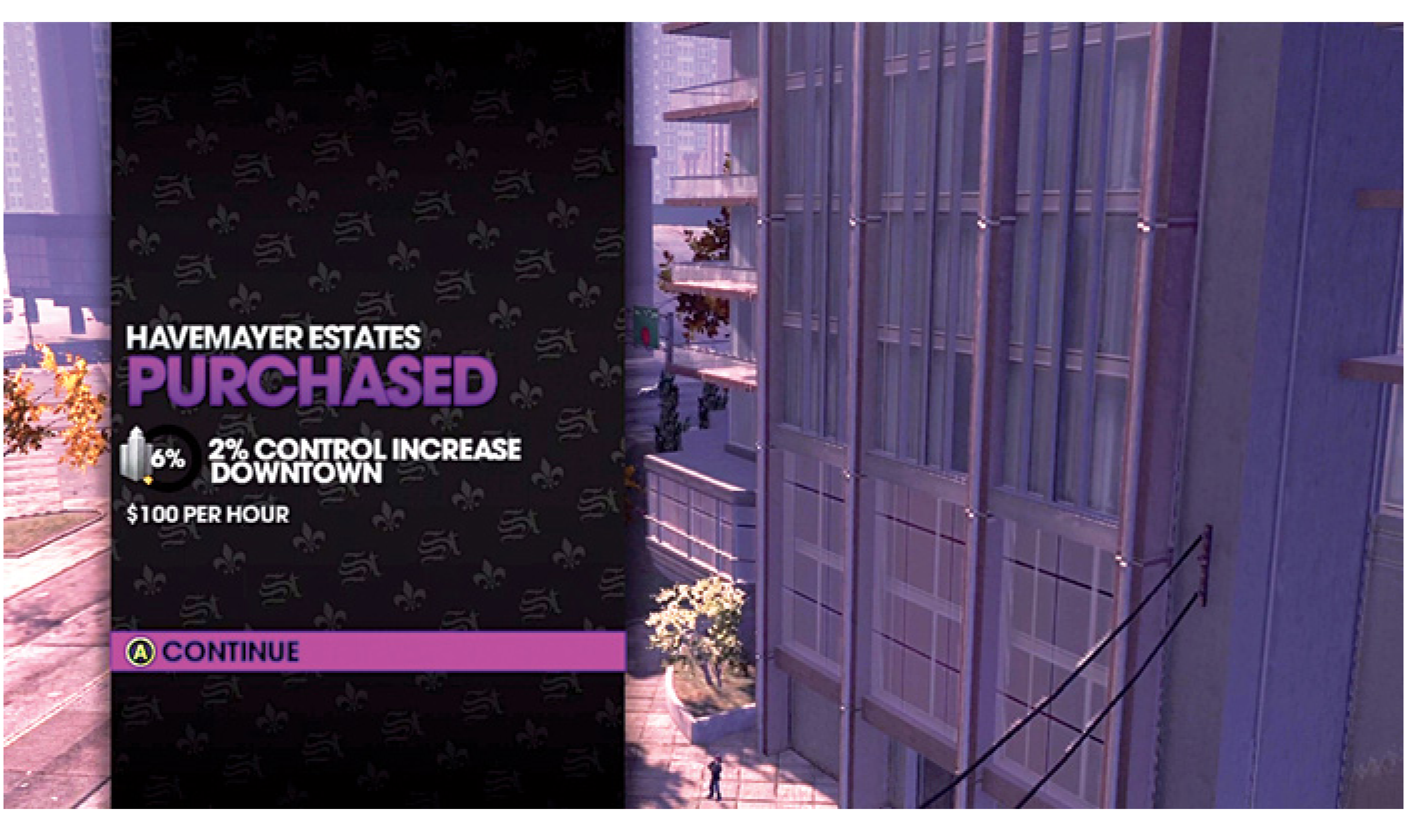
In addition, buying properties gives you additional hourly income and even provides you a discount at any shop you own. The place Pierce wants to buy is a Friendly Fire, which is a great investment considering the need for ammo and the importance of weapons upgrades. Stand under the FOR SALE sign to make your first property purchase for $100. Buying this shop increases your control of downtown by 1 percent, generates $500 of income per hour, and provide a 5 percent discount on anything in the store.

Gotta Find Them All


ACQUIRE THE SEX DOLL
9 ft
40/1000
4

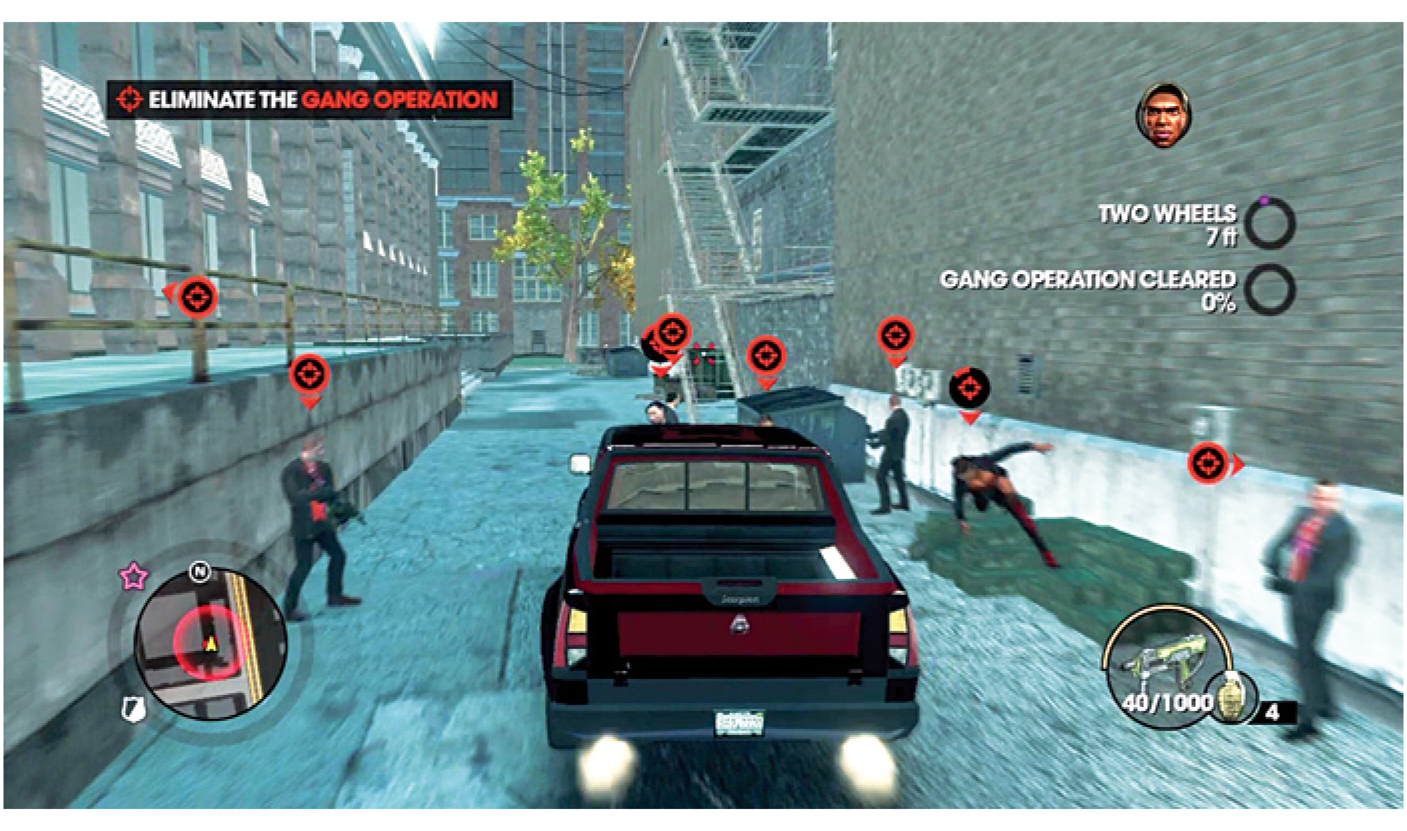
Get back in your ride to run a little errand. It seems your buddy has a thing for sex dolls or as he calls them "collectibles." There are 20 sex dolls hidden throughout Steelport as well as other hidden collectables. Some are a lot easier to find than others, but picking them up is worth a little searching for the $1,000 reward. Plus, every fifth one you collect earns you an extra grand. Much later in the game, if you earn enough cash, you can purchase the collectable finder in the Upgrades option of the Cell Phone Menu. This will help you track down all the hard-to-find items.

Purchase Real Estate


HAVEMAYER ESTATES
PURCHASED
6%
2% CONTROL INCREASE DOWNTOWN
$100 PER HOUR
CONTINUE

Jump back in your ride and check out what other deeds were lying around in the safe deposit box. The next property to purchase is the Estates. Follow the GPS to Havemayer Estates and buy the building. Surprisingly, the cost of this massive structure is only $100. Unlike the previous purchase of Friendly Fire, you get no discount after buying Havemayer Estates because this is not a shop. This acquisition still takes a chunk of resources out of the Syndicate's pocket and yields a 2 percent control increase for downtown and $100 per hour.

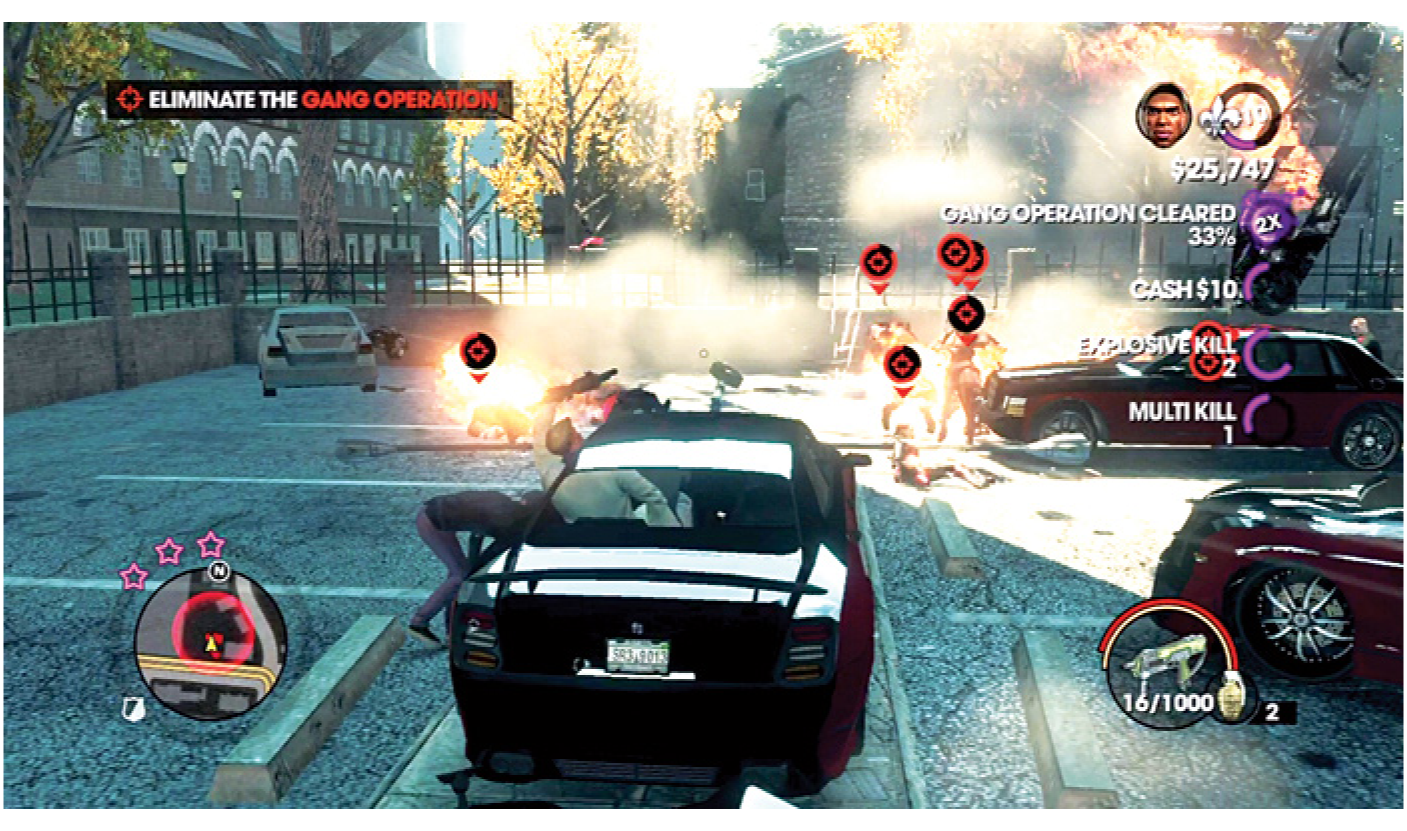
Wipe Out Gang Operations


ELIMINATE THE GANG OPERATION
TWO WHEELS
7 ft
GANG OPERATION CLEARED
0%
40/1000
4

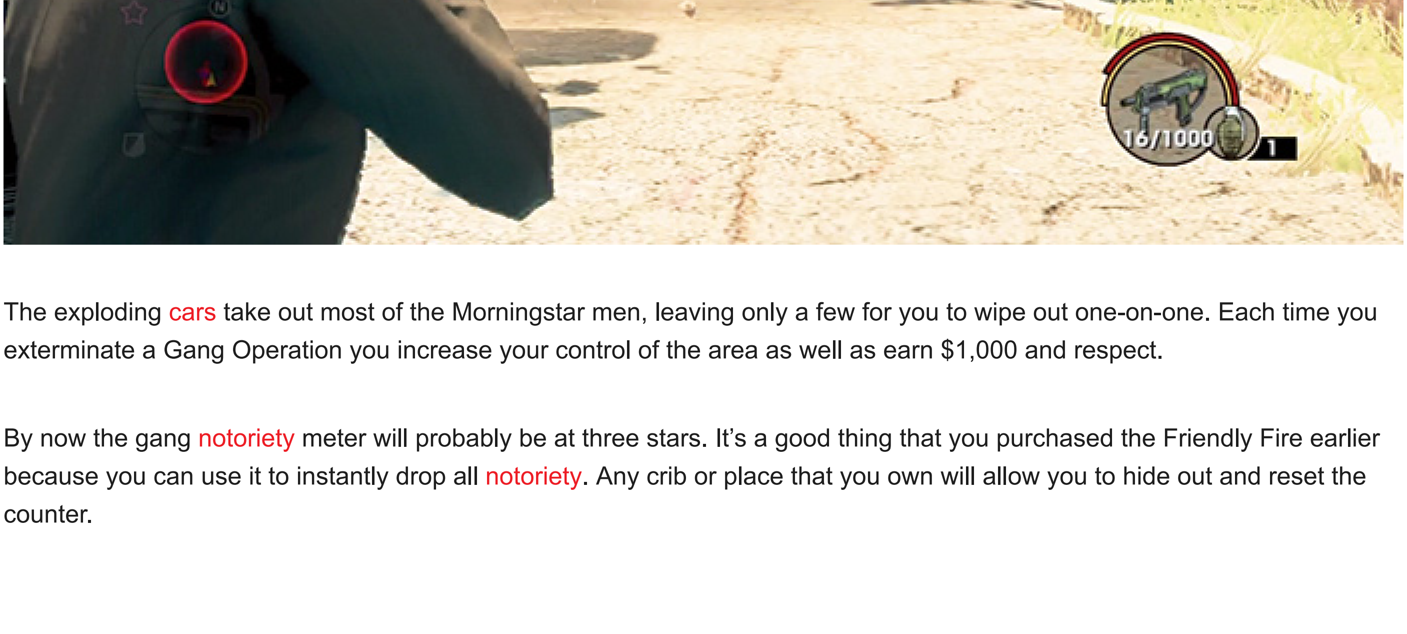
The next agenda item is to wipe out local groups of gang members. Gang Operations are specific spots where criminals gather and insert influence over the city. If you can bust up these gatherings, control of the city will swing in your favor. Drive to the first Gang Operation down an alleyway and plow right through the Morningstar thugs. However, be careful not to drive too far or you will exit the red circle as indicated on the minimap. This is a very narrow alley, which allows you to pull forward and backward to run down your enemies. Stay in the vehicle as long as you can to take advantage of its extra protection and hop out to finish off any stragglers. Keep in mind that you must wipe out the gang members that have a red circle above their heads from this location. Ignore their backup if you can and focus on killing them off fast before too many reinforcements arrive.

Note

When you confront a Gang Operation, you must stay within a specific boundary. If you go beyond the radius of the red circle, your attempt to wipe out the Gang Operation is aborted.

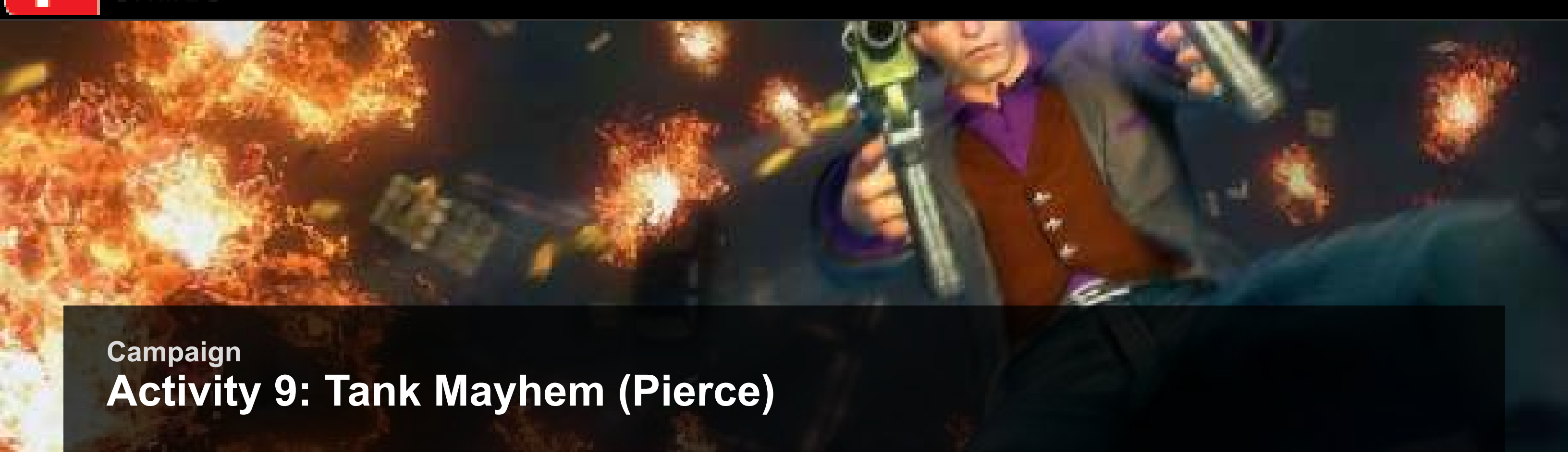

ELIMINATE THE GANG OPERATION
$25,747
GANG OPERATION CLEARED
33%
2X
CASH $10
EXPLOSIVE KILL
2
MULTI KILL
1
16/1000
2

Get back into the car and drive to the next Gang Operation. After the first encounter, the gang notoriety will already be raised to two stars, so drive quickly and ignore anyone on your tail. The next encounter is in an open yard. Use your car as a weapon once more, but take advantage of the enemies parked cars and toss a couple of grenades.


ELIMINATE THE GANG OPERATION
10
$25,787
GANG OPERATION CLEARED
58%
2X
CASH $40
2X
EXPLOSIVE KILL
1
16/1000
1

The exploding cars take out most of the Morningstar men, leaving only a few for you to wipe out one-on-one. Each time you exterminate a Gang Operation you increase your control of the area as well as earn $1,000 and respect.

By now the gang notoriety meter will probably be at three stars. It's a good thing that you purchased the Friendly Fire earlier because you can use it to instantly drop all notoriety. Any crib or place that you own will allow you to hide out and reset the counter.



Campaign

Activity 9: Tank Mayhem (Pierce)

Cash Earned: $2,000

Respect Earned: 200

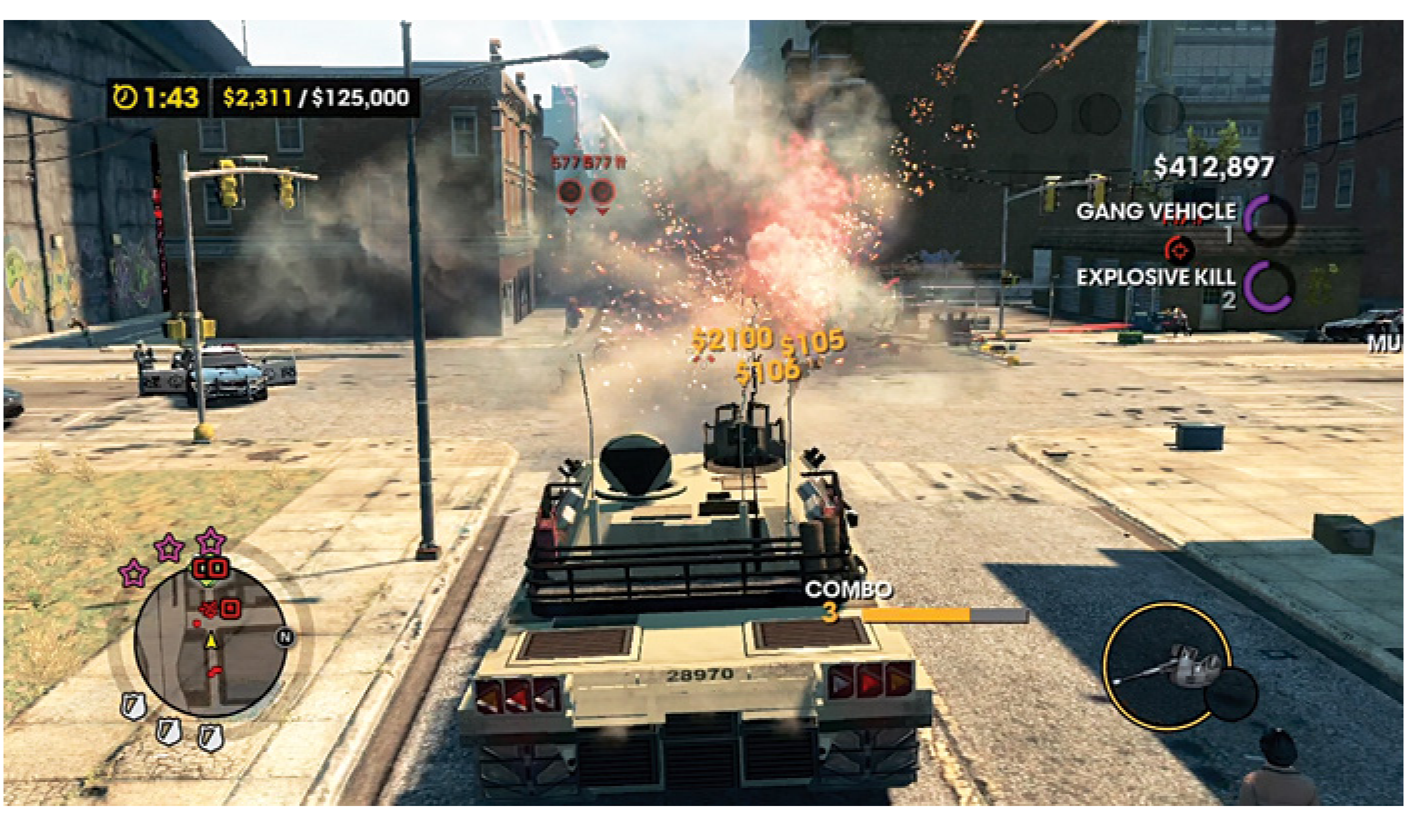
Rewards: 2% Morningstar District Control—$38 per hour

Activity Objectives: Cause $125,000 of damage in 2:30

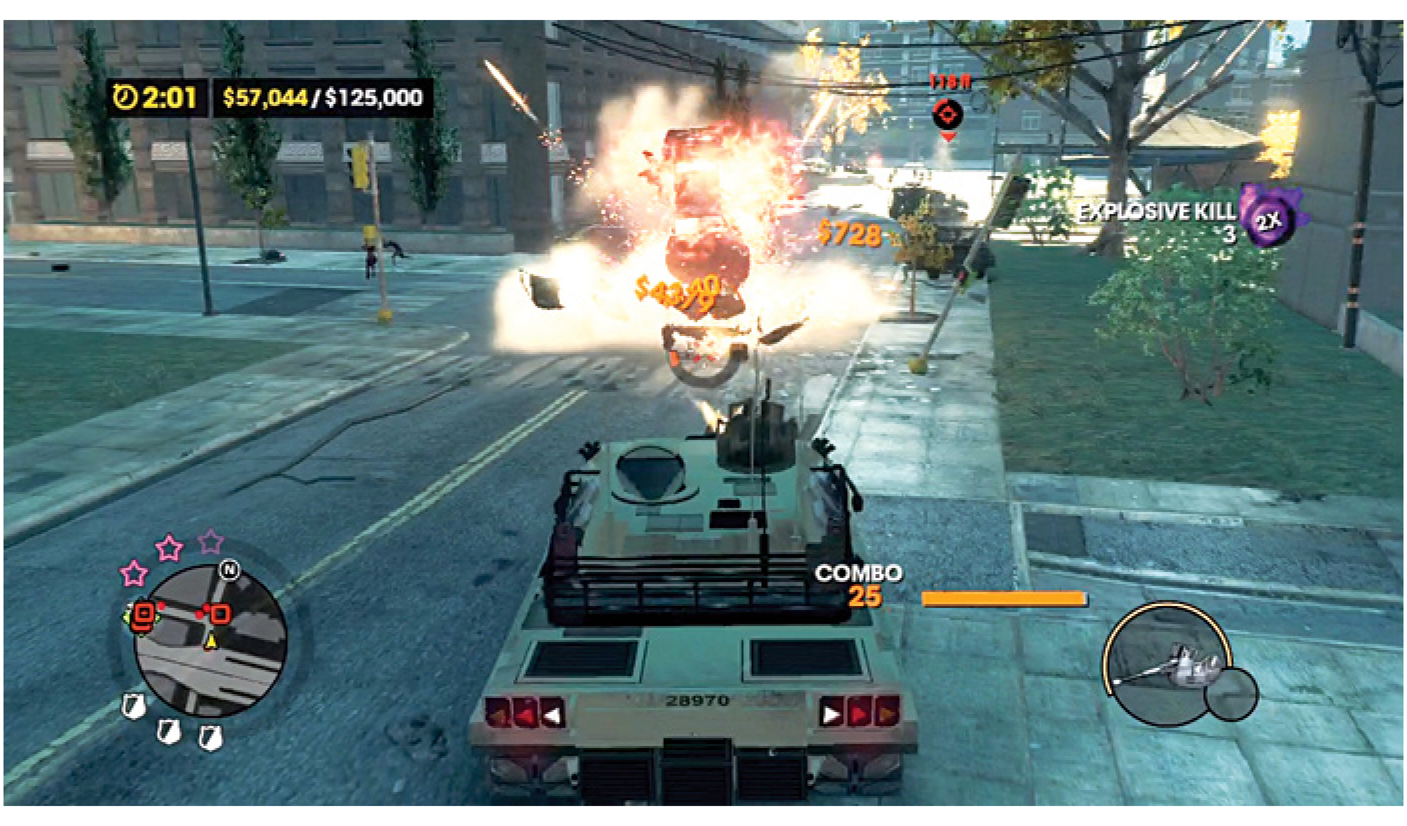
Tank Basic Training

Drive to the next activity and get ready for some tank action! The objective is simple but very rewarding. Do $125,000 worth of damage in 2:30. At your disposal is a machine gun as well as the tank's main turret. Use the machine gun fire in short bursts to prevent the gun from overheating, as shown by the curved gauge above the tank. The main turret is best for racking up serious damage but the machine gun can be instrumental in stringing together combos while the main gun is reloaded. If the tank receives too much damage, run over the wrench icon for some needed repairs.

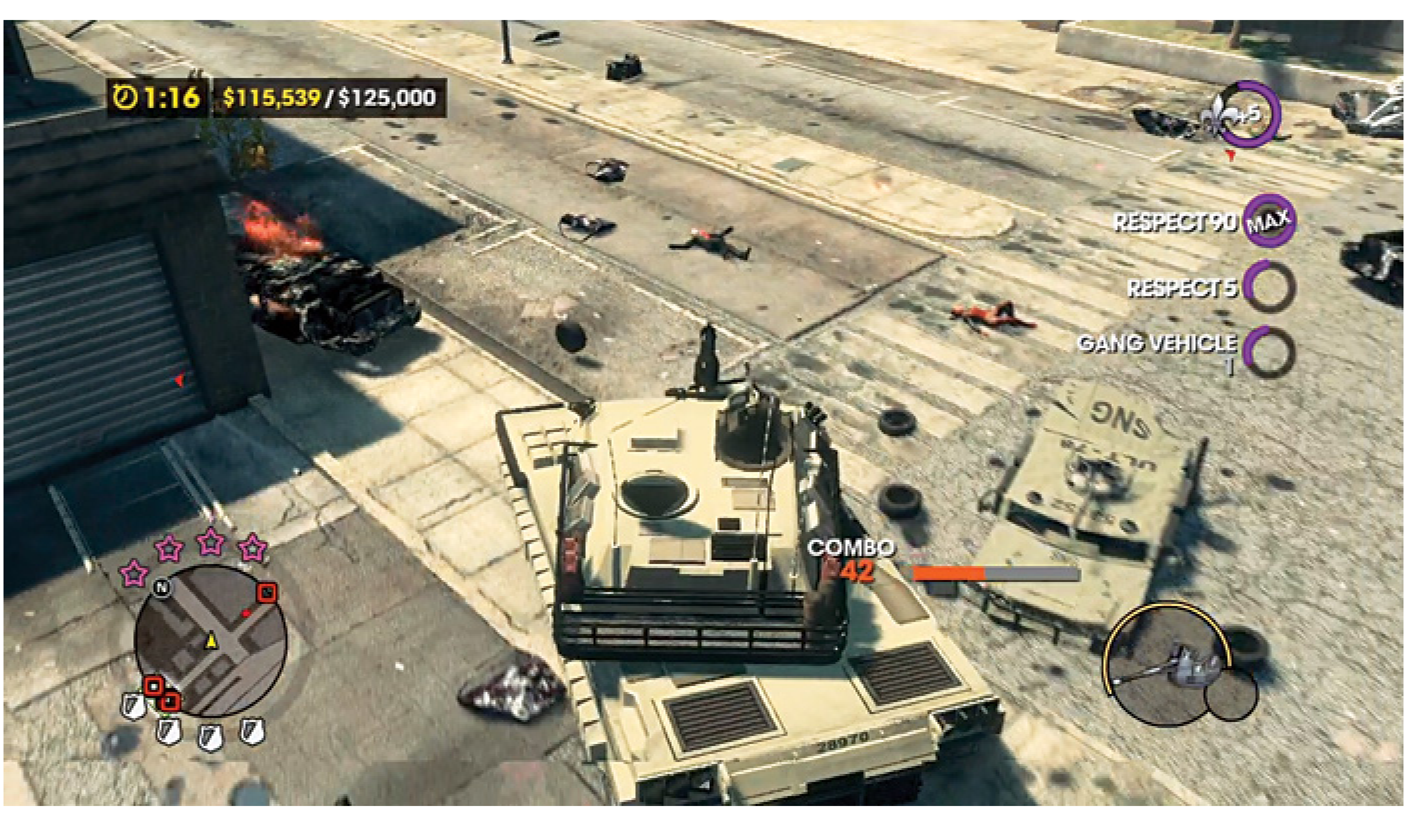
The first of six Tank Mayhem activities sets the tone for you. Use the main gun, the machine gun, or the tank treads to make short work of anything else that isn't another tank.


1:43
$2,311 / $125,000
$412,897
GANG VEHICLE
1
EXPLOSIVE KILL
2
$2100
$105
$106
COMBO
3
28970

Even helicopters are not safe from your wrath.

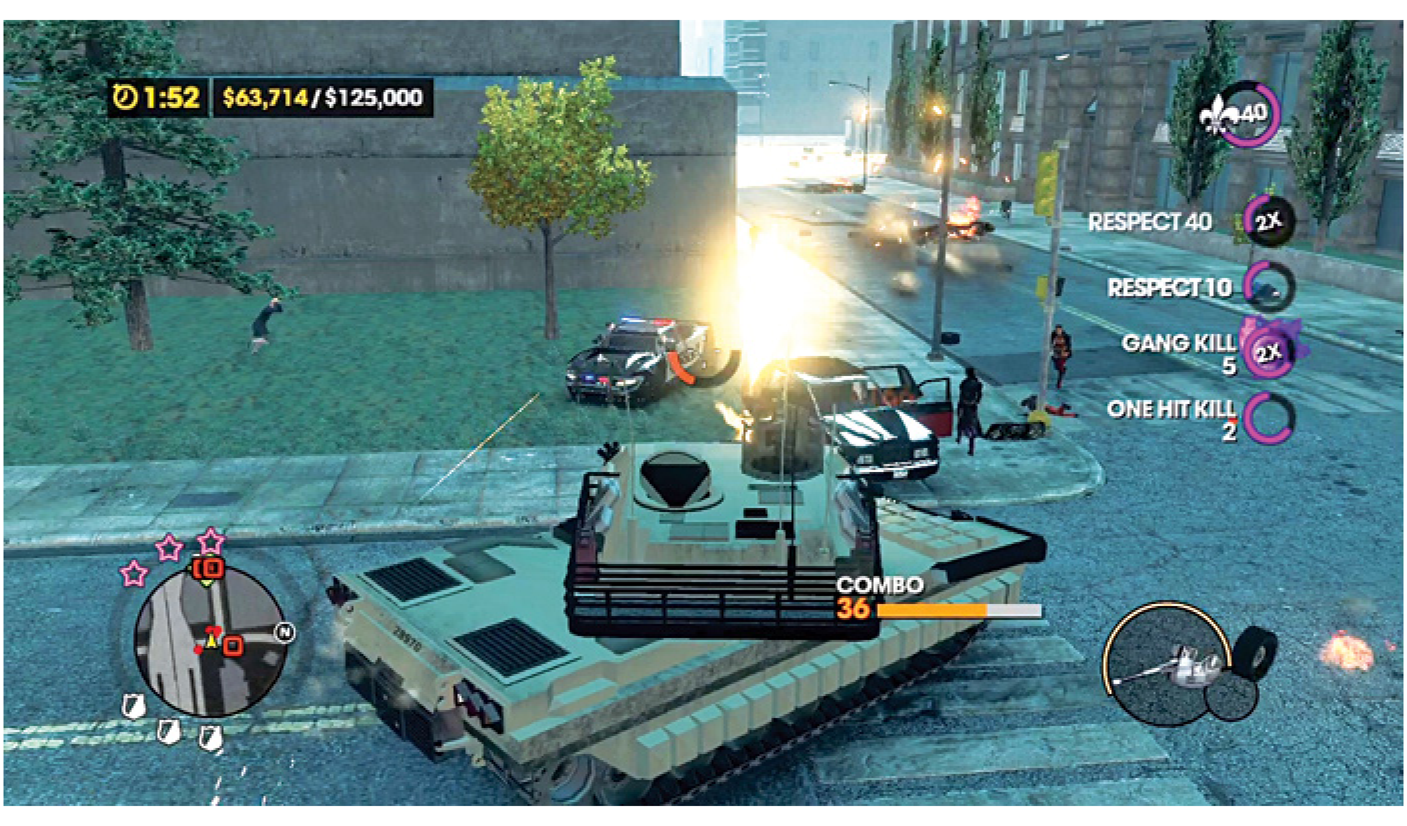

2:01
$57,044 / $125,000
EXPLOSIVE KILL
3
2X
$728
COMBO
25
28970

You're not invincible; attack helicopters, rockets, other tanks can all chew you up if you're careless. Fortunately, there are repair pick-ups (wrench icon) strewn through each activity. Use them only when needed!

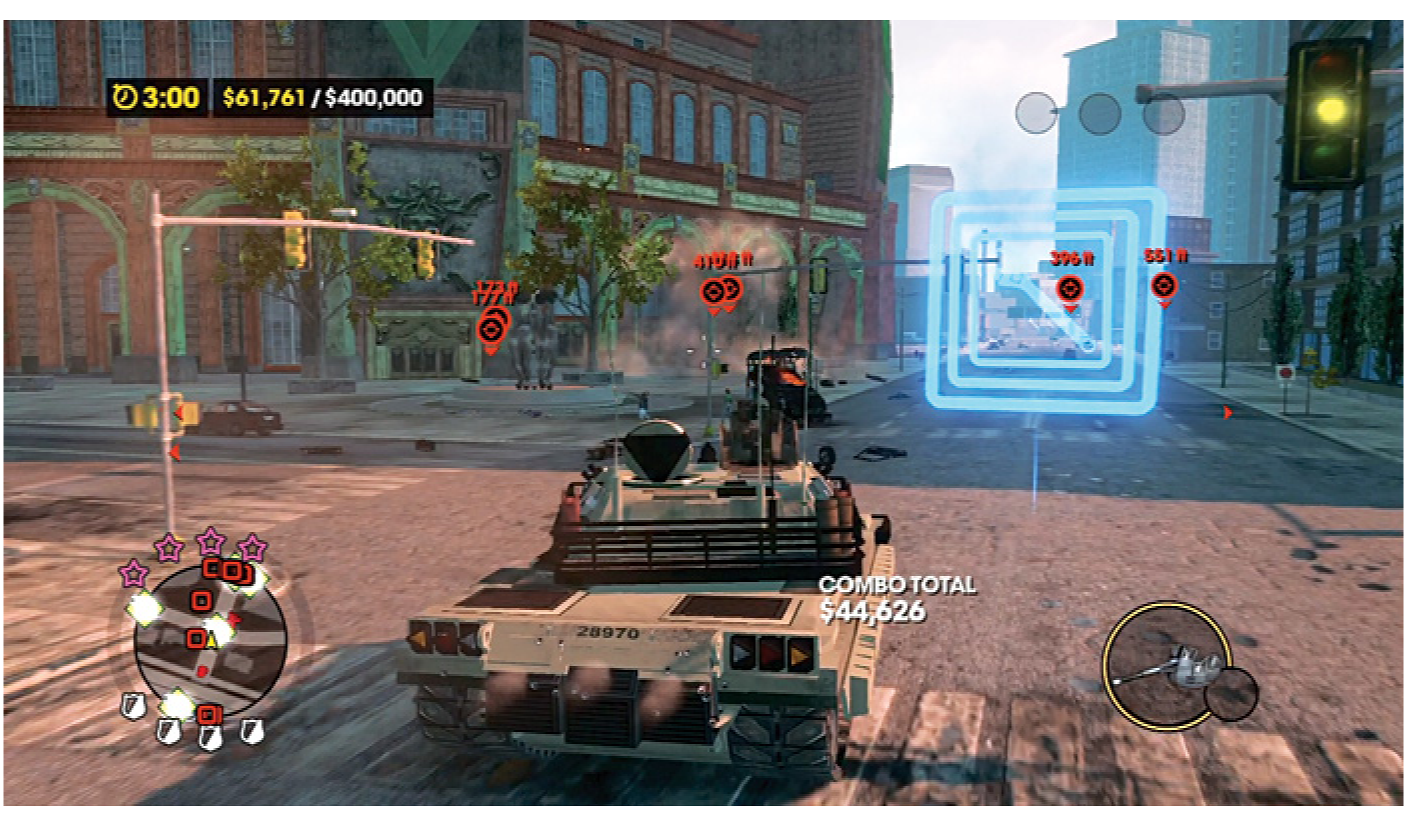

1:16
$115,539 / $125,000
+5
RESPECT 90
MAX
RESPECT 5
GANG VEHICLE
1
COMBO
42

You can accelerate how much money you make by focusing on the specially marked targets, which grant you greater cash amounts and boost your combo meter even higher! Prioritize them above other targets, then go back to blasting the rest.

Take long shots with your main gun to hit distant clusters of vehicles to keep the combo meter from draining out.

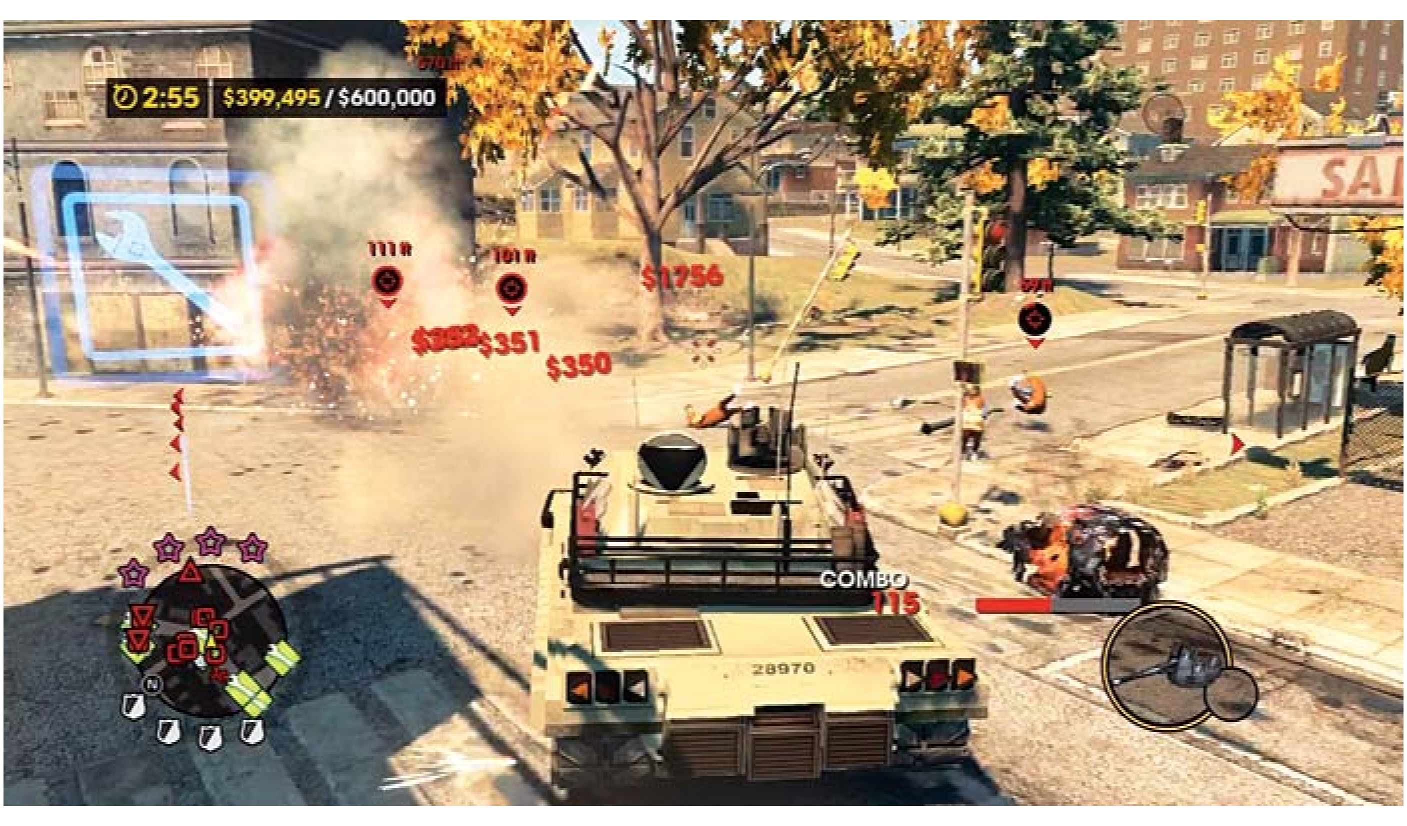

1:52
$63,714 / $125,000
40
RESPECT 40
2X
RESPECT 10
GANG KILL
5
2X
ONE HIT KILL
2
COMBO
36

Use the machine gun to take out closer targets, since the main gun takes more time between shots. Keep an eye on the curved meter underneath the reticle when you are using the machine gun, as it can overheat. It's accurate enough over distances to help hit distant targets but it does lack the area of effect of the main gun.

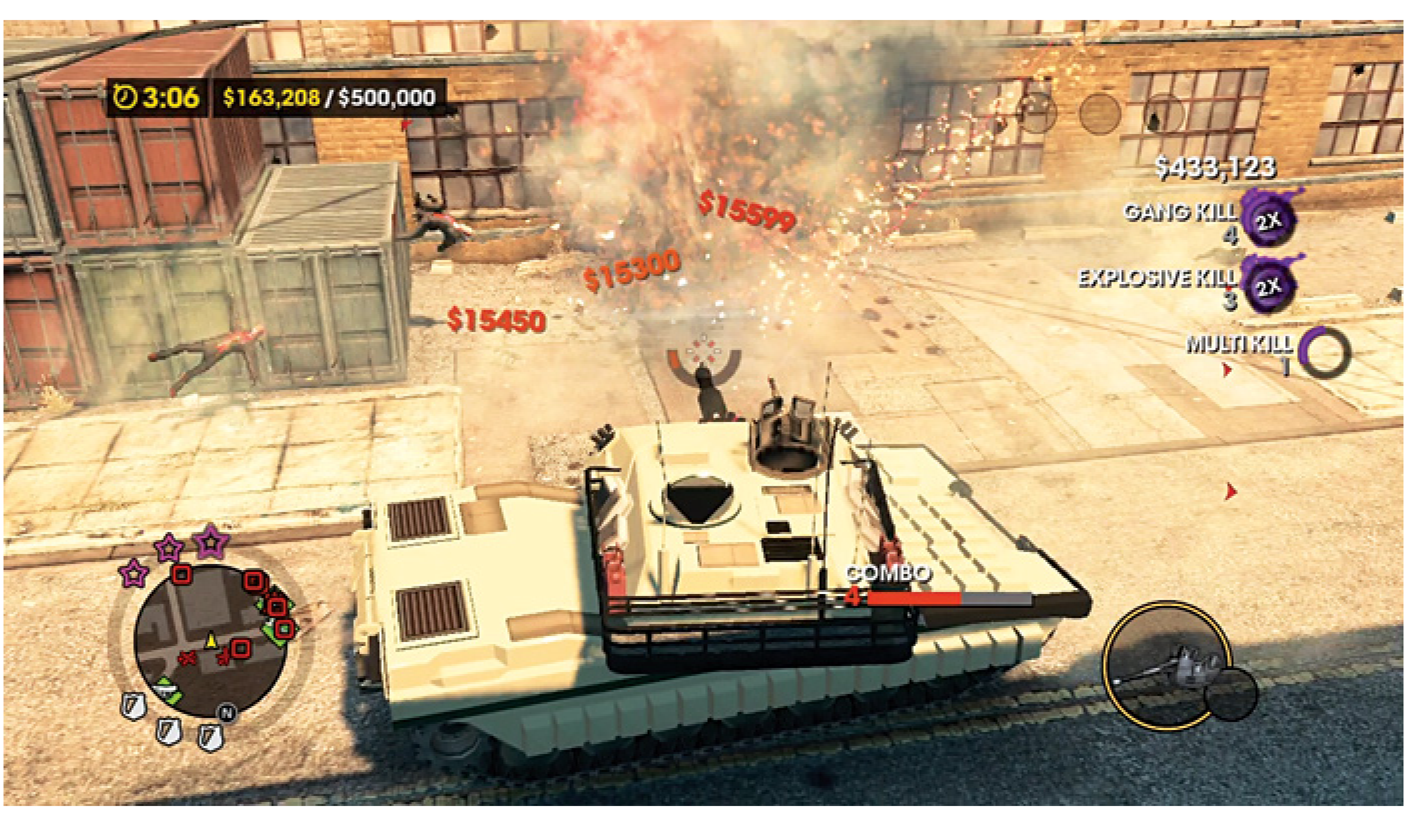

3:00
$61,761 / $400,000
COMBO TOTAL
$44,626
28970

It is not as vital in this early activity, but the required property damage in the later activities means you will have to be mobile to reach all of the highest value targets, and that means managing your kills to keep the combo meter filled.

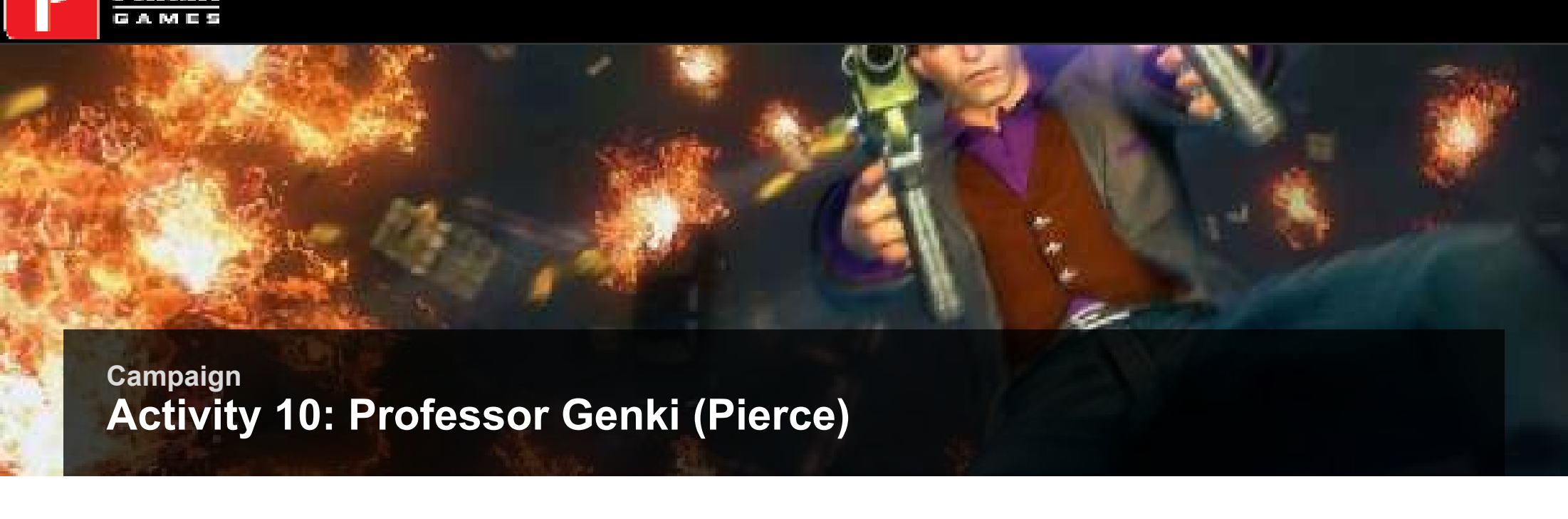
Blow Sh*t Up With a Tank


2:55
$399,495 / $600,000
$1756
$351
$350
COMBO
115
28970

This initial Tank Mayhem activity starts you off on a street that stretches into the distance, immediately besieged by Morningstar and local cops. Try to hit the cops harder, as they will eventually call in SWAT and military vehicles after you punish them enough, which are of higher value, naturally, than the gangsters. If for whatever reason the targets stop presenting themselves to you, drive down the main street you begin on; it may encourage more victims to come out of the woodwork.


3:06
$163,208 / $500,000
$433,123
GANG KILL
4
2X
EXPLOSIVE KILL
3
2X
MULTI KILL
1
$15599
$15300
$15450
COMBO
4

Multiple helicopters will also be present and they are worthwhile targets to swat out of the sky. However, they may dance just out of your tank's arc of fire. Don't spend too much time chasing them down, especially when you have many more targets on the ground that provide easy kills.



Campaign

Activity 10: Professor Genki (Pierce)

Cash Earned: $1,000 and up

Respect Earned: 200

Unlocks: New Homie—Pierce Washington

Rewards: 3% Morningstar District Control—$37 per hour

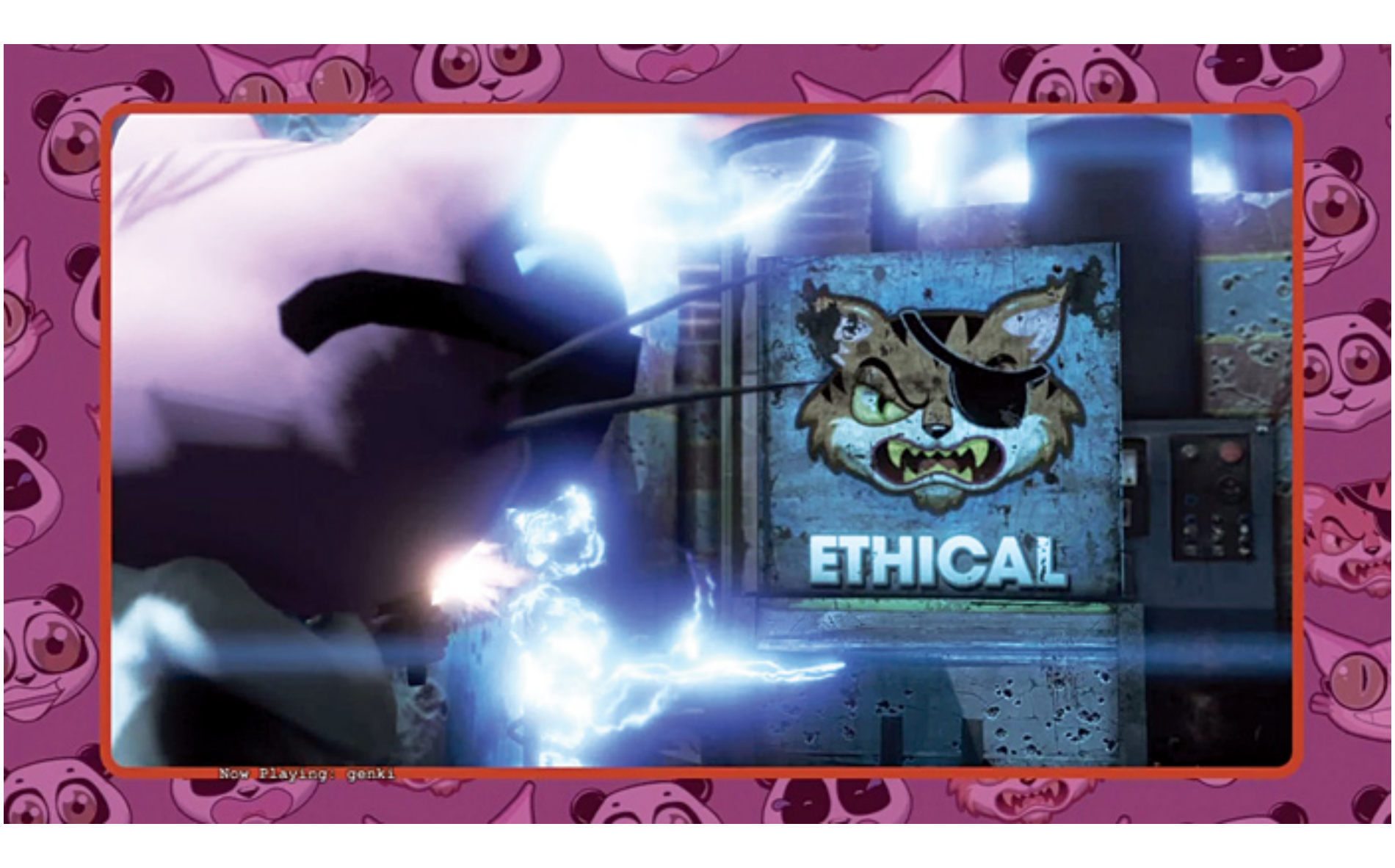
Activity Objectives: Get to the goal in 3:00

Killer Gameshow

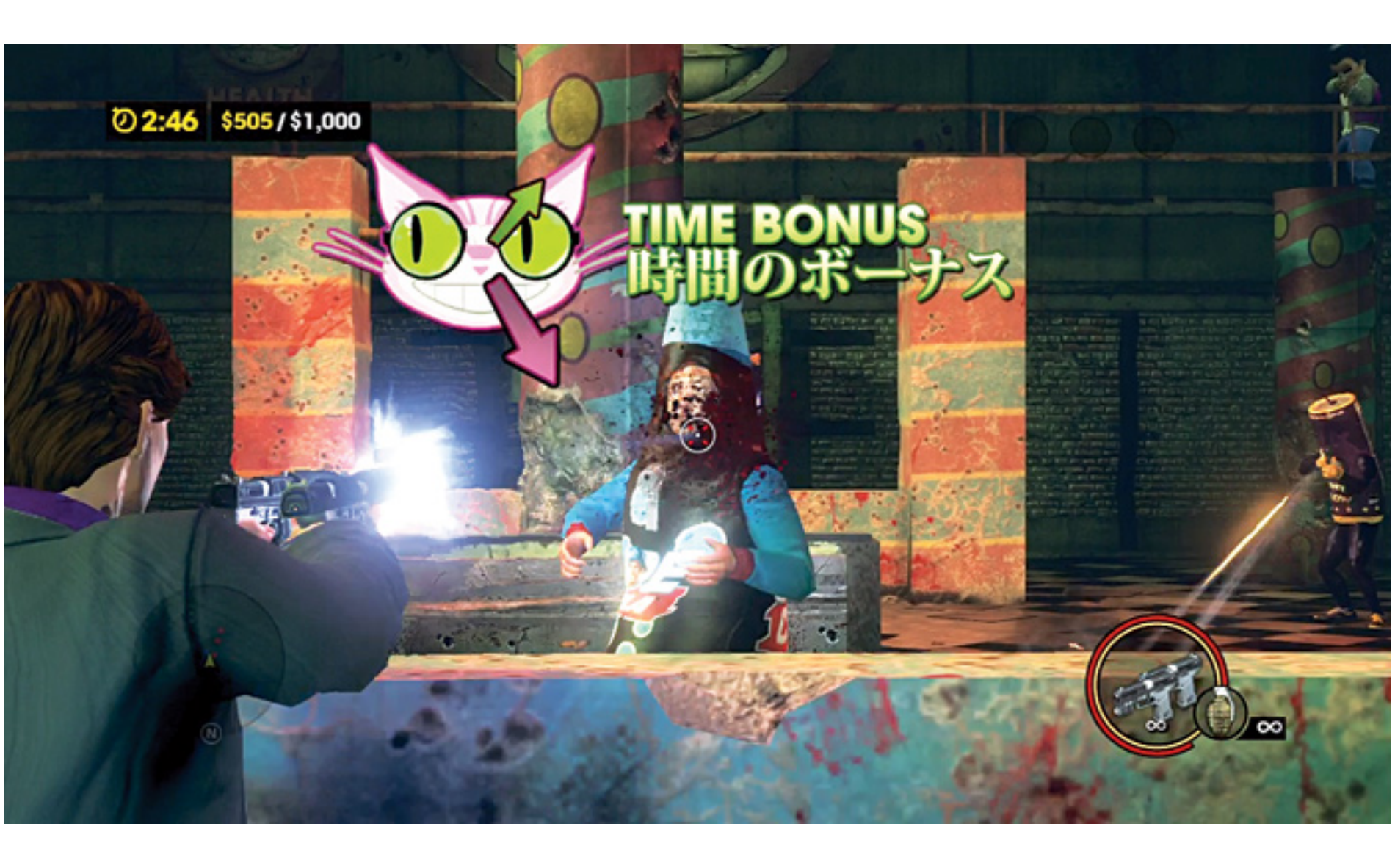
Welcome to "Professor Genki's Super Ethical Reality Climax!" A happy snuff film set where unwitting victims are set before the leader of the Saints, armed with guns, melee weapons of dubious nature, ridiculous mascot costumes, and an ever-shrinking will to live.

PROFESSOR GENKI'S
SUPER
ETHICAL
REALITY CLIMAX
Now Playing: genki

You have to navigate the pseudo-maze arenas, evade flamethrower and electric barrier traps, and eliminate the mascots to make enough money to open the exit to each Genki arena.

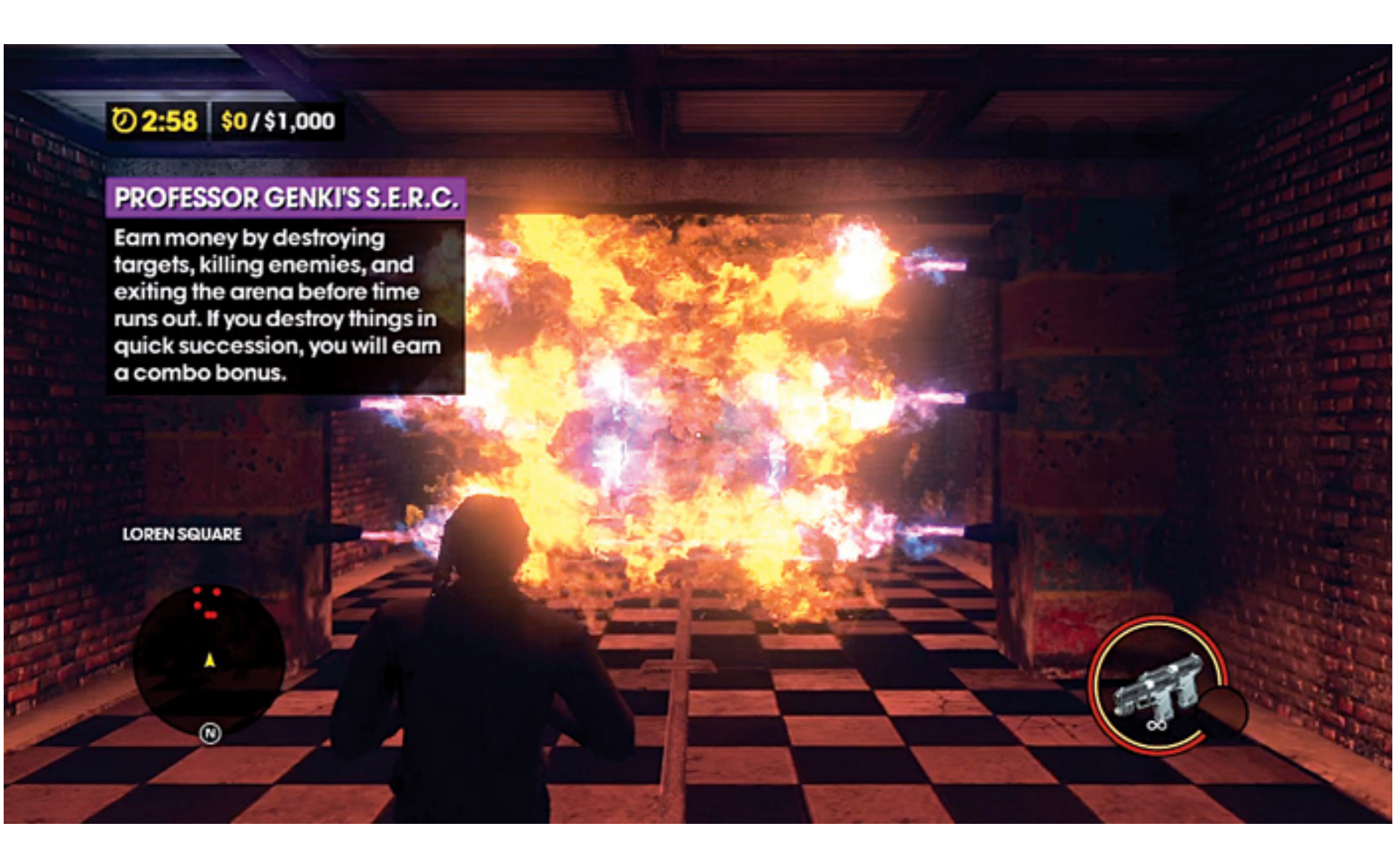

ETHICAL
Now Playing: genki

Signs pop up throughout the Genki sets and they can be shot for extra time, cash, or health (this last bit being especially important, as health regeneration is disabled in these activities!), as well as Unethical Panda signs that can cost you seconds on the clock, so check your fire.


2:46
$505 / $1,000
TIME BONUS
時間のボーナス

Headshots are a premium for these stages, as kills build up your combo meter, which increases your cash income. This can be difficult at first, as some of the mascot costumes hide the exact location of the head.

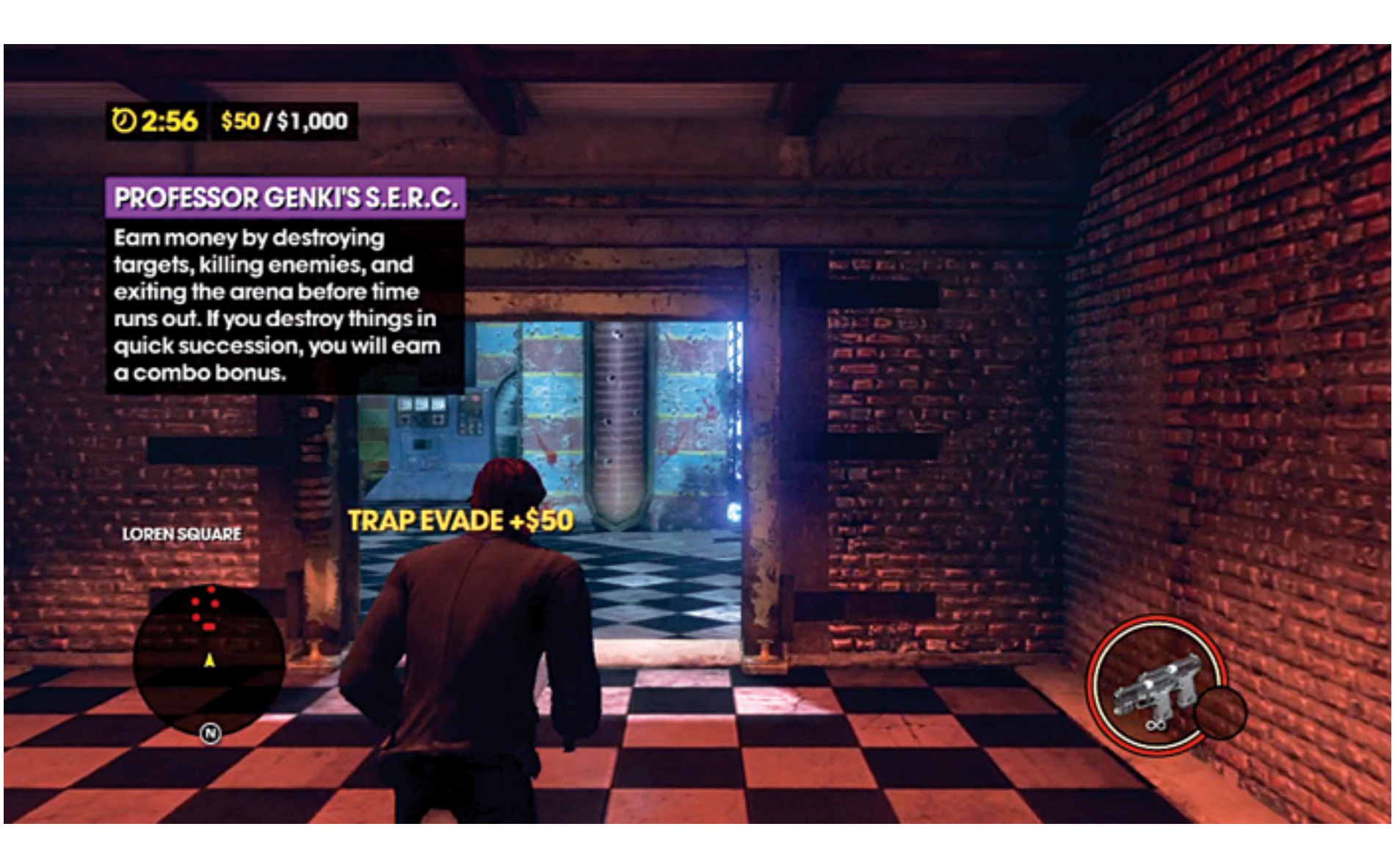
Master the Maze


2:58
$0 / $1,000
LOREN SQUARE

PROFESSOR GENKI'S S.E.R.C.
Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

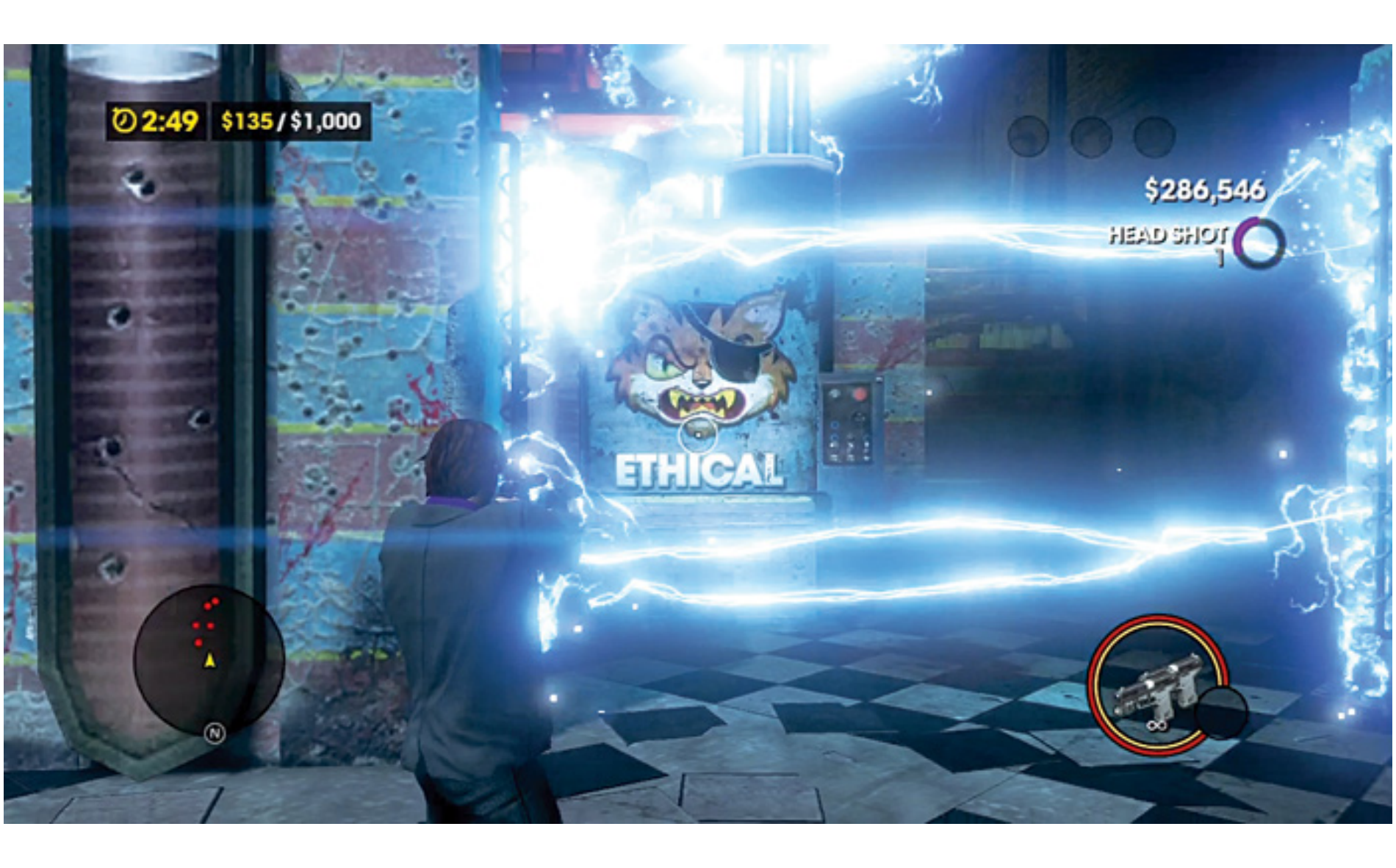
The first of the six Genki activities is a warm-up for things to come, but early on, when you have limited health and weaker weapons, this can be a challenge. You start off facing a fire trap, which has a long cooldown between bursts.

Clearing this and any other trap that is shut down gives you a $50 evade bonus. If you hit a trap, you lose your ability to get that bonus, and you are also slowed down significantly while you recover from being shocked or fried.

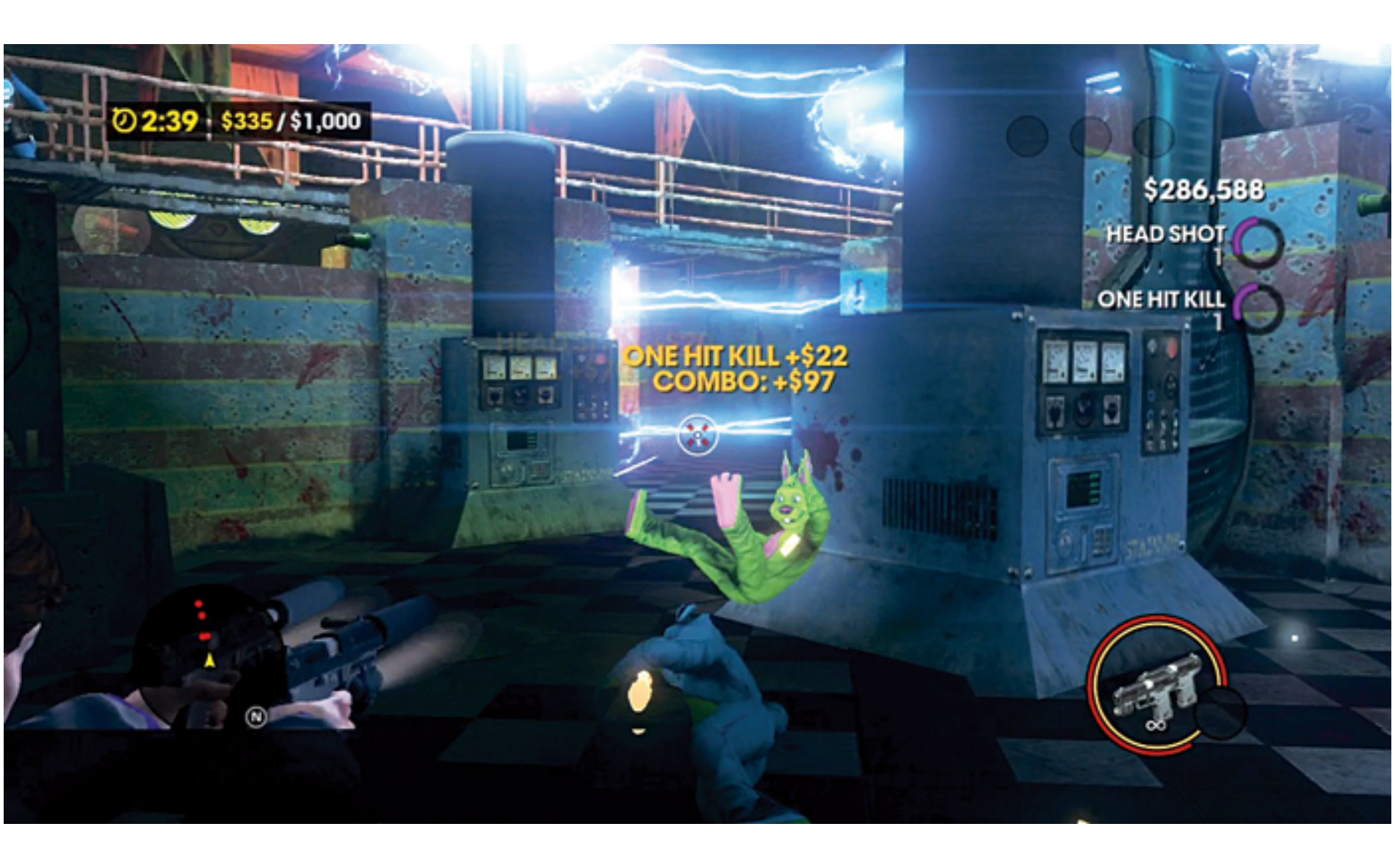

2:56
$50 / $1,000
LOREN SQUARE
TRAP EVADE +$50

PROFESSOR GENKI'S S.E.R.C.
Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

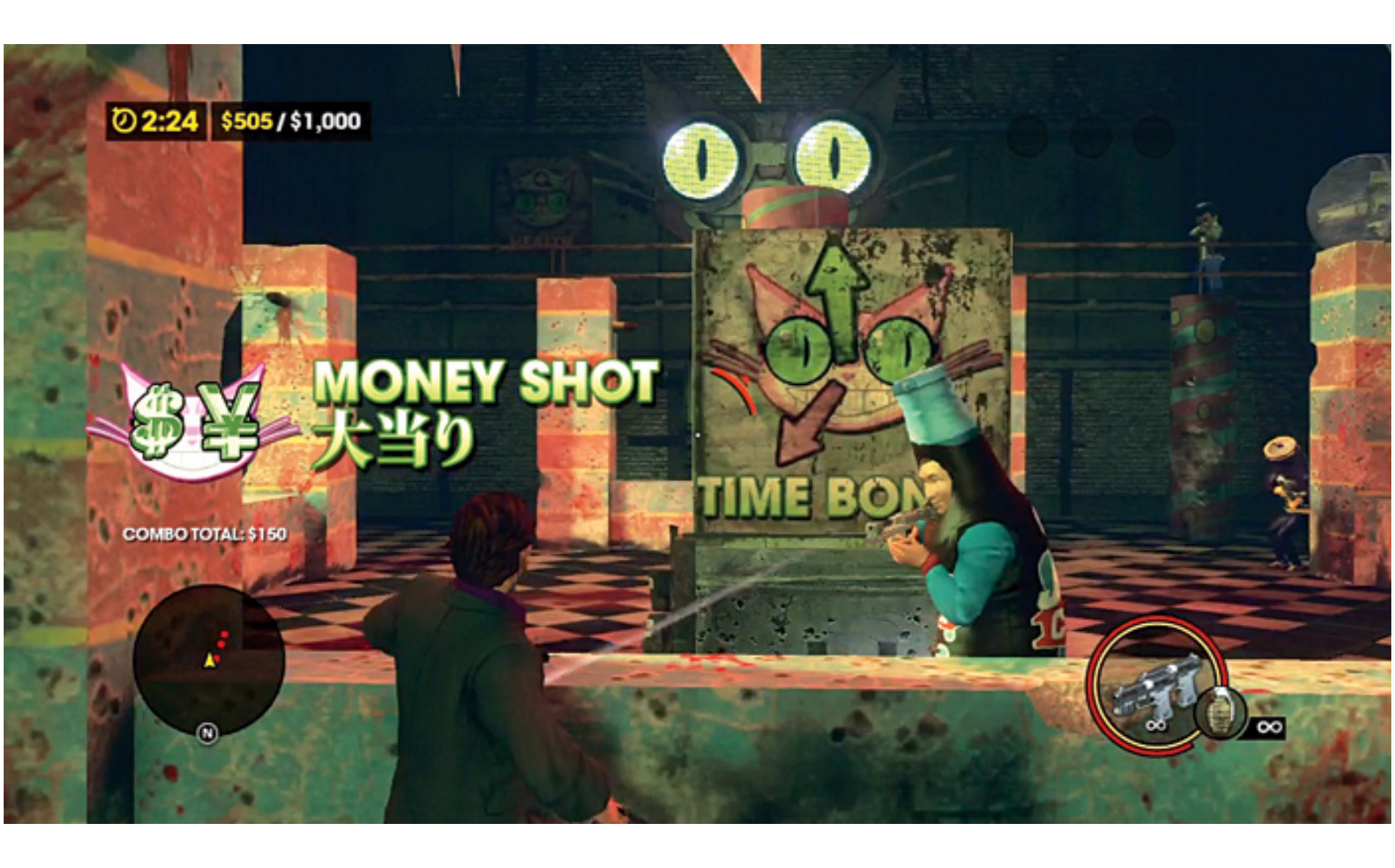
Past the first trap, you have your first fork in the road. To the right, an Ethical Tiger sign, and to the left you have a small group of mascots waiting for you; both paths are blocked by an electric barrier. Cap the tiger (ethical!) and wait for the barrier to subside and evade it for the bonus. Then head back to the left path, dealing with the mascots on the ground floor, taking care to eliminate the Johnny Gat mask wearer on the catwalk overlooking them, and evade that trap.


2:49
$135 / $1,000
$286,546
HEAD SHOT
ETHICAL

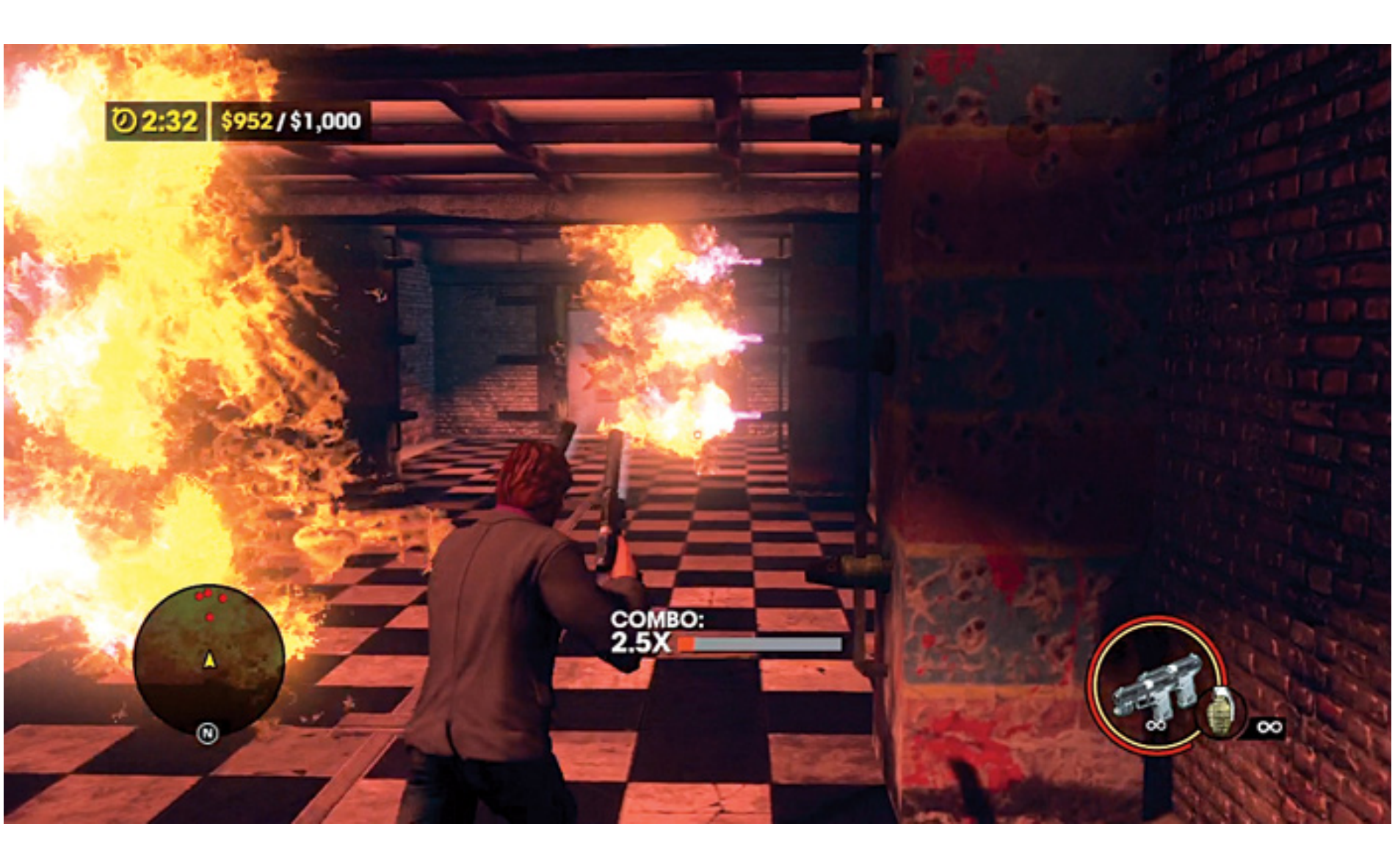
Both paths lead to another electric barrier and another group of mascots. One will likely take cover behind a small waist-high barrier at the center of the room, while the others use the pillars nearby.


2:39
$335 / $1,000
$286,588
HEAD SHOT
ONE HIT KILL
ONE HIT KILL +$22
COMBO: +$97

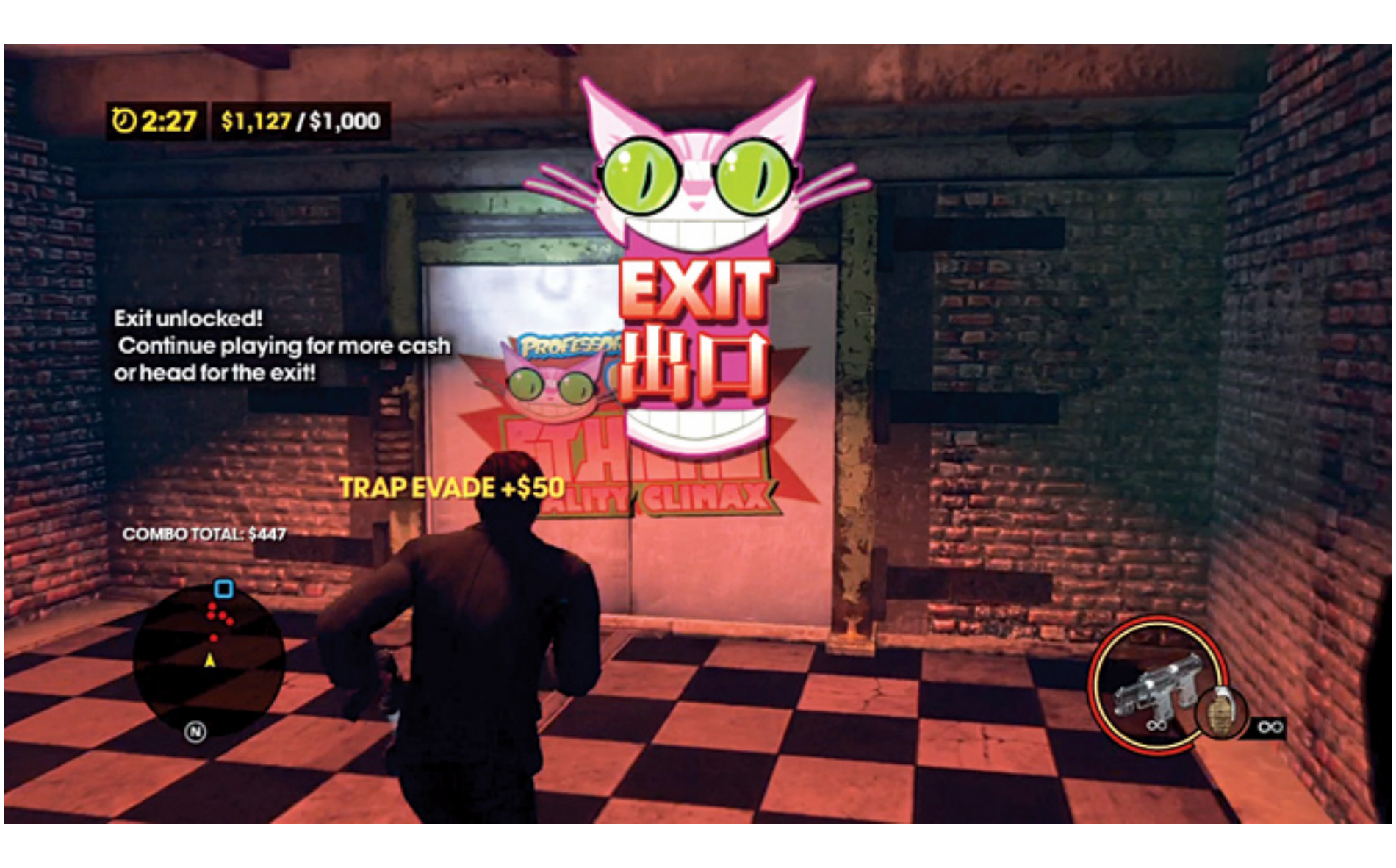
Be sure to also check the catwalk surrounding the room, as another mascot will be shooting you from there, typically starting on the opposite side of the room from you. At the center of this room, a Time Bonus sign will pop up, so be sure to nail that.


2:24
$505 / $1,000
MONEY SHOT
大当り
COMBO TOTAL: $150
TIME BON

With the room clear, move on to the hallway beyond, where you can see the flame traps blasting away. This one is a bit trickier; two sets of two flamers, with one side turning on when the other turns off. Pick a side to move through, and hug the deactivated trap, as straying too close to the flames costs you a decent chunk of health at the early stages of the game.

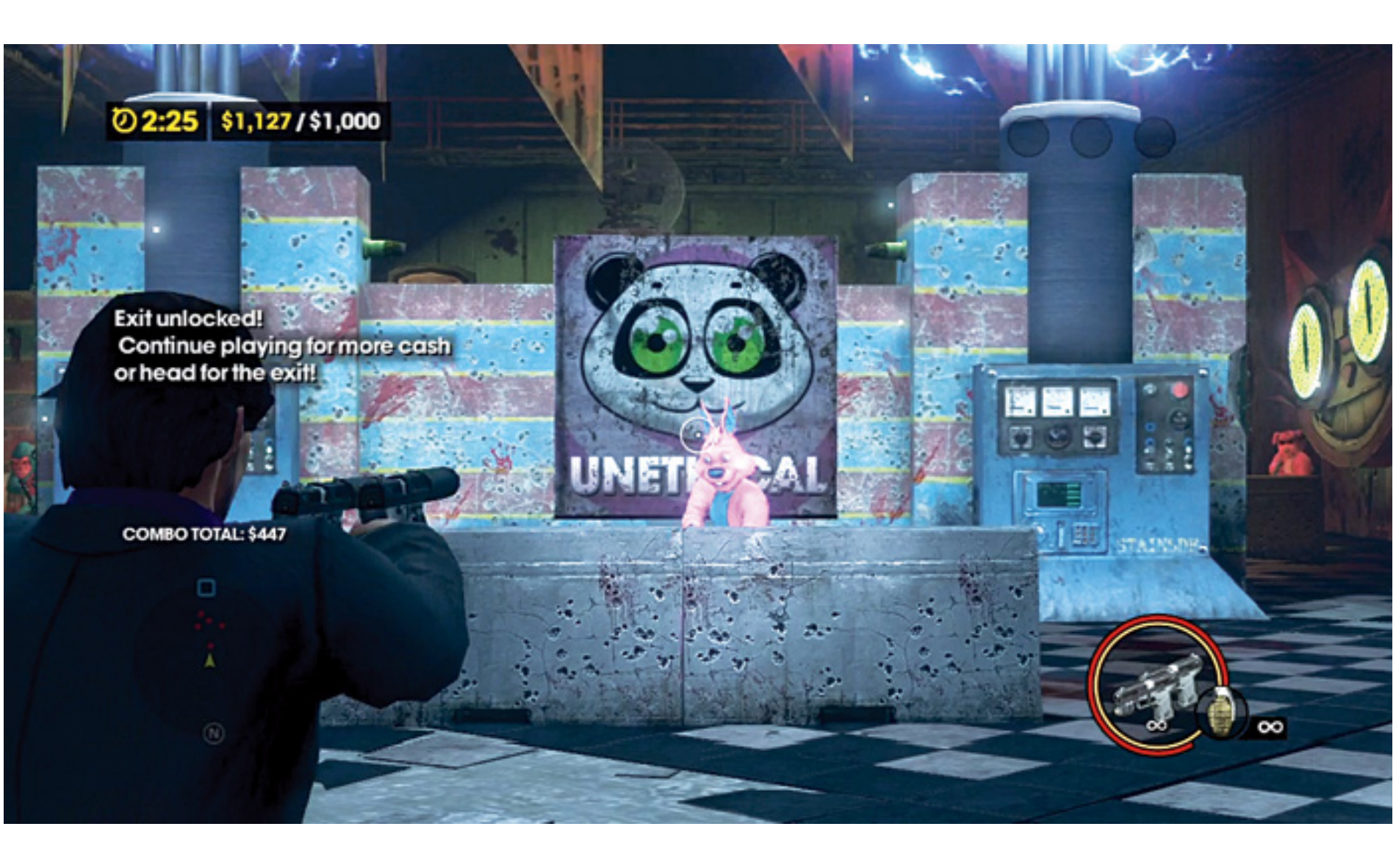

2:32
$952 / $1,000
COMBO:
2.5X

Once you navigate the flamethrowers, move through the double doors.


2:27
$1,127 / $1,000
EXIT
出口
TRAP EVADE +$50
COMBO TOTAL: $447

Exit unlocked!
Continue playing for more cash or head for the exit!

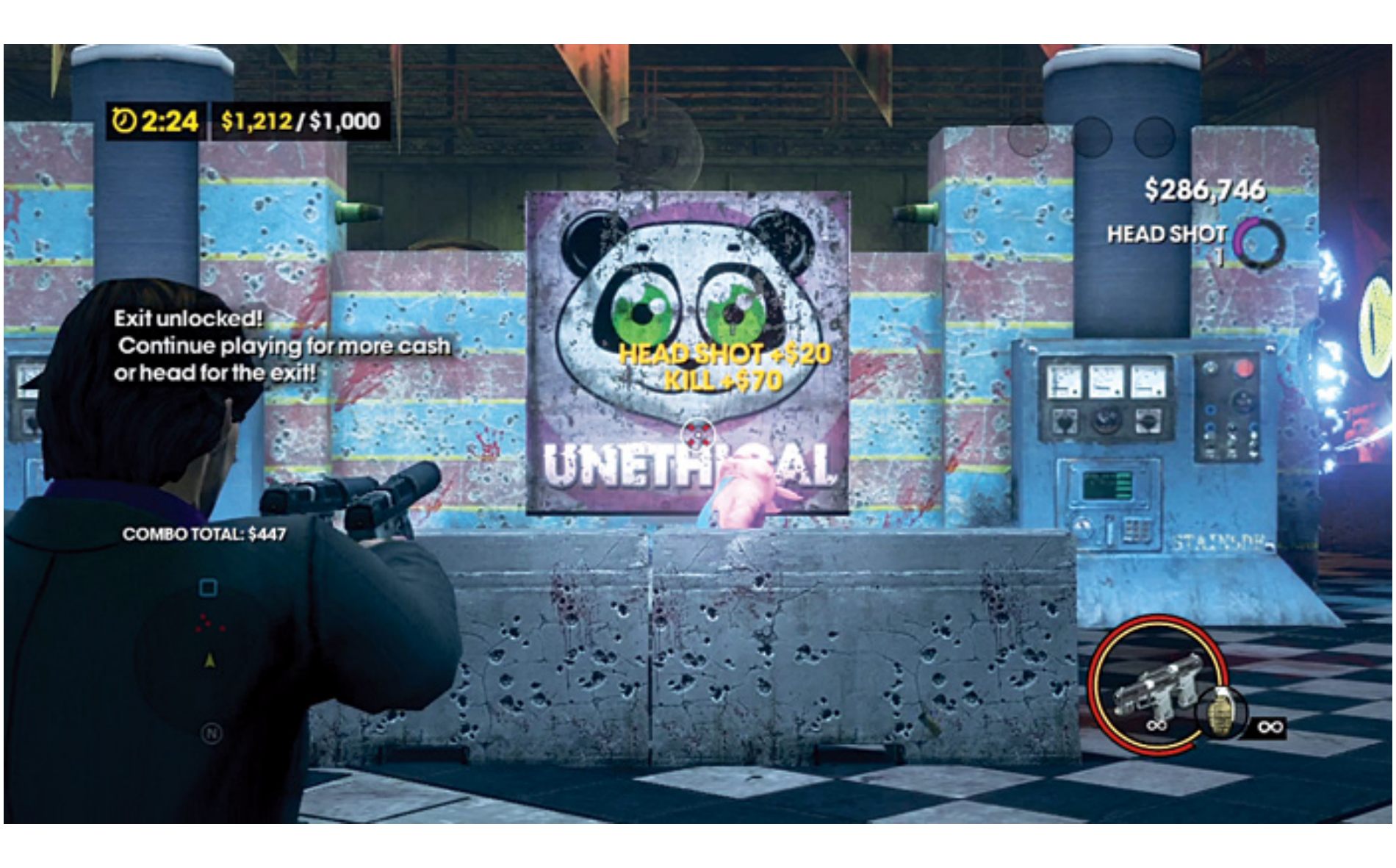
You're immediately confronted by a mascot behind another waist-high wall.


2:25
$1,127 / $1,000
COMBO TOTAL: $447
UNETHICAL

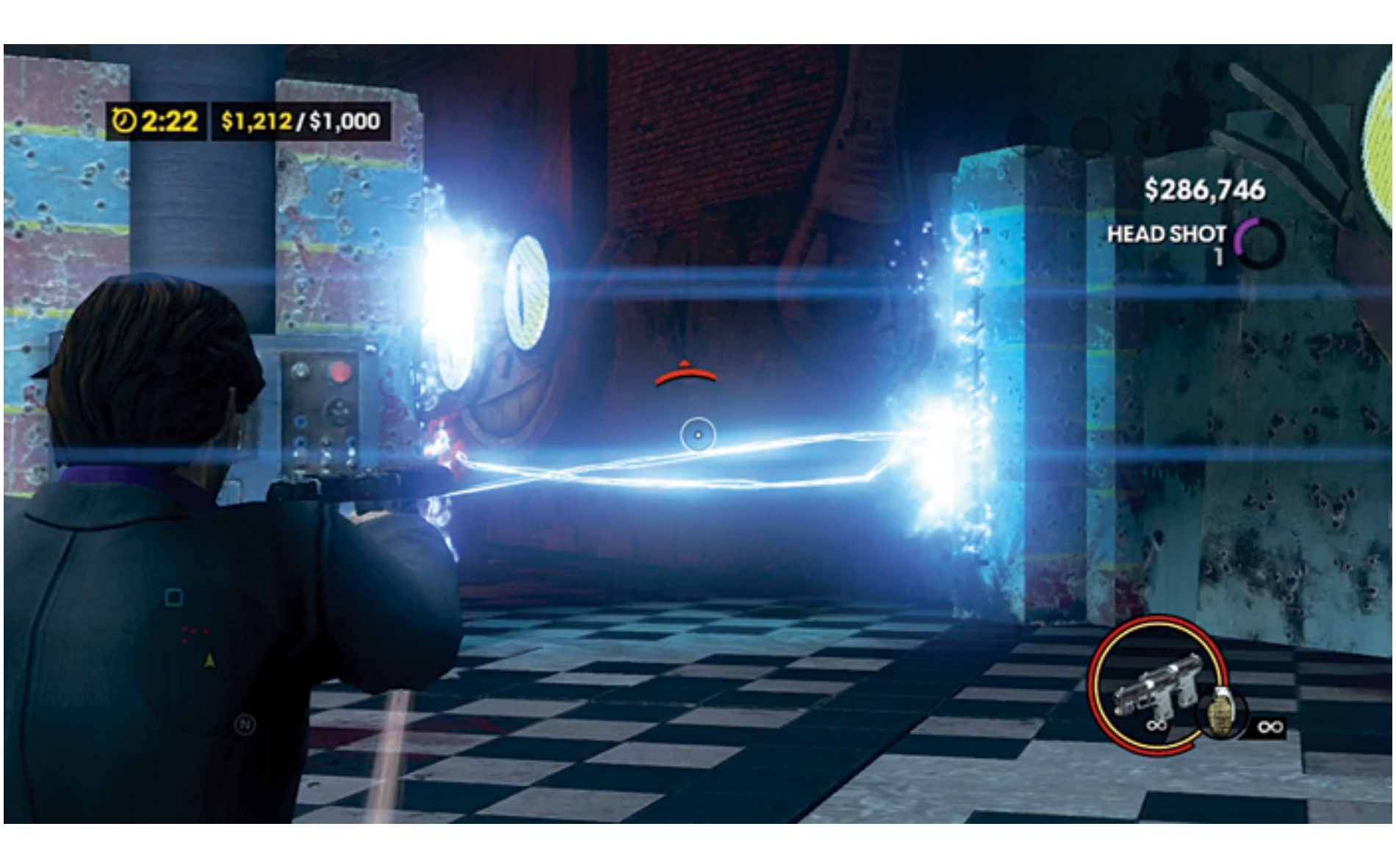
Exit unlocked!
Continue playing for more cash or head for the exit!

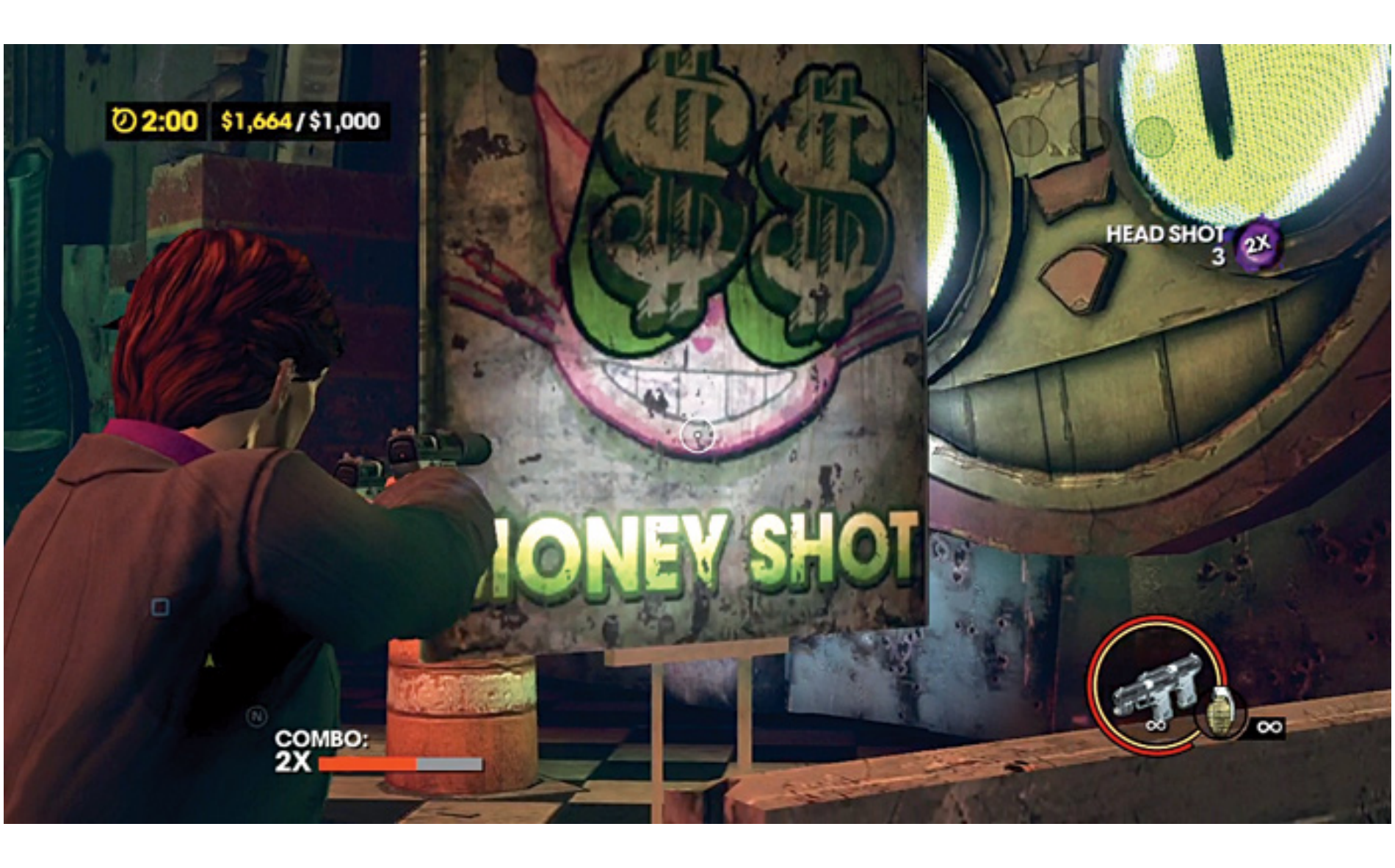
Watch your shooting, as just behind him an Unethical Panda sign will pop up. Stray shots will definitely hit it, costing you time.

You'll be given the choice of a left or right entry to the next small area, with both paths guarded by electric barriers. Beyond them await more mascots behind more short walls.

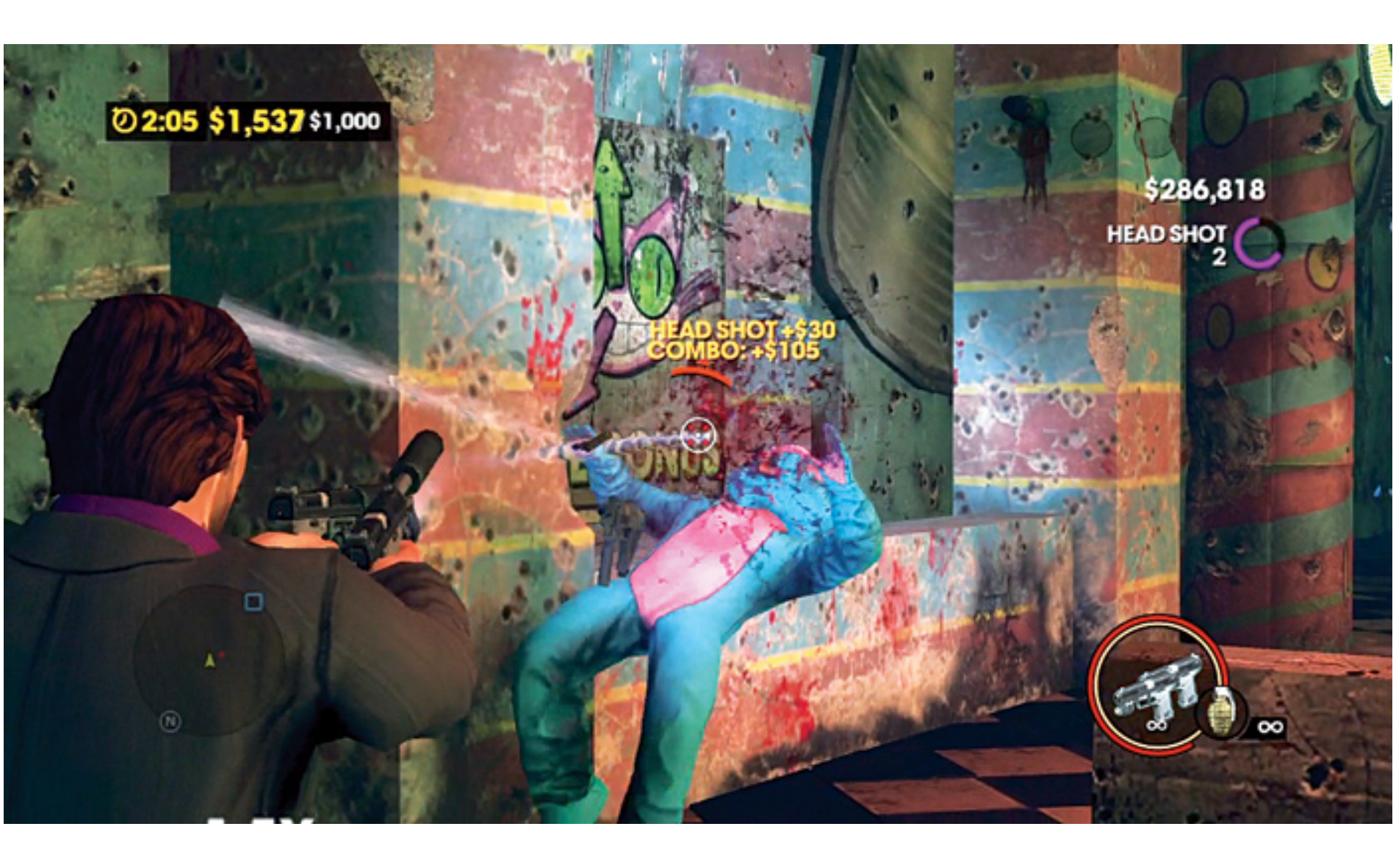

2:24
$1,212 / $1,000
$286,746
HEAD SHOT
HEAD SHOT +$20
KILL +$70
UNETHICAL
COMBO TOTAL: $447

Exit unlocked!
Continue playing for more cash or head for the exit!

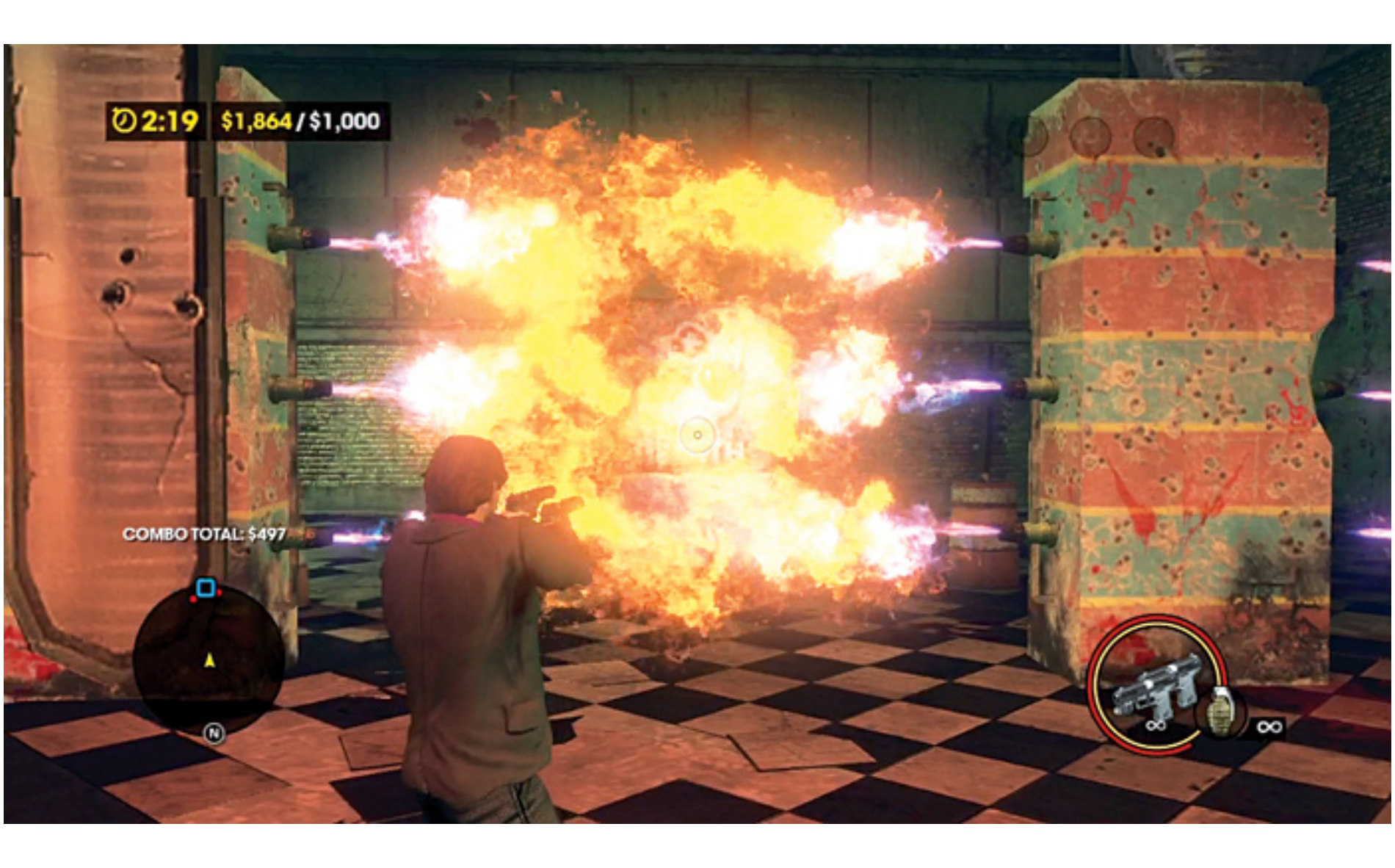

2:22
$1,212 / $1,000
$286,746
HEAD SHOT


2:00
$1,664 / $1,000
HEAD SHOT
2X
MONEY SHOT
COMBO:
2X

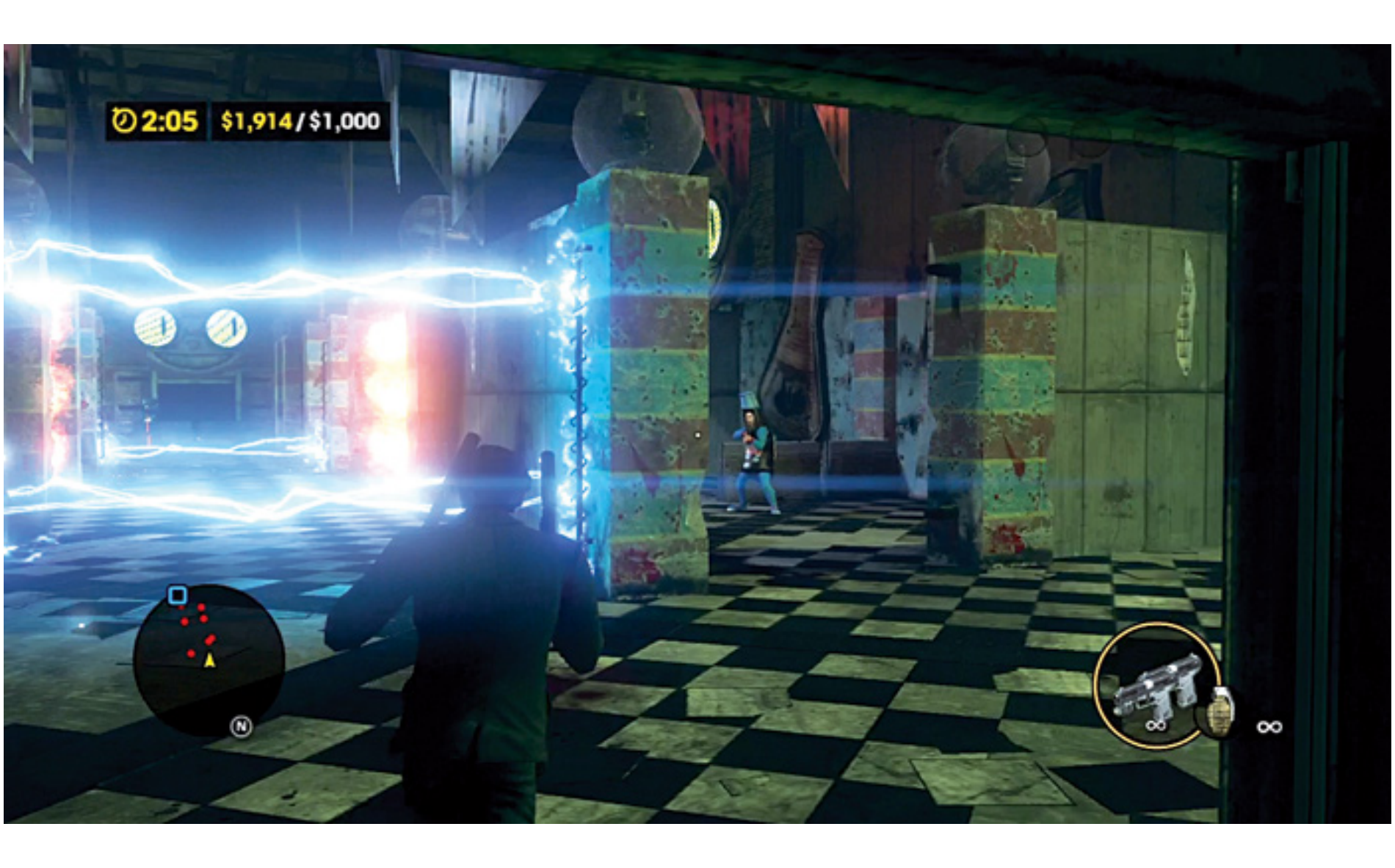
Take the right side, as a Money Shot sign pops up behind one of the barriers near the electric trap.


2:05
$1,537 $1,000
$286,818
HEAD SHOT
HEAD SHOT +$30
COMBO: +$105

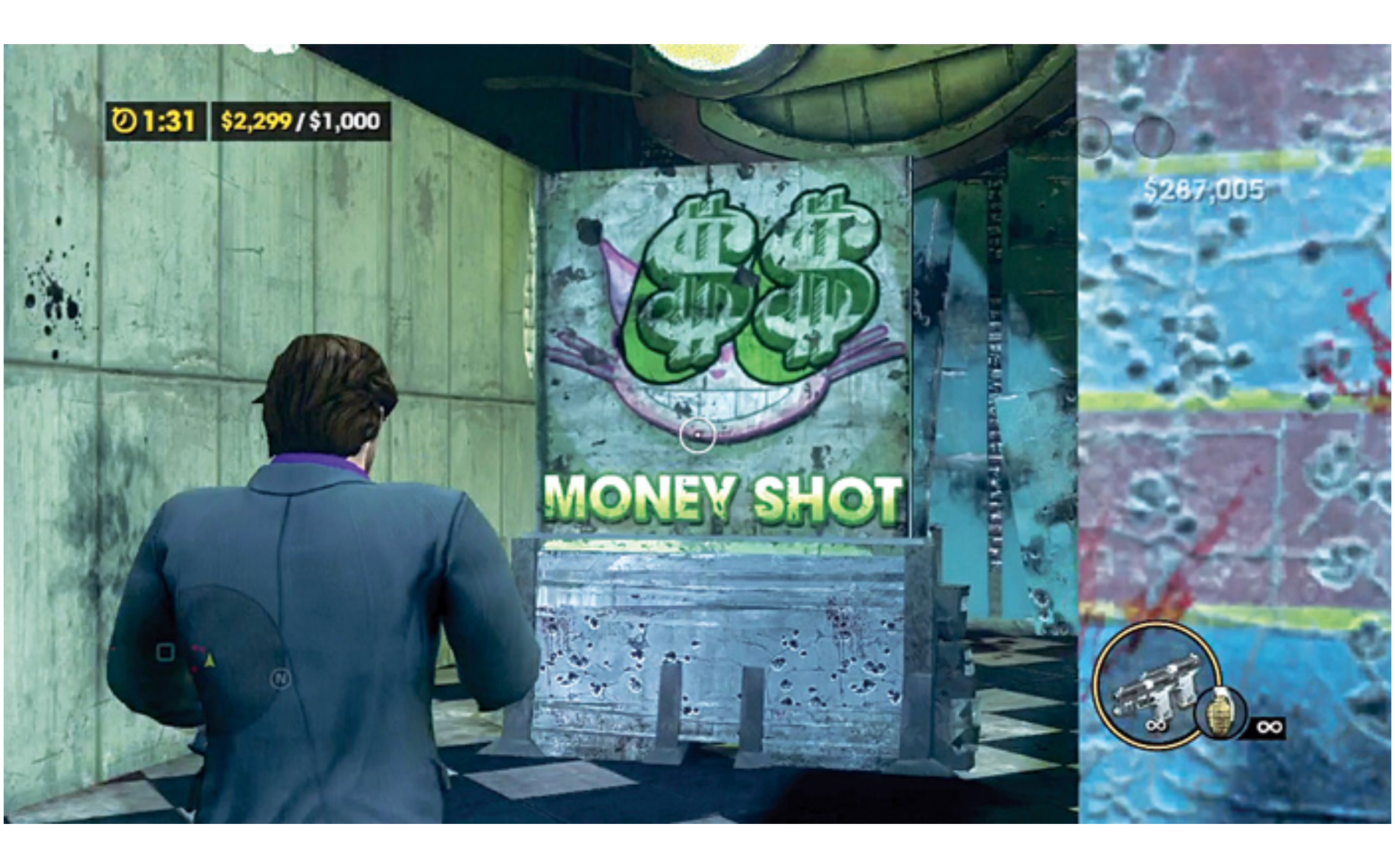
Kill the remaining mascots and check the left side of the room for a Time Bonus sign to shoot. By now, you should easily have the $1,000 required to leave the stage.


2:19
$1,864 / $1,000
COMBO TOTAL: $497

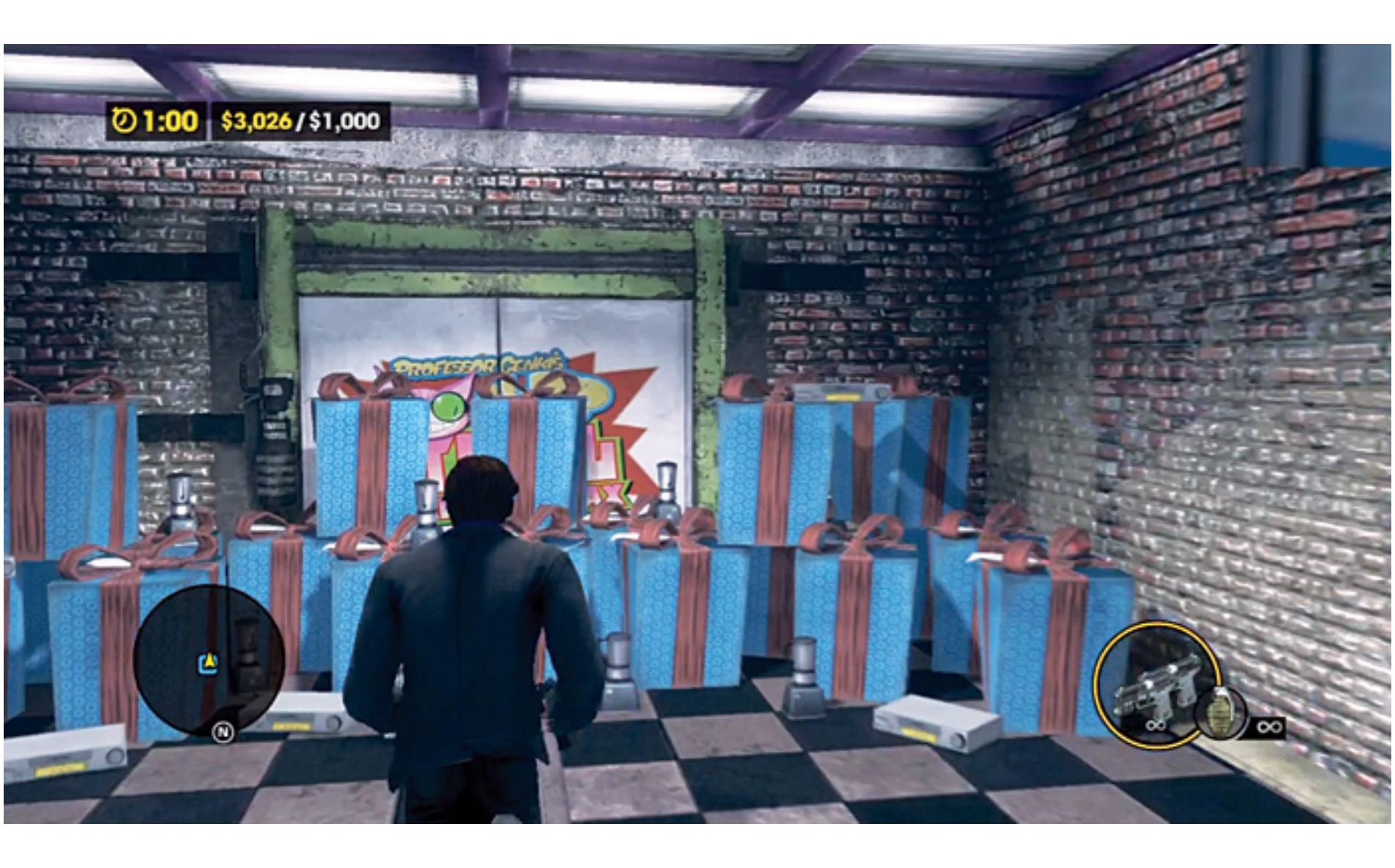
The way out of this room is guarded by a barrier of flamethrowers that spans the width of the room. If you have time to spare, you can evade each one of the barriers for an additional cash bonus. Behind the center set of flamethrowers, a Health Bonus sign is awaits.


2:05
$1,914 / $1,000

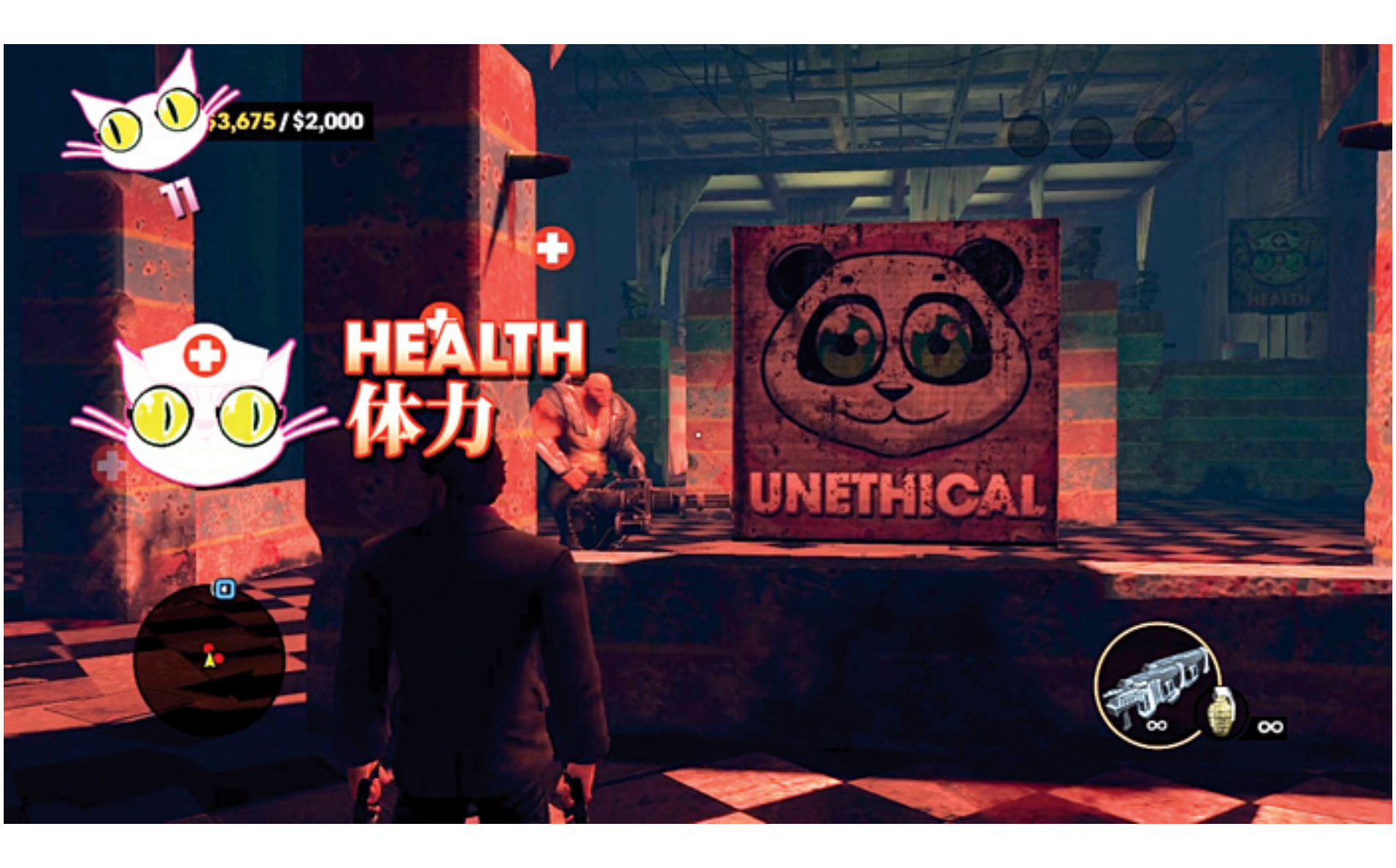
After the flame barriers are bypassed, another hallway leads to the final arena. The path ahead is guarded by electricity and, to the right, mascots are shooting at you from cover. Once they've been dealt with, you can either evade the electric barrier or go down the path the mascots guarded.


1:31
$2,299 / $1,000
$287,005
MONEY SHOT

Watch out for another flame trap, as you pass their corpses. Straight ahead, another side path guarded by flames hides another mascot. To your immediate right, electricity guards the final set of mascots and the way out. Right of that barrier, a Time Bonus can be shot if you're really pressed for time.

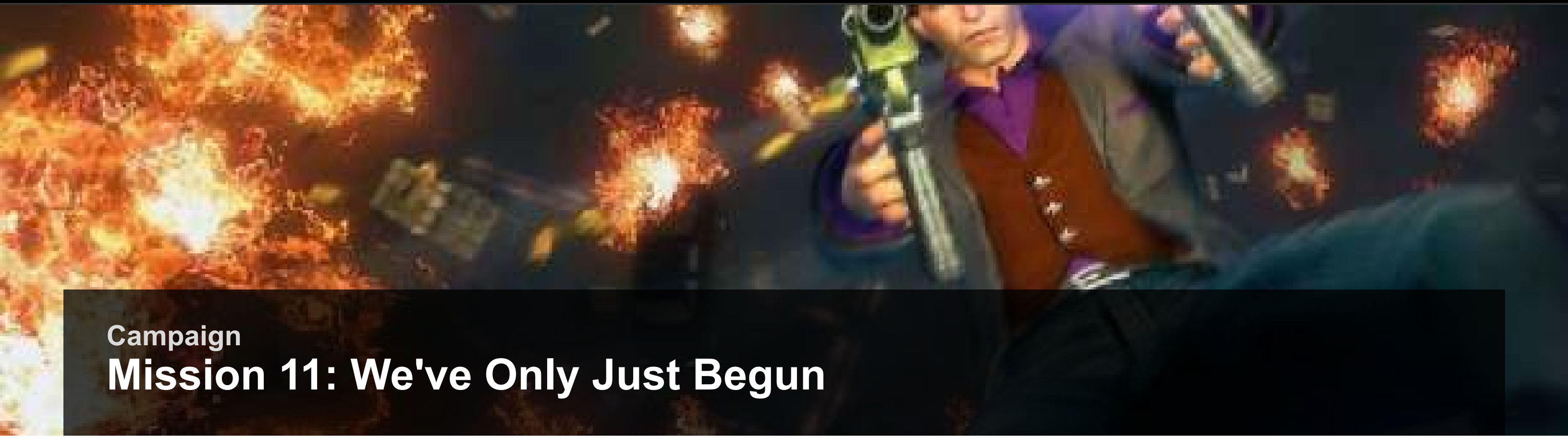

1:00
$3,026 / $1,000

Once the electricity is evaded, you're practically home free. The exit is straight ahead, but if time is left, make another sweep through the area to ensure that everyone who needs to be dead is dead. It's easy to pass up the small side areas leading to the exit, both of which are hiding mascots who can take shots at your back if you run quickly past them. Once you've ensured that you're the only one in the arena still breathing, get to the exit and claim your cash prize.


$3,675 / $2,000
HEALTH
体力
UNETHICAL

Three minutes to complete the activity is very generous, so check your flanks as you push forward. You may be tempted to rush to the end once you have made your $1,000, but stick around and make a clean sweep of the arena. If you get to the exit on time, you get all of the money you made in the arena, making early Genki activities like this one lucrative ventures in the first act of the game to build up your cash.

Cash Earned: 250



Campaign

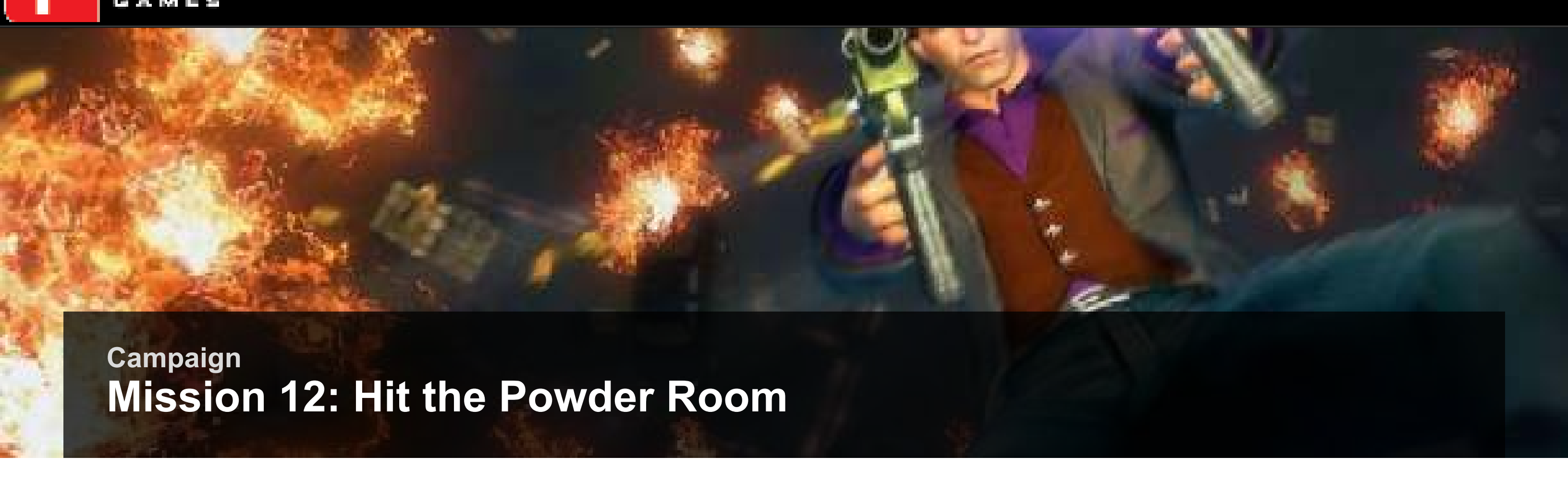
Mission 11: We've Only Just Begun

Track down Philipe Loren

Joker is better
Now Playing: P_Z02

Before tackling another mission check out the upgrades in the Cell Phone Menu. By this point in the game, your rank and cash flow should allow for several important purchase like the health upgrade, additional ammo capacity, and damage reduction. Check the next level for each of these essential upgrades and purchase them as soon as possible.

The numerous activities you completed put a serious dent in the Morningstar's grip on the city. Pierce is even more invigorated to take on the Morningstar and wants to meet at the Broken Shillelagh. Drive over to the bar and have a quick chat with Pierce to launch a plan to go after the Syndicate's main man, Phillipe Loren.



Campaign

Mission 12: Hit the Powder Room

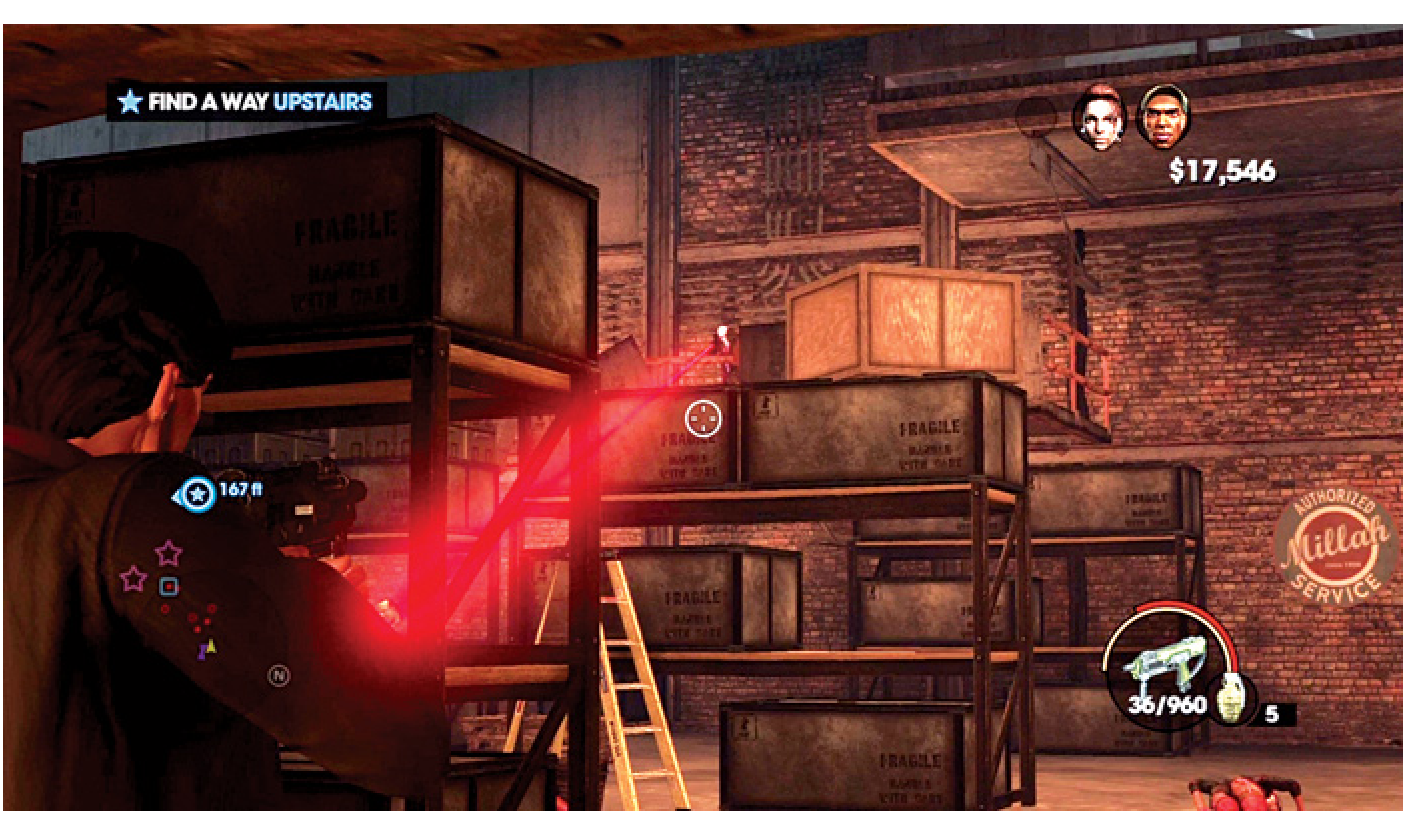
Cash Earned: $6,000

Respect Earned: 1,500

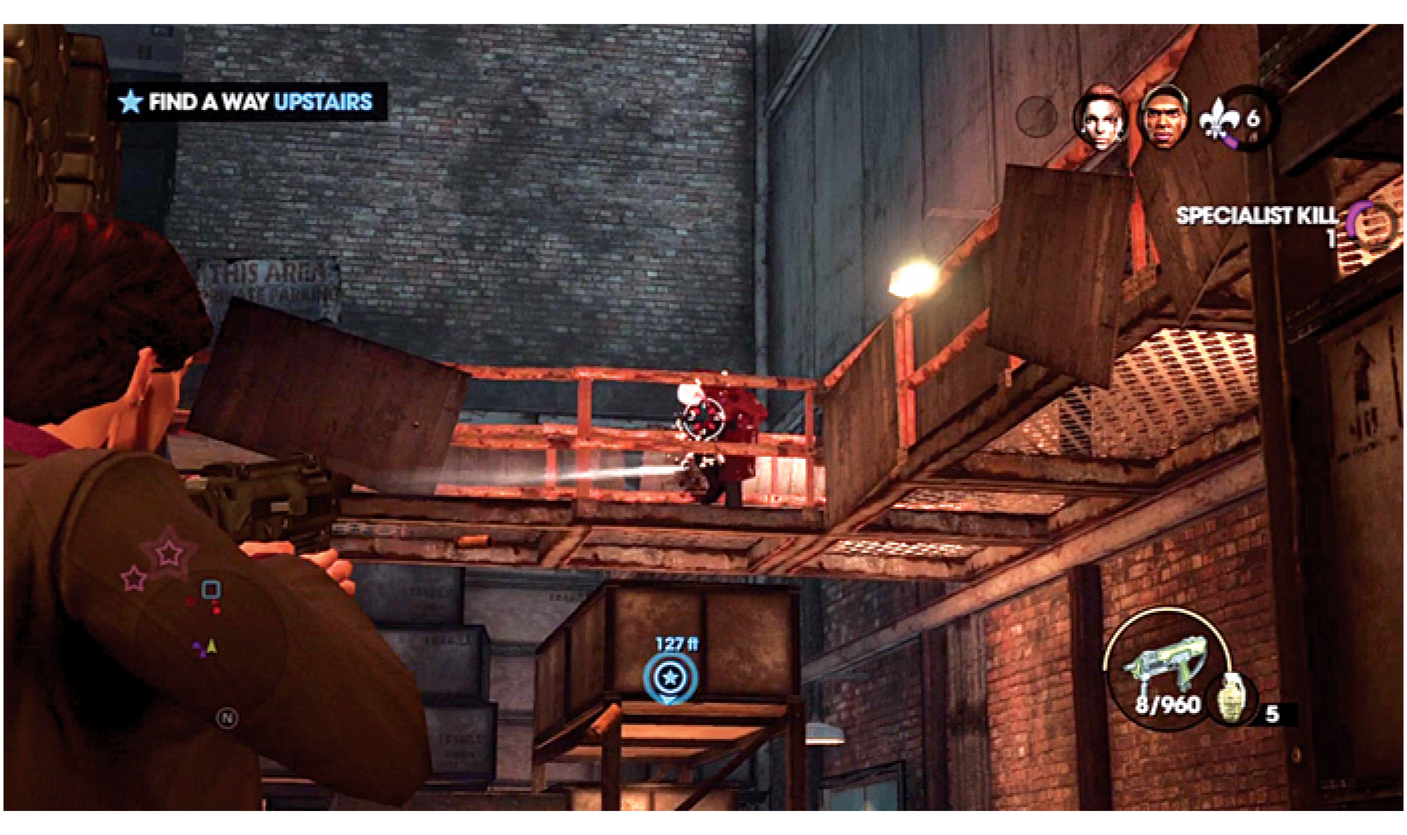
Find a Way Upstairs

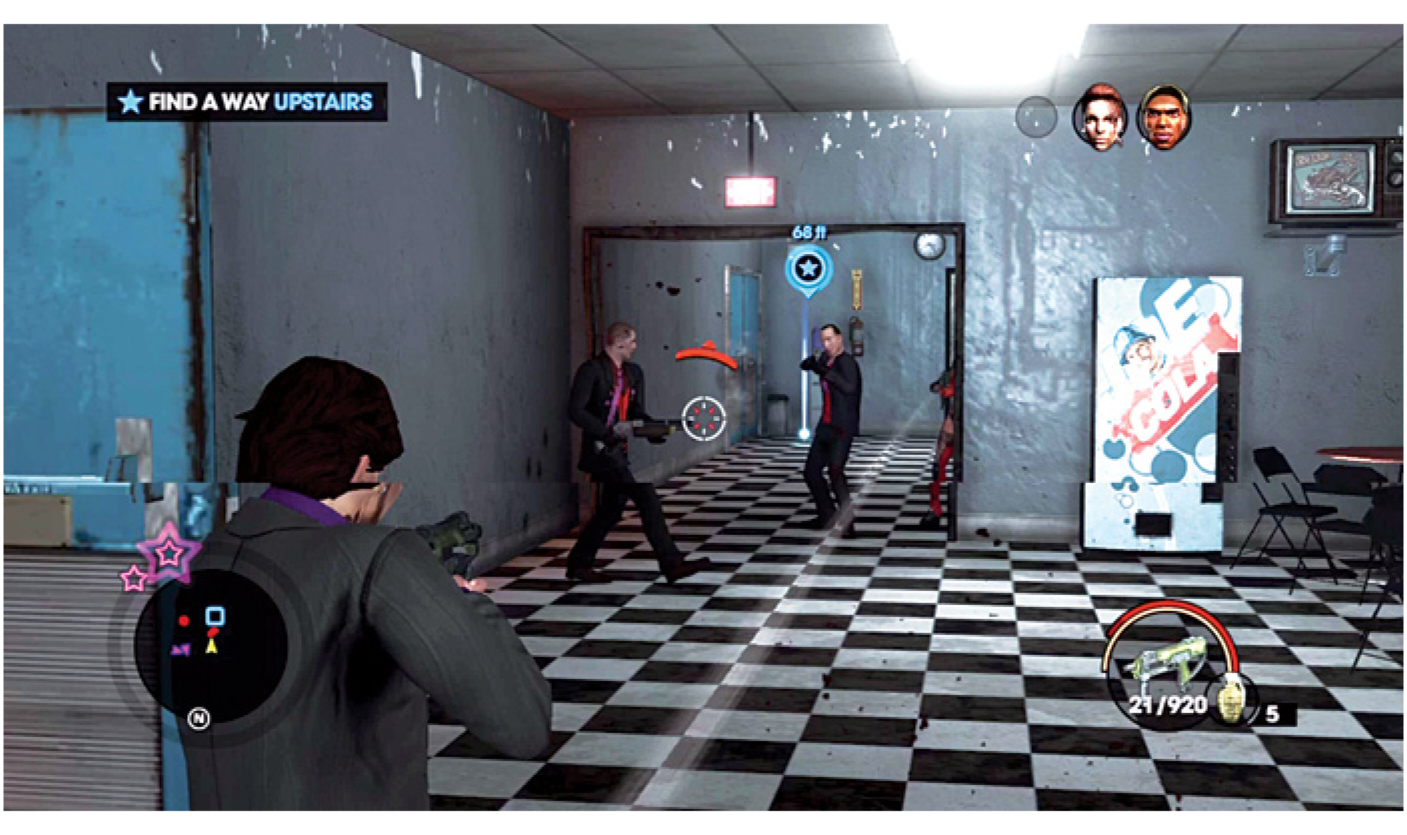
Now Playing: MS_SH01

It's time to hit the Syndicate hard and find out where Phillipe is hiding. Shaundi is fuming and ready to burn the Syndicate's designer gun store to the ground. She will join you and Pierce at Powder and lead the charge into the warehouse. She wipes out the first couple of guards blocking the back entrance. Run around the building to the right and hop over the concrete barriers to enter the adjacent alley that acts as a loading dock. Mow down any guards in your way and go to the left of the barriers to get into the alley. Run around the back of a flatbed truck to the right to enter the warehouse.



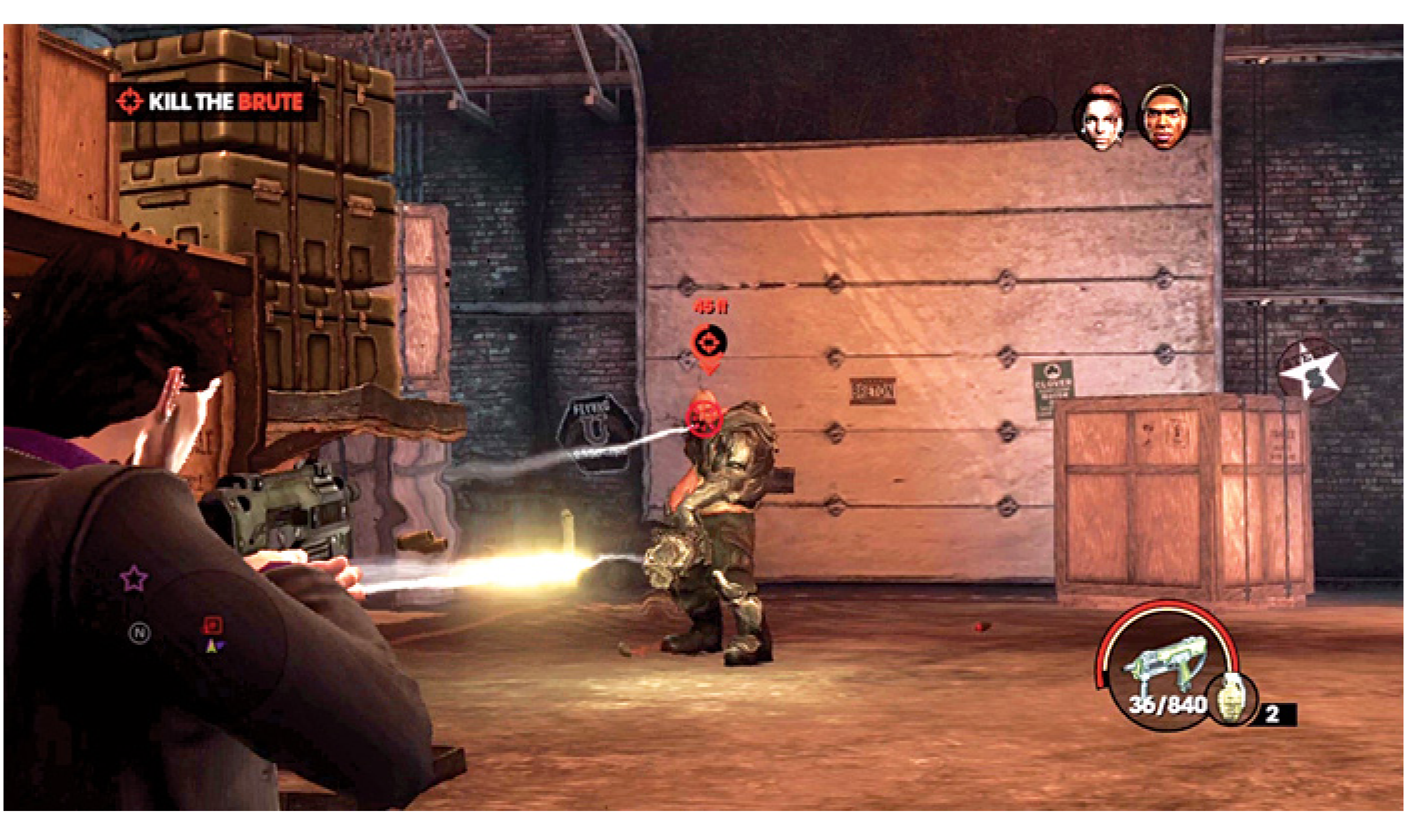
This place is filled with Morningstar and, as Shaundi points out, they have snipers as well. The Morningstar sniper is a unique enemy that is very dangerous and is considered a specialist. Obviously this makes them the primary targets. The specialists have no hair and a long red coat, but usually before you spot them you will see a long red line from the laser sights of their gun. Stay in the doorway for some initial protection and blast the guards directly in your way. At the first opportunity go for the first specialist on the upper levels in front of you.



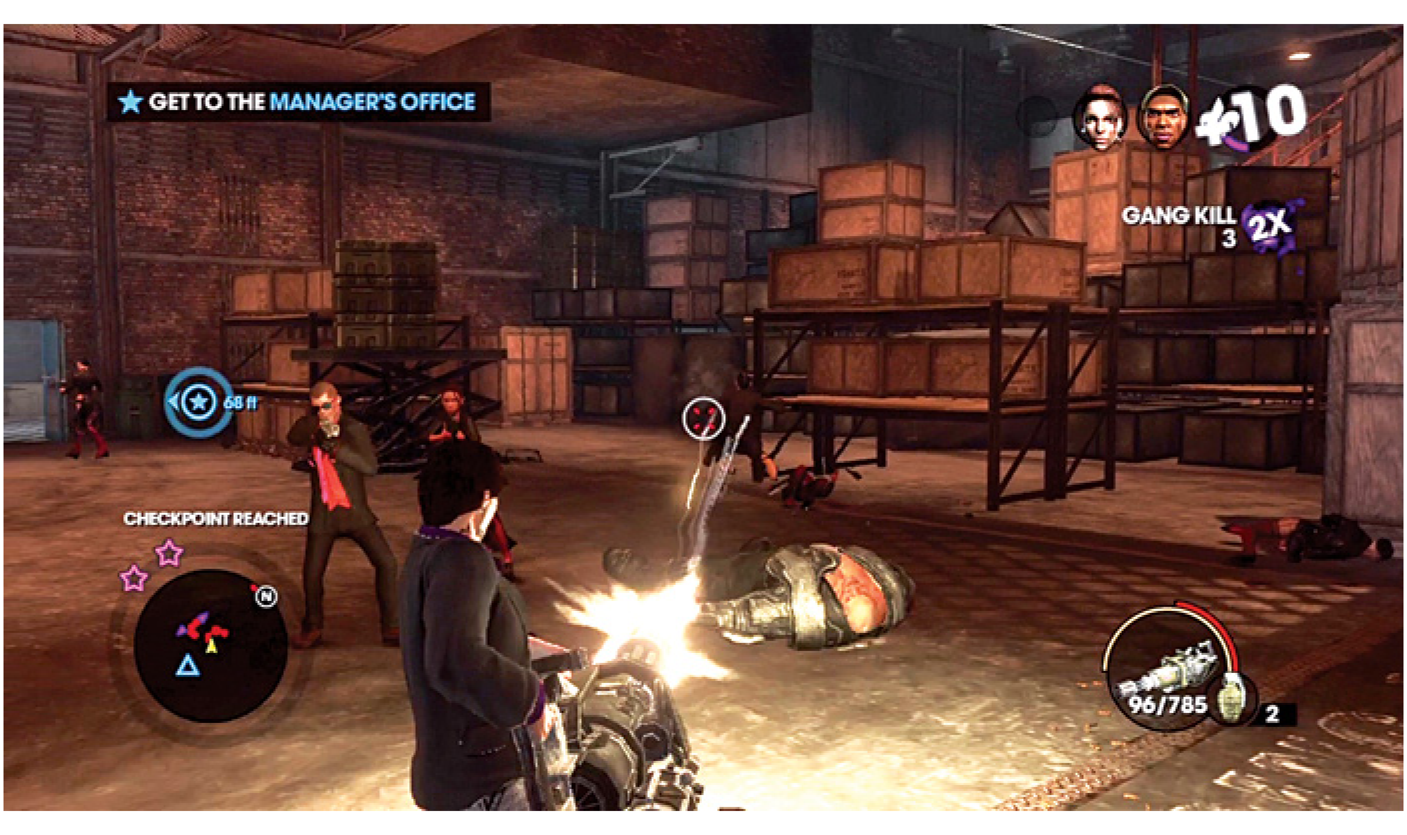


Move forward and turn left to find another specialist on the catwalk above. Use the large crates for cover and when the sniper pops his head out, eliminate him. Follow the blue marker on-screen and run to a set of blue double doors. Enter the long room and take out the three guards lurking inside. Run up to the next set of double doors to meet a new hulking enemy.

Search for the Manager's Office

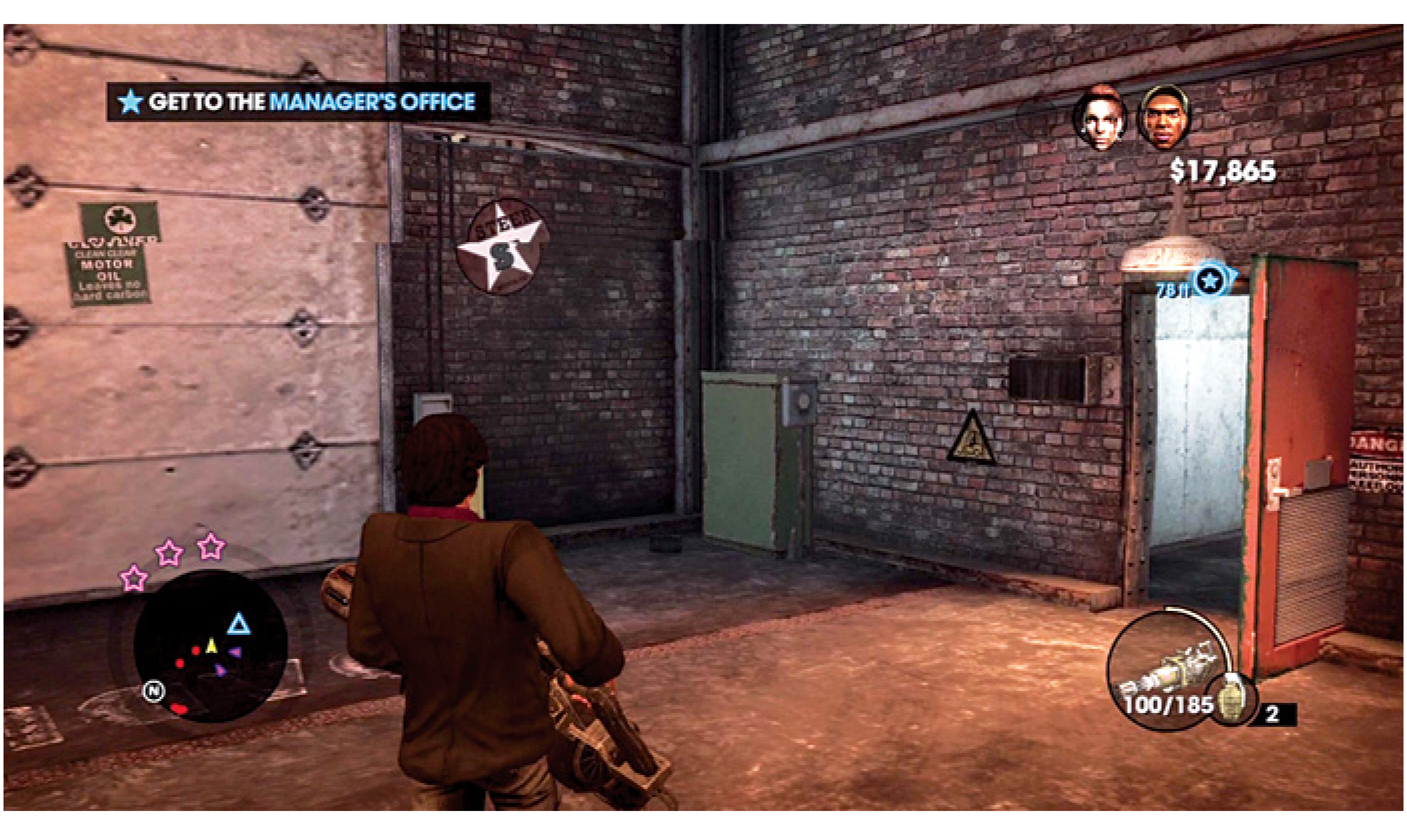


If the Brute wasn't physically intimidating enough, this new version—the Minigun Brute is downright scary. The minigun is a enormous Gatling gun that can cover a larger area with gunfire at a great distance. Worse yet, this type of Brute is partially covered with bulletproof armor, so aim for his head! The major drawback of the minigun is that the person firing it must be stationary. Also, the large gun makes it difficult for its owner to move. Exploit the Minigun Brute's lack of mobility and keep circling around him to avoid his line of fire. Another and faster approach to drop this behemoth is to use explosives because he can't move very much. The minigun is a great weapon if its user is partially covered, but with the Brute out in the open he's a sitting duck.

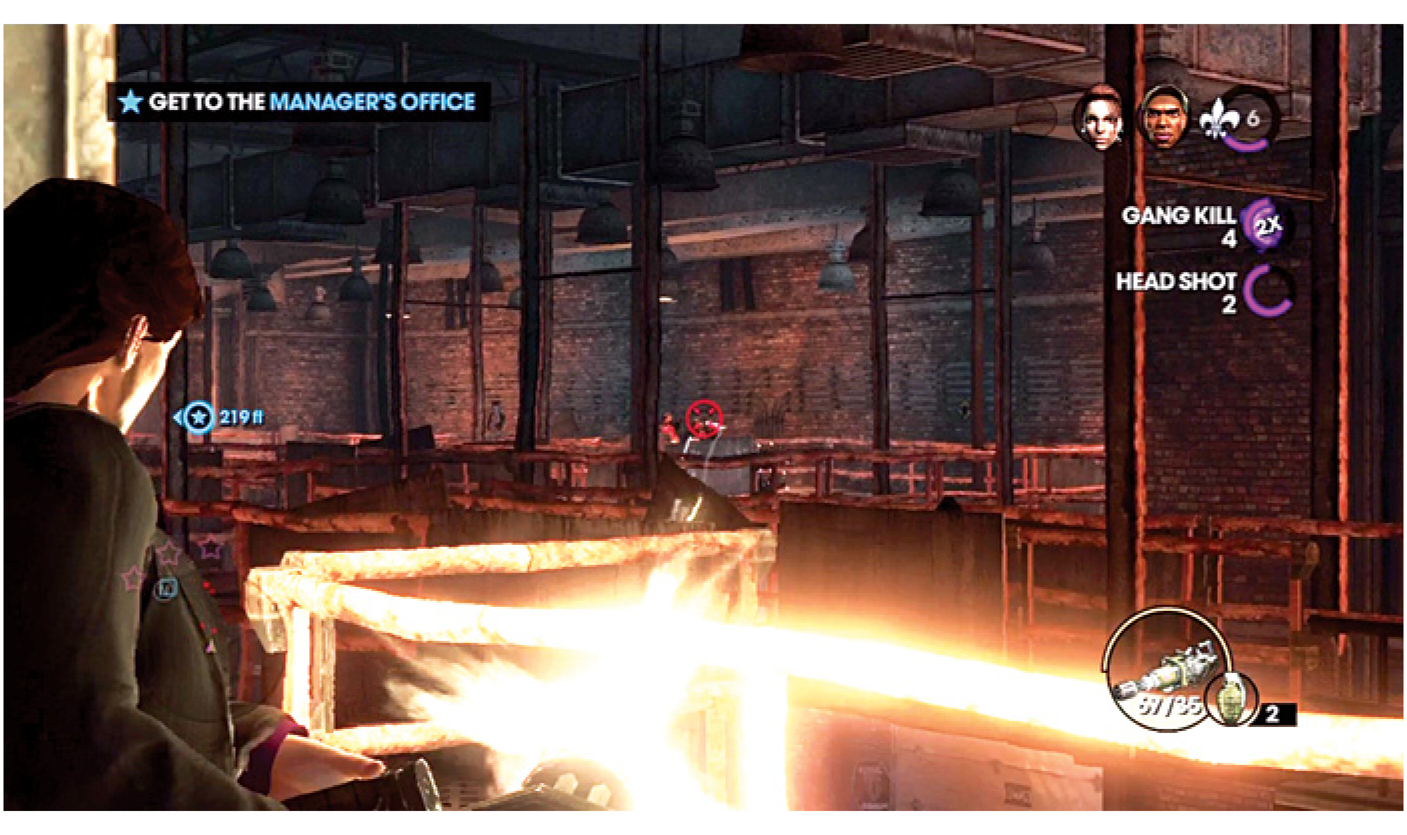


When his health has run out, get in close to finish him off and pick up the minigun yourself. This triggers a new wave of Morningstar and they make excellent target practice for your new toy. Unfortunately, this gun is a temporary weapon that can be used only for this mission, but it is extremely fun to blaze through enemies so hold on to it as long as you can.

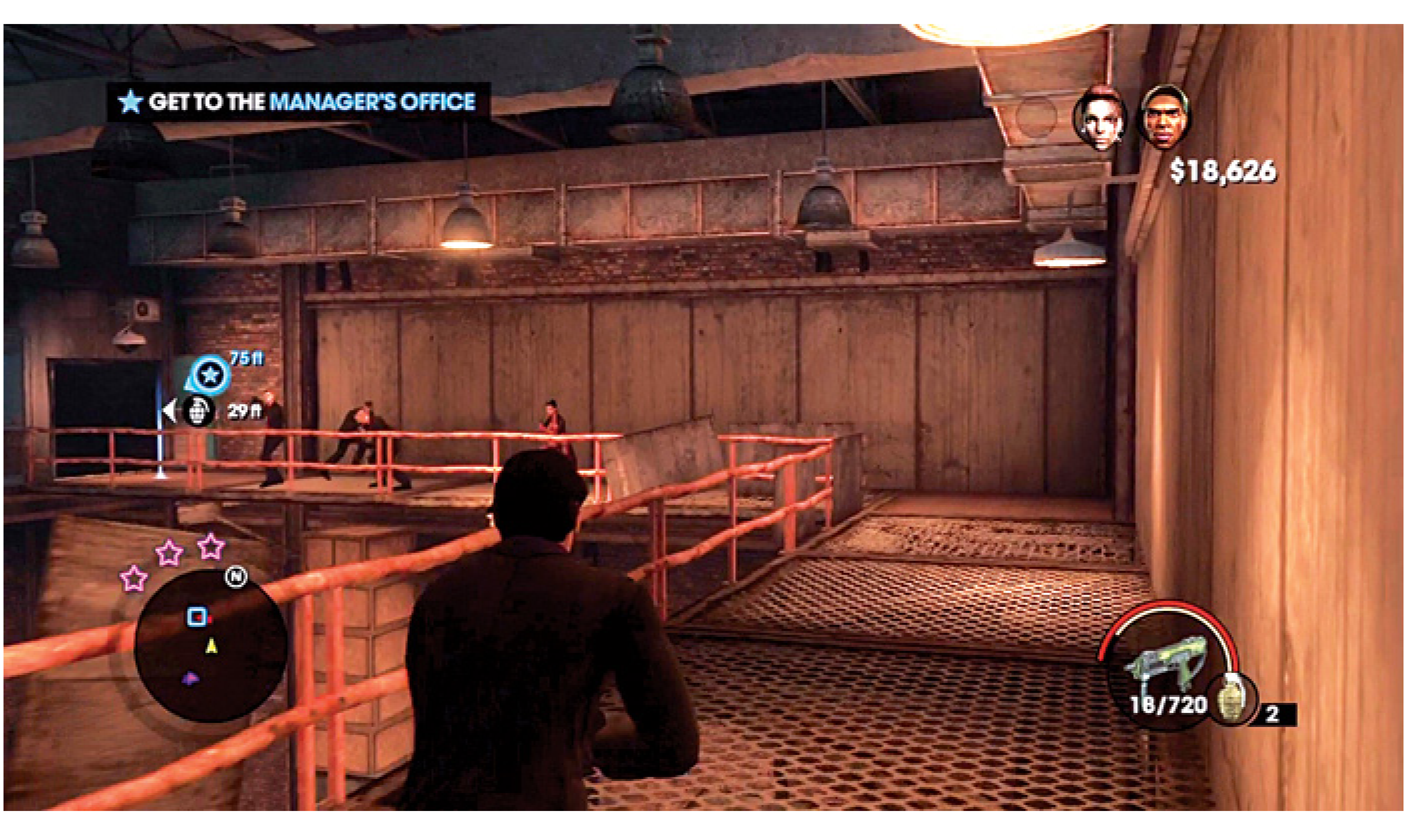
Go Upstairs to Raid the Computers



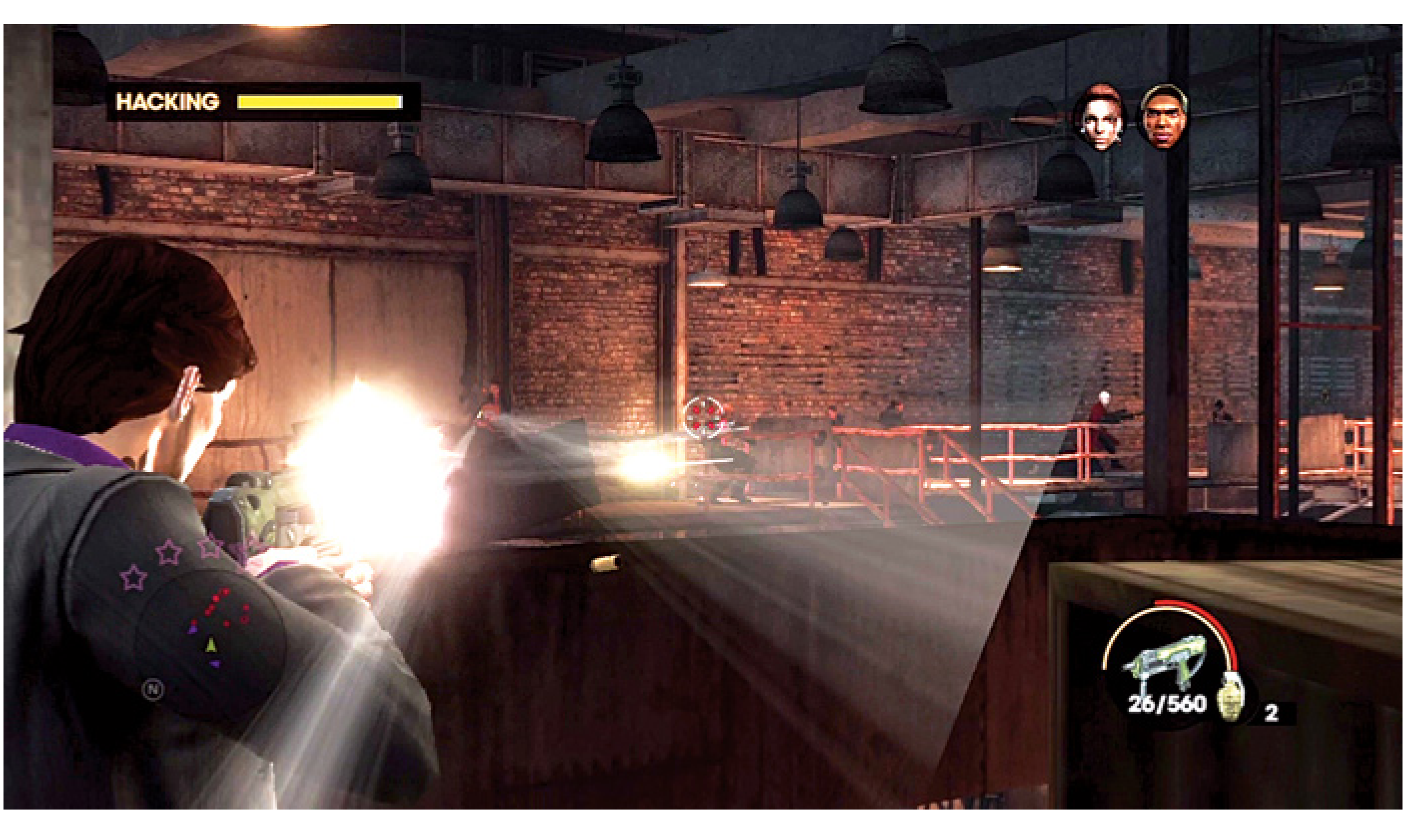
When you've had your fun with the minigun, it's time to get back to the mission of locating the manager's office to retrieve the location of Phillipe. The area is still filled with guards on the upper walkway but it is difficult to assault them from the first floor. Instead, follow the blue indicator to an open red door and go upstairs to take the battle directly to them.



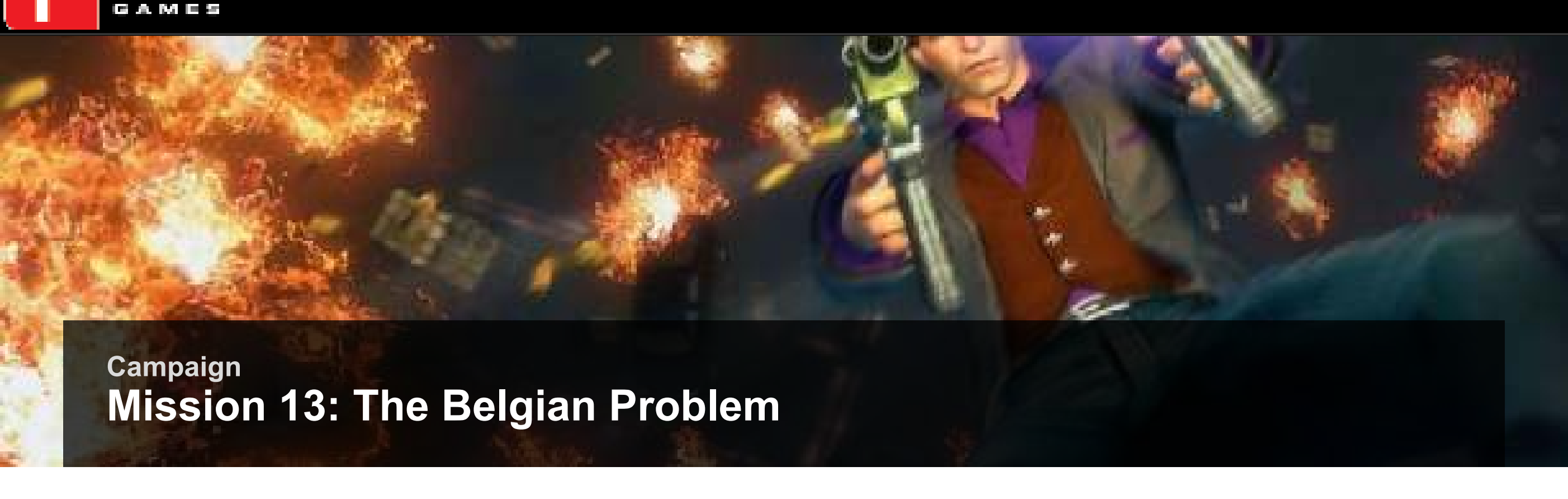
Stick close to the wall's edge for some cover and light up the guards across from you. It is difficult to target some of the guards on the opposite side of the building. When the action seems to slow, go around the corner to the left and make a dash for small room that provides some cover.



Pierce and Shaundi come upstairs and help wipe out some of the threat. With their help you should be able to charge into the rest of the guards and follow the perimeter of the walkway leading to the office.



As Shaundi tries to hack the manager's computer, it is up to you and Pierce to hold off the resurgent wave of Morningstar. Watch the yellow hacking bar in the upper-left corner to monitor Shaundi's progress. Don't run out into the open where Pierce is standing. Let him take the macho position while you hang out in the corner to get some cover. Be sure to take out the sniper below you.



Campaign

Mission 13: The Belgian Problem

Cash Earned: $6,000

Respect Earned: 1,500

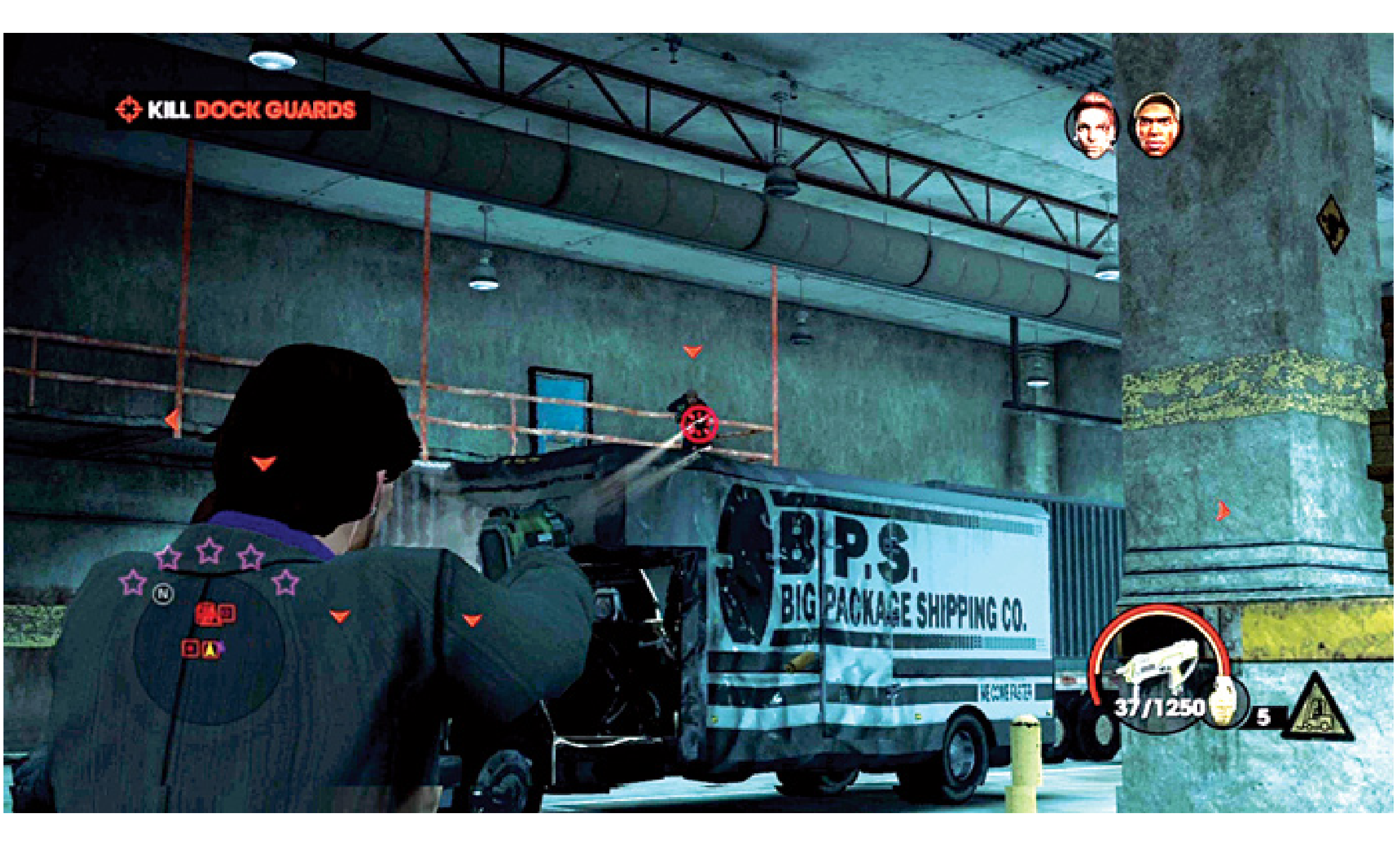
Unlocks: New Weapon—RC Possessor; New Homie—Oleg Kirrlov

Rewards: 10% cash or respect bonus

Bust into the Syndicate Tower

Now Playing: 06_in

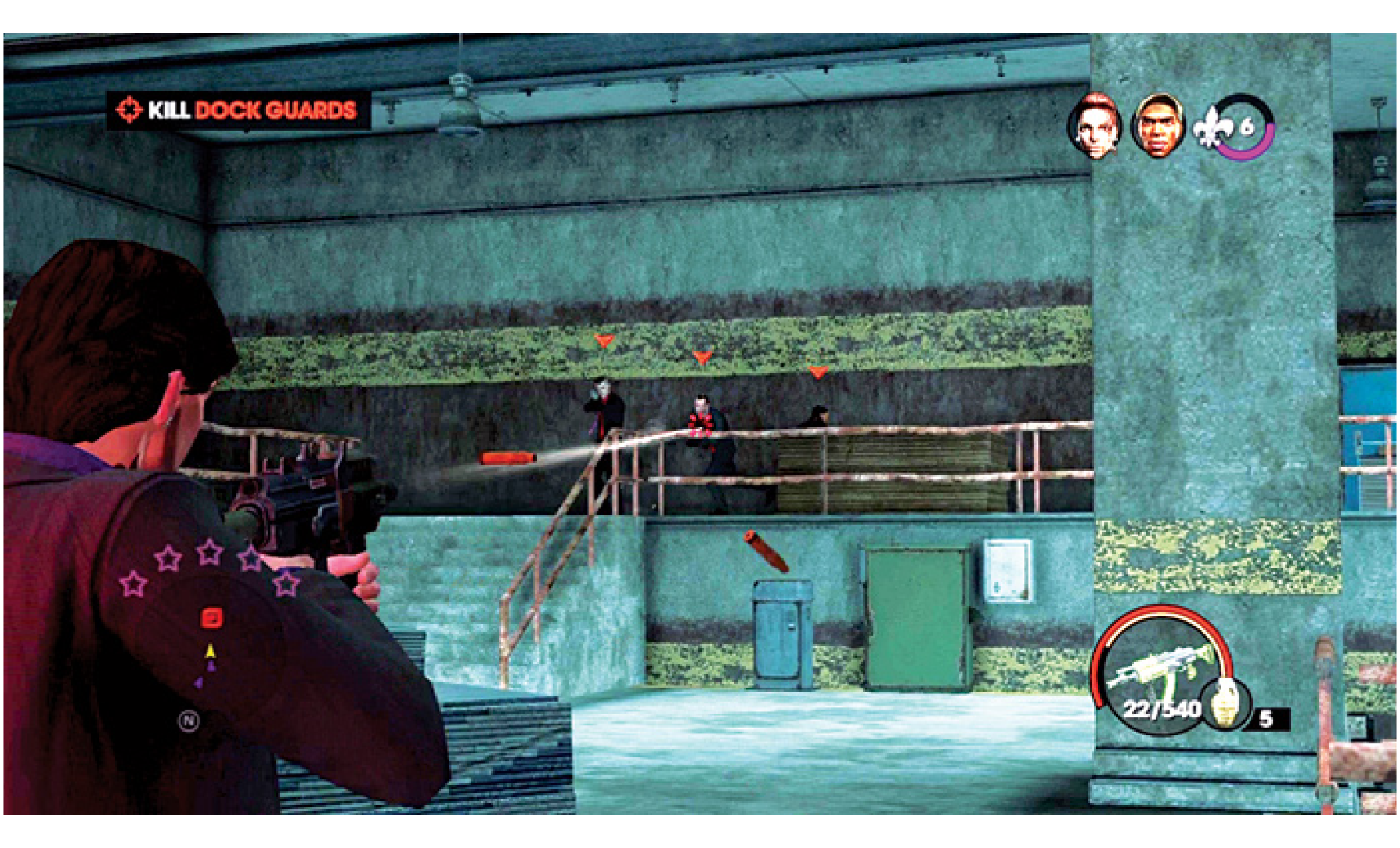
Drive to the Saints' HQ to gather your resources and prepare to finally avenge Johnny. Phillipe is holed up in the Syndicate's tower and your crew is determined to get him at any cost. It may be cliché, but the big boss is at the top of the tower and the Saints intend to kill everyone on the way to the top. The huge bomb they stole earlier will come in handy to level the entire building and wipe the Syndicate's presence from this area. Go to the Syndicate's Tower and pull around the side, smashing through a toll gate to get into the building from the garage.



Roll into the garage and drive over any enemies in your way. Hop out of the car and grab the nearest goon as a shied while your team eliminates the Morningstar.

Tip

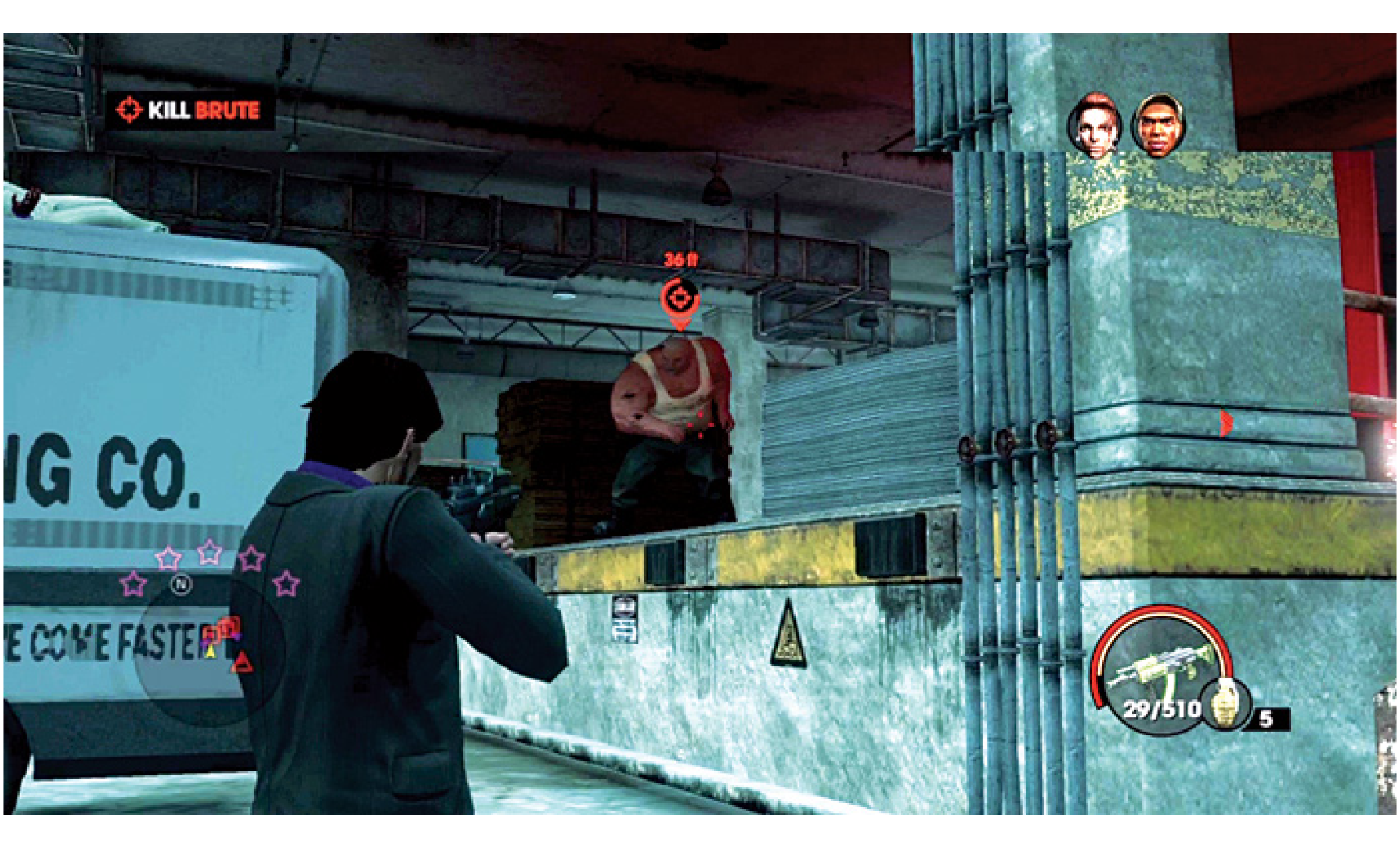
Plenty of enemies are roaming around on the ground level, but pay attention to the couple of guards on the upper walkways that have an unobstructed line of fire.



Run up the stairs on the left and wipe out the specialist hiding behind the large pillar. Use this elevated position to take out as many enemies as you can, then run to the opposite side of the room and wipe out the other sniper and guards on the ledge.

KILL DOCK GUARDS
6
HEAD SH
SPECIALIST K
24/1210
5

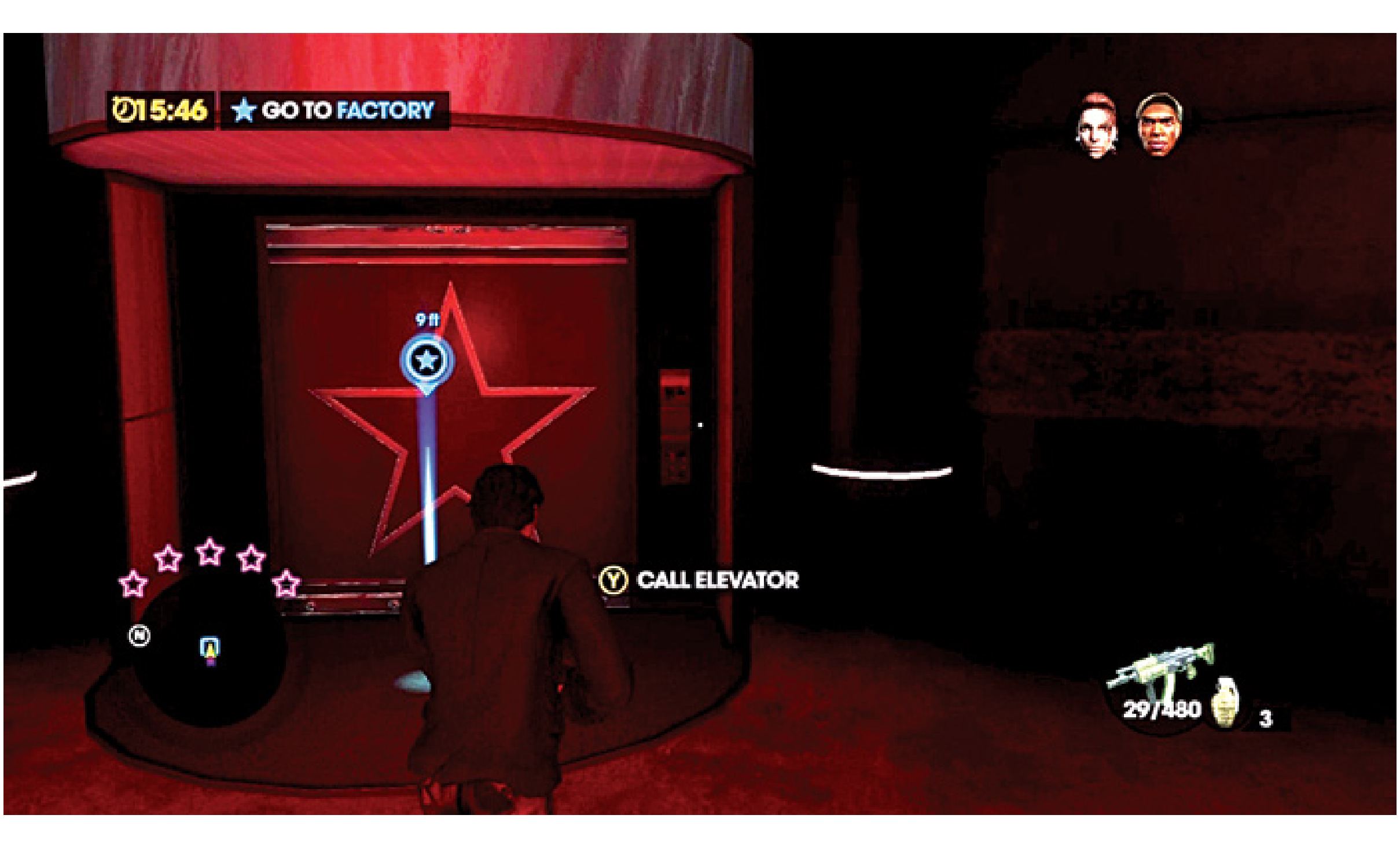
By this point in the battle a Brute will be let loose to cause trouble for the Saints.



This area is a lot larger than the small room you were stuck in for the first encounter with a Brute. The strategy for dealing with these weaponless melee fighters is simply to get as far away as you can and unload as many bullets into their heads until they close the distance. Try to get this Brute stuck on the upper area and immediately run down the stairs. If he becomes preoccupied with Pierce and Shaundi, put as many rounds into him as possible before he takes notice of you.

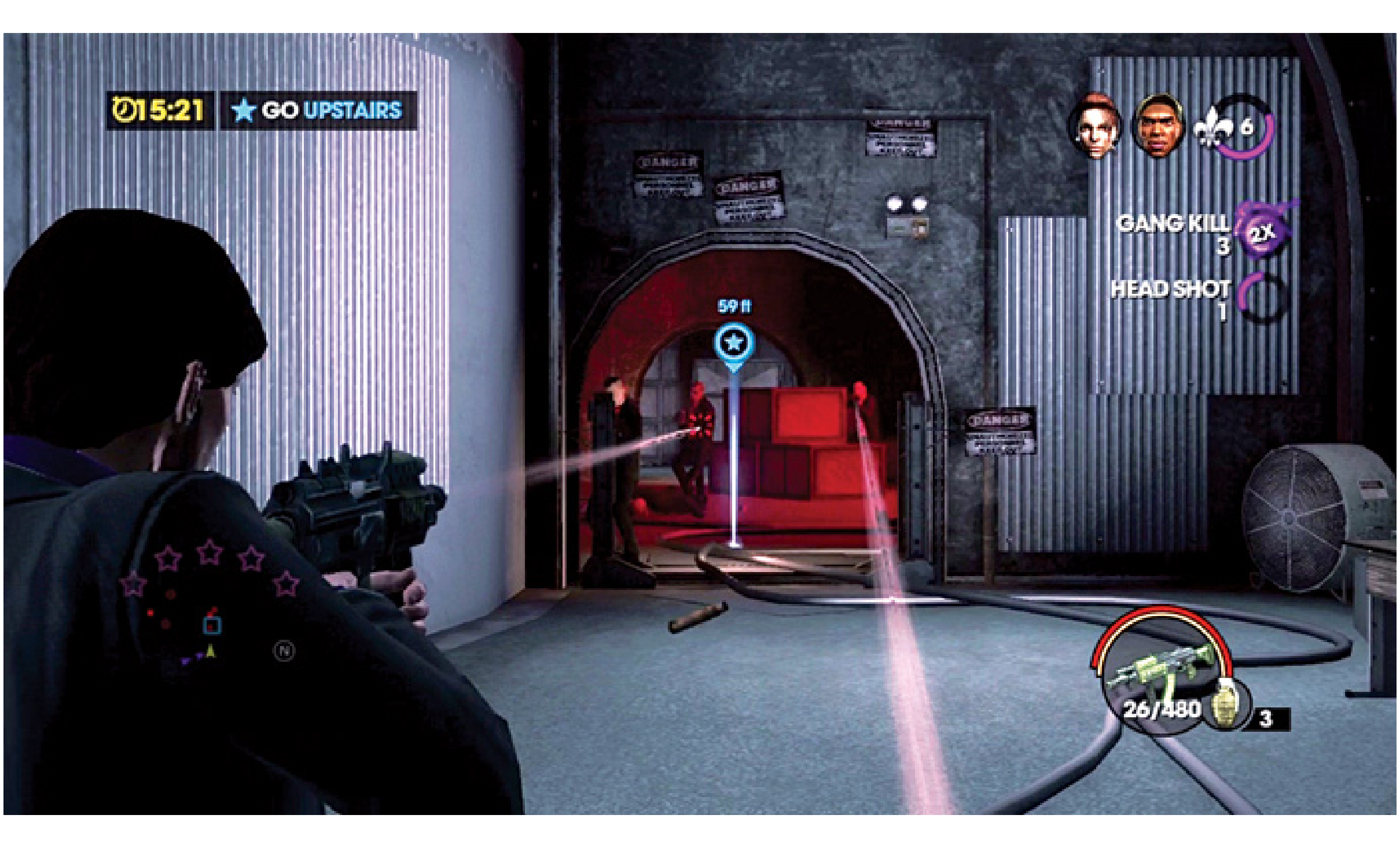
Note

Make use the Brute's relentless charging and lead him between several trucks. Sprint around them and, when you are clear, launch a grenade near the trucks to blow them up and serve up some fiery death.



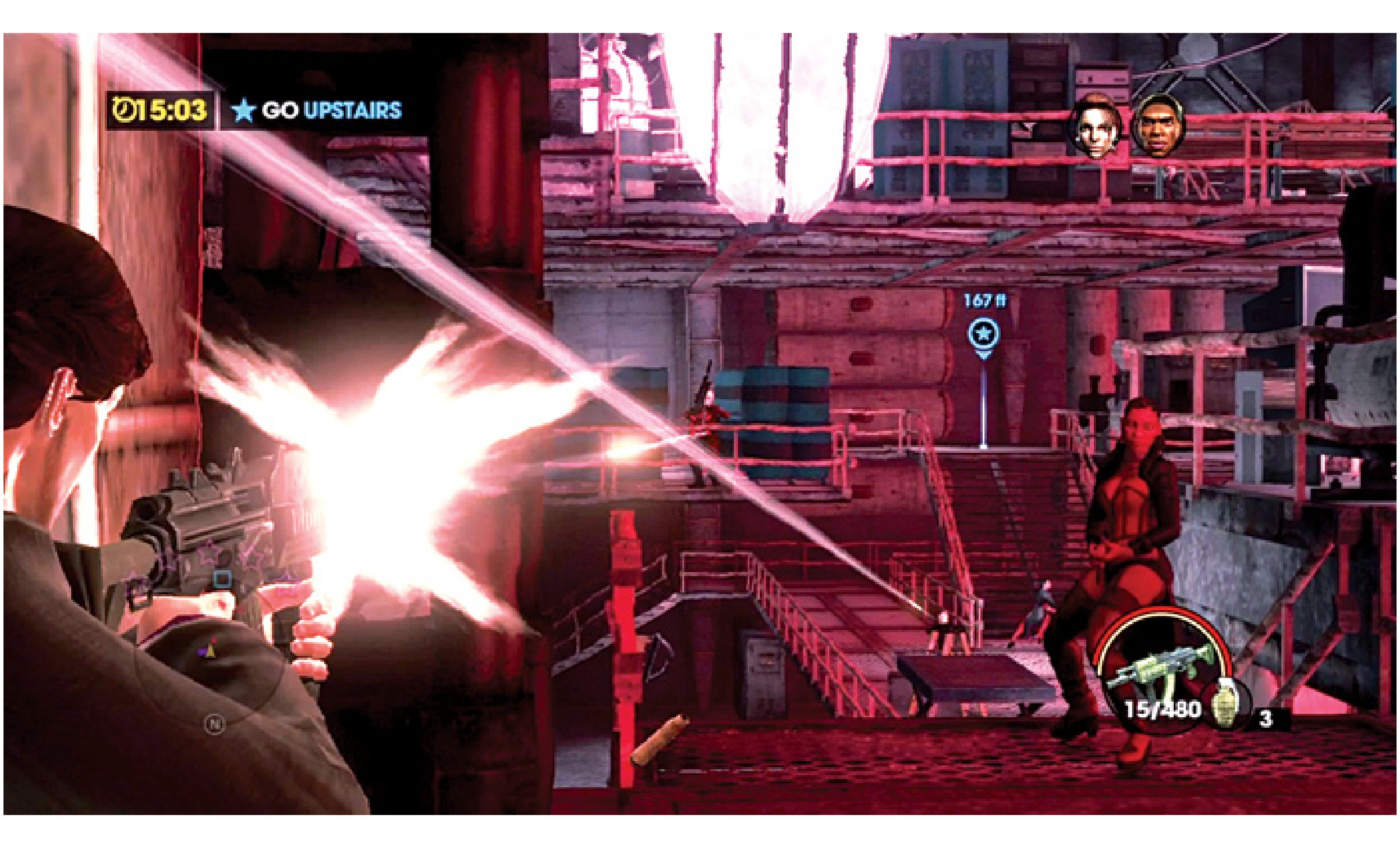
When all the dock guards have been wiped out, follow the yellow indicator and activate the timer on the bomb. It's not until the timer starts counting down that the Saints realize they should have waited until they got Phillipe before they activated the bomb. The Saints have only 16 minutes to fight to the top of the building and kill the boss once and for all. Go to the elevator to begin the battle to the top.

Hunt Down Phillipe Loren

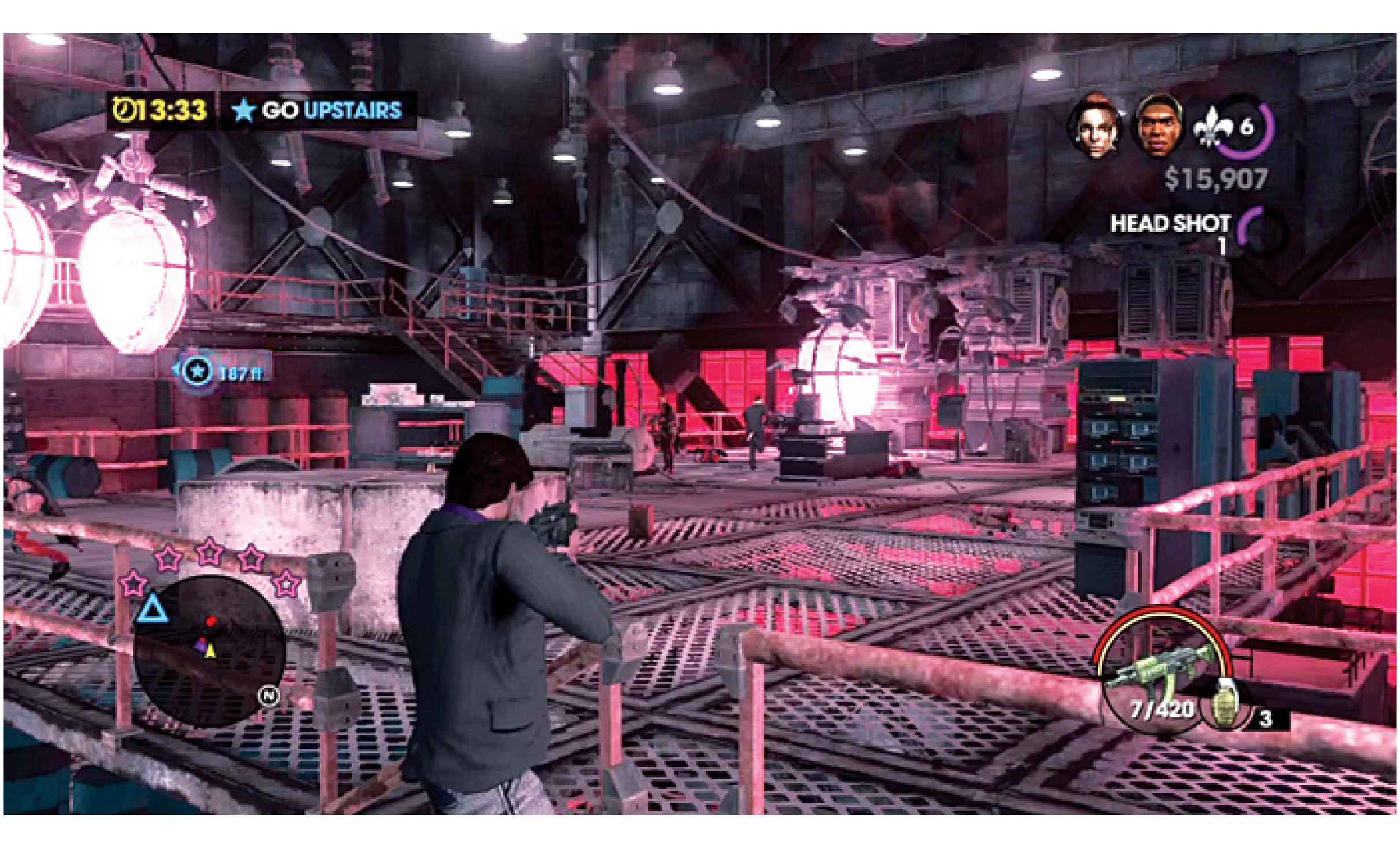


When the elevator stops, run around the corner and stay a safe distance from the doorway where several Morningstar are lurking. The next room contains a lot of enemies and until the first few are wiped out it is too dangerous to charge ahead.

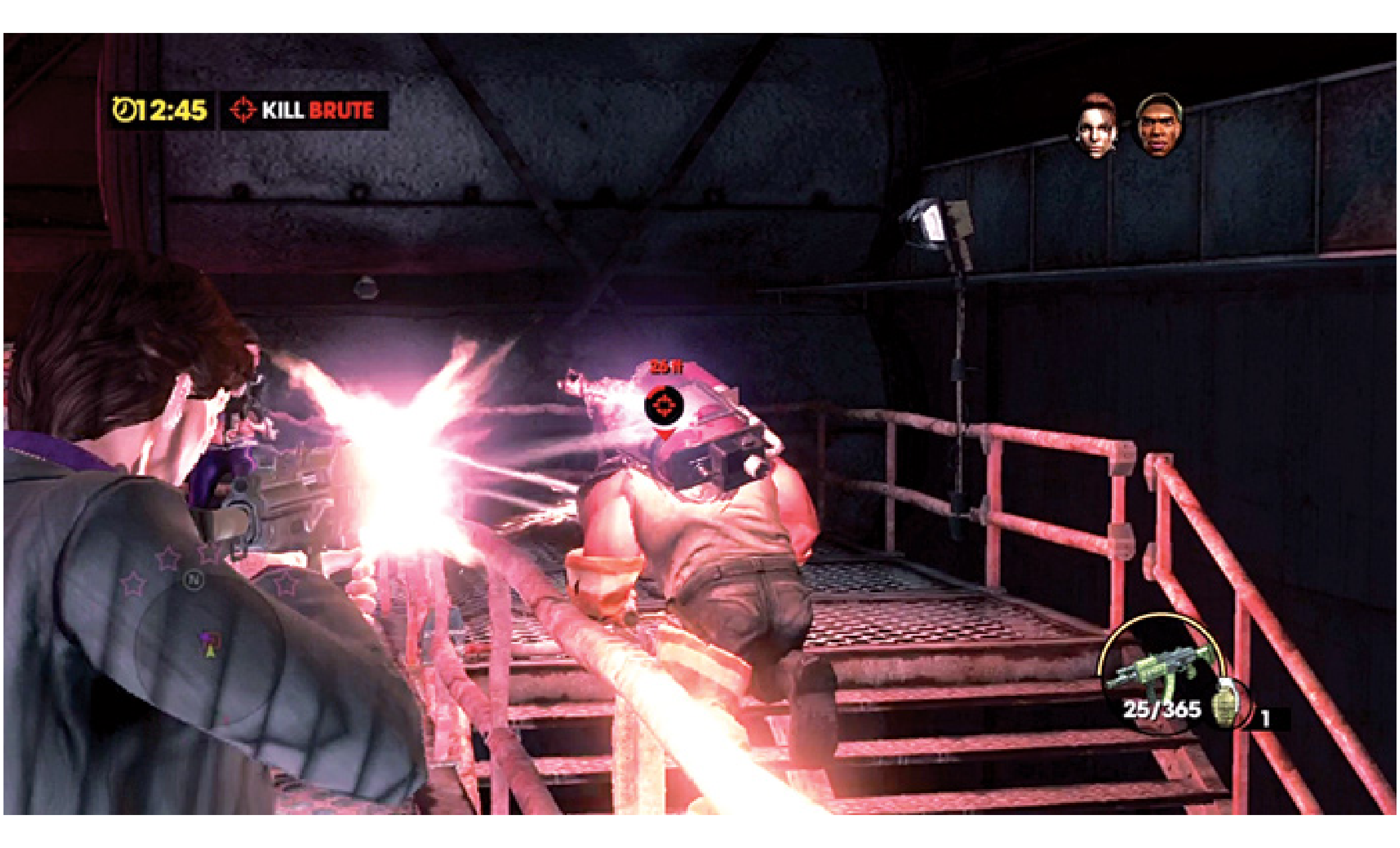
As soon as you enter this open red area, wipe out any guards right in front of you and immediately turn left to take out the specialist on the ledge at the opposite side of the room. Run over to the other staircase leading down and shoot another specialist on a small ledge to the right. Fight your way down the stairs and run up the large staircase in front of you. More enemies keep flooding in from above.



Take them out on their way down and slowly go up another level. Although the counter is ticking down, there is plenty of time to complete this mission. Take your time and don't leave yourself wide open to gunfire. Peek over stairs and use objects for cover to minimize your exposure.

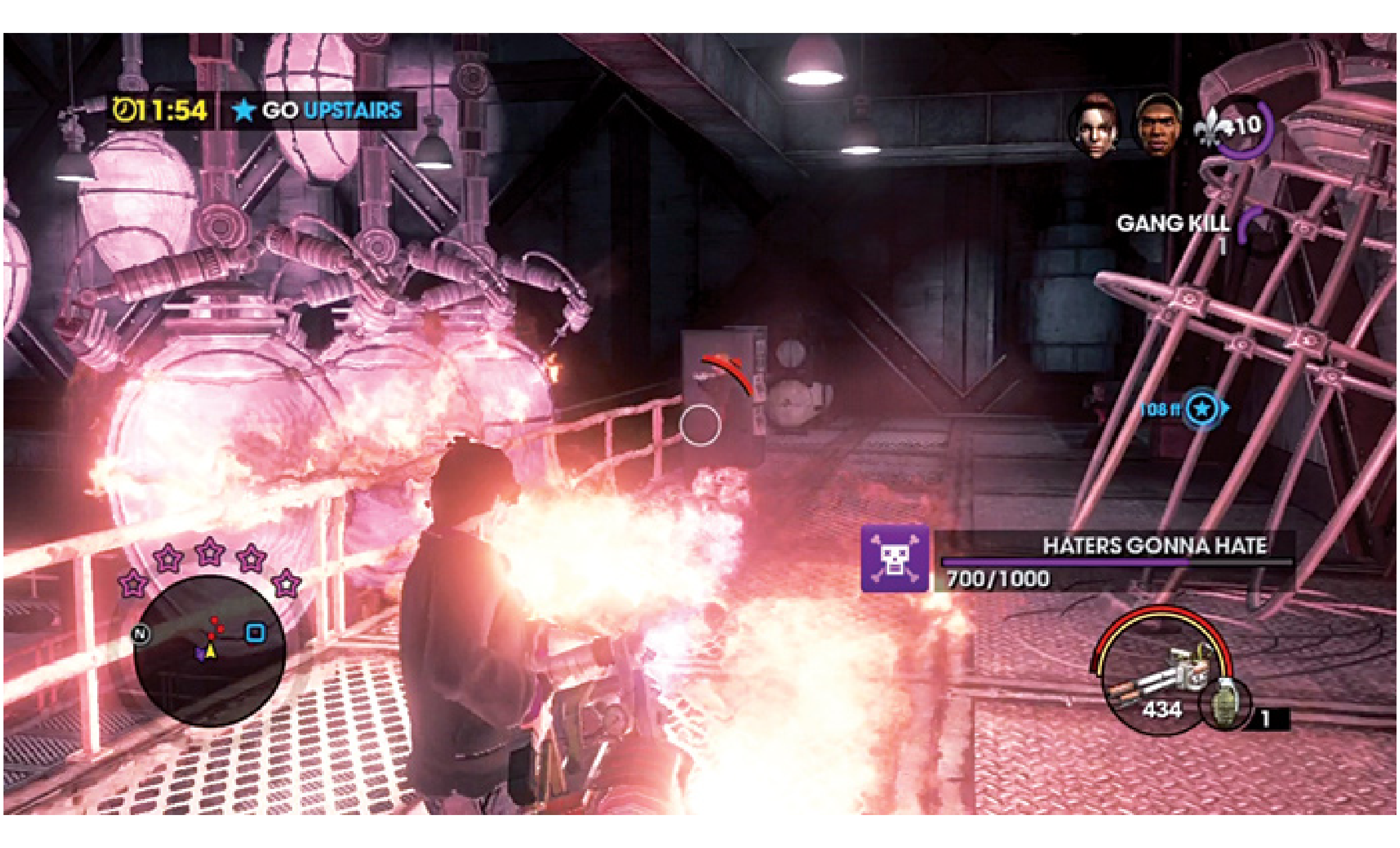


Once this platform is cleared, a new Brute will enter the fray. This time its a Flamethrower Brute and he is heading your way fast. Unlike the Minigun Brute, this one is a lot more mobile and can even charge. The flamethrower has a medium range and it is possible to keep your distance while lighting him up. However, he moves pretty fast and he will keep you on your toes. The one major weakness this Brute has is that the tanks on his back are very volatile. If you can put enough shots in them, they will explode and kill the Brute. Try luring him around the stairs and get him to focus on you homies while you aim for the canisters. When he stops to lay down a wall of fire, toss a grenade his way.



Pick up his incinerator when he is gone and continue following the blue indicator up the next stairway. If you thought the minigun was fun the Incinerator is a real blast. This walkway has a fresh group of Morningstar for you to practice on. Fire off the incinerator and invite them to the barbecue. Keep in mind that the flamethrower is not effective at long range. Close the distance before you try to roast your enemies. Also, the flames can hurt your homies as easily as your enemies. Try to pinpoint your targets rather than spray and pray.

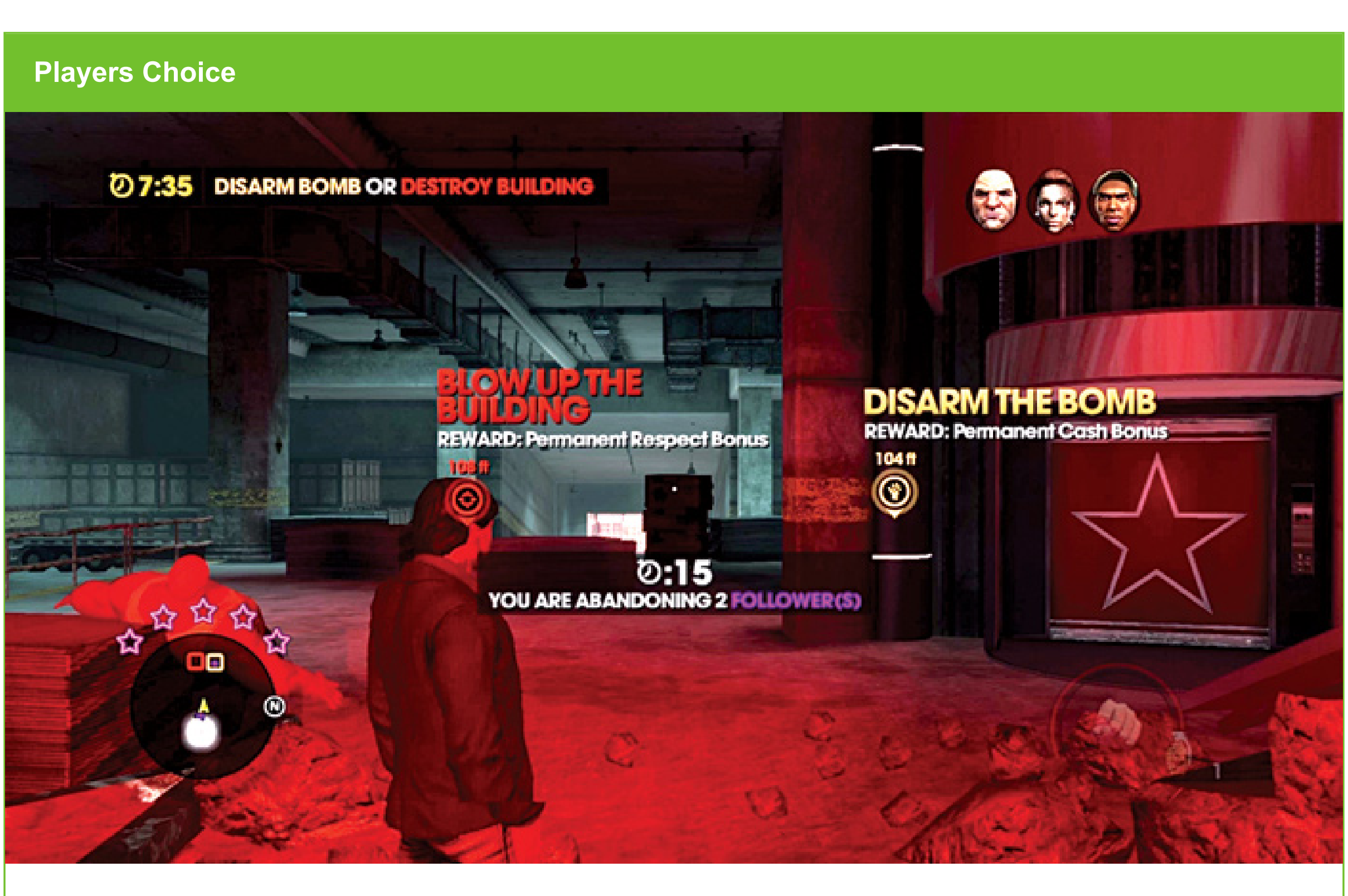
The Master Brute Joins the Team



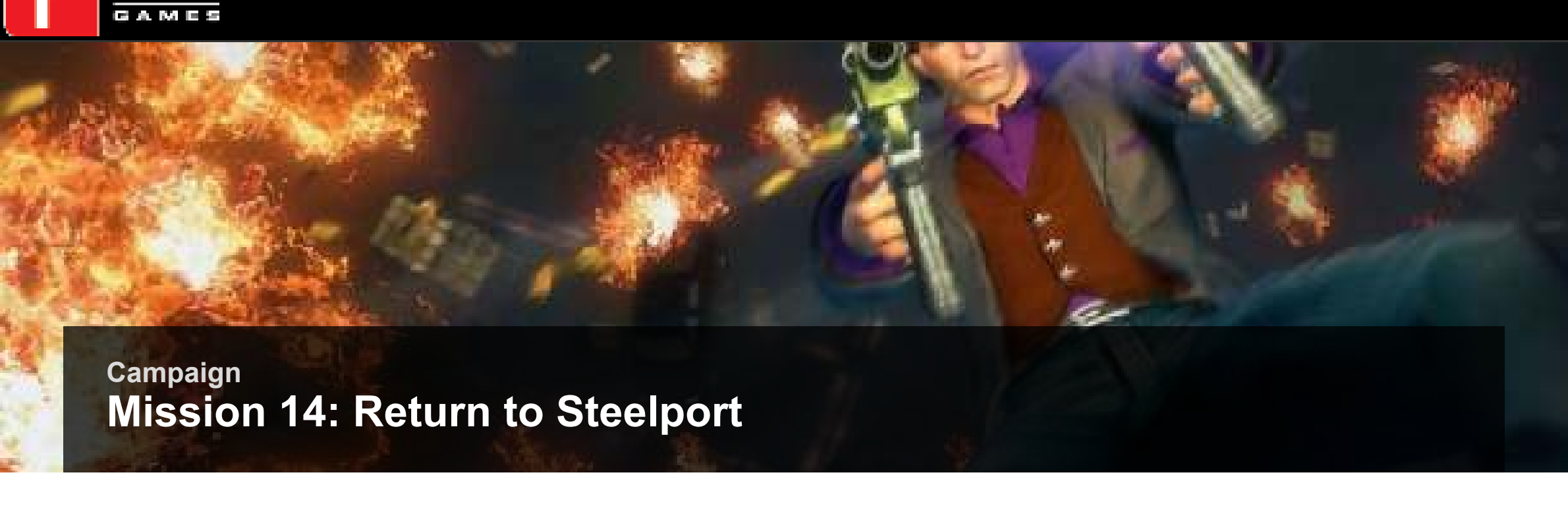
This place truly is a rare weapon shop and it houses one of the most deadly weapons around. When you round the next corner you will encounter Oleg, the father of the Brutes. Phillipe was cloning this massive man, but as he is quick to point out, they have his strength but not his brains. The team frees Oleg from his bonds and the hulking naked man joins your quest to find Phillipe. It would be nice if the big boy threw on a drape or something, but after being strung up for so long he doesn't want to waste a second.

Follow your new naked friend as he guides you to Phillipe's office. The slick boss of the Syndicate hops into an express elevator to the bottom floor and there are very few options to catch him. Out of desperation you grab onto a giant metal ball hanging in the center of the building with a drop straight to the bottom floor. As you hang from one had, shoot the guards as they pour into the room and wait until your crew can knock the thing loose. Ride giant ball down to the ground level and shoot the Brute before he tries to knock you off.

Players Choice


7:35
DISARM BOMB OR DESTROY BUILDING
BLOW UP THE BUILDING
REWARD: Permanent Respect Bonus
108 ft
DISARM THE BOMB
REWARD: Permanent Cash Bonus
104 ft
0:15
YOU ARE ABANDONING 2 FOLLOWER(S)

The huge ball comes crashing down just as Phillipe emerges from the elevator. It was a pretty unorthodox way to take him out but it worked! There is now a big decision to be made. Either let the bomb go off and level the building or disarm the bomb and keep the place for the Saints. If you blow the building, you earn a big respect bonus as well a 10 percent increase to all respect earned. However, if you save the structure, you end up with a big cash bonus and a 10 percent increase to all cash earned. The choice is yours, but respect can be a lot harder to come by. Keep in mind that cash can be invested with great returns if you buy shops and properties.



Campaign

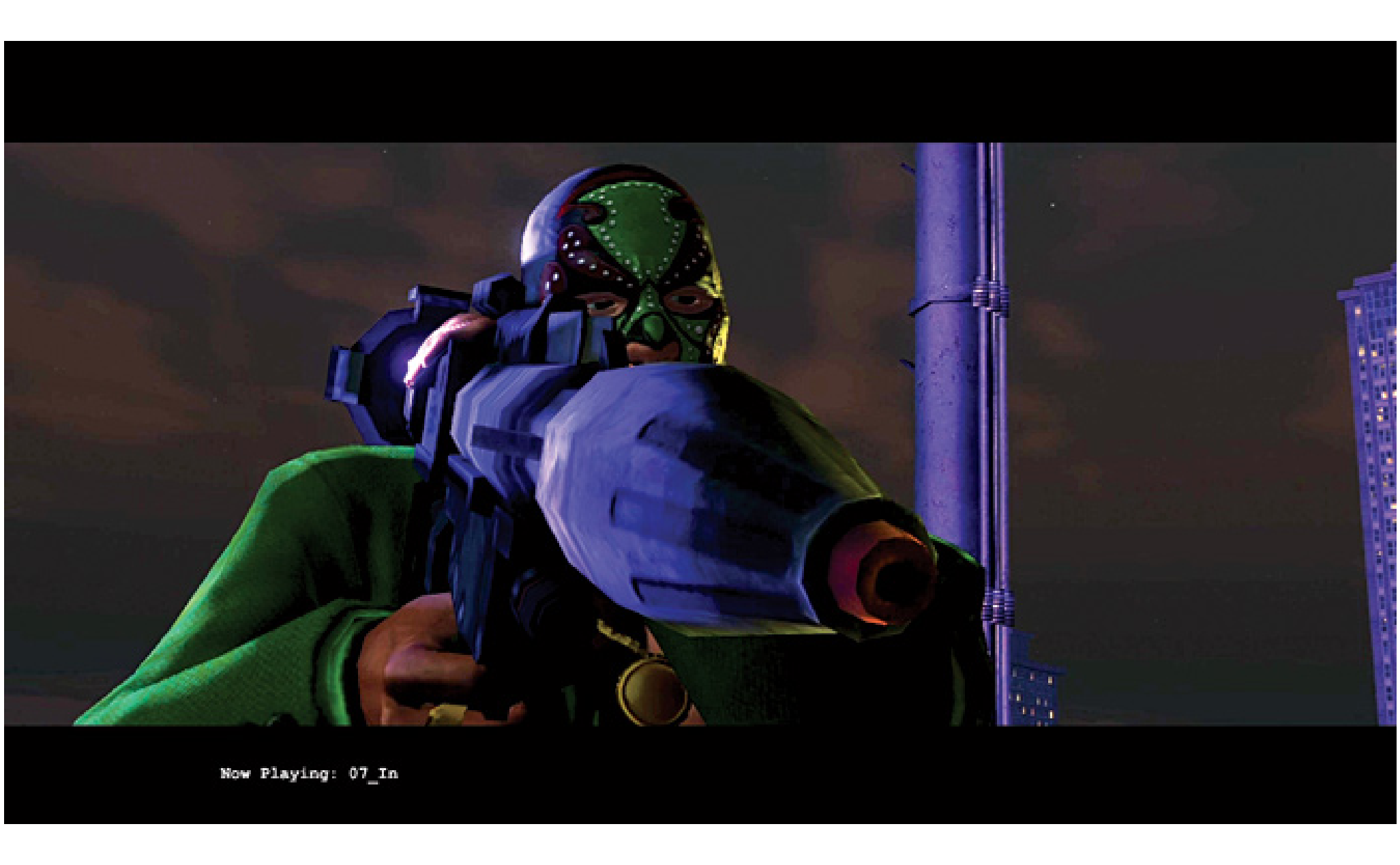
Mission 14: Return to Steelport

Cash Earned: $8,000

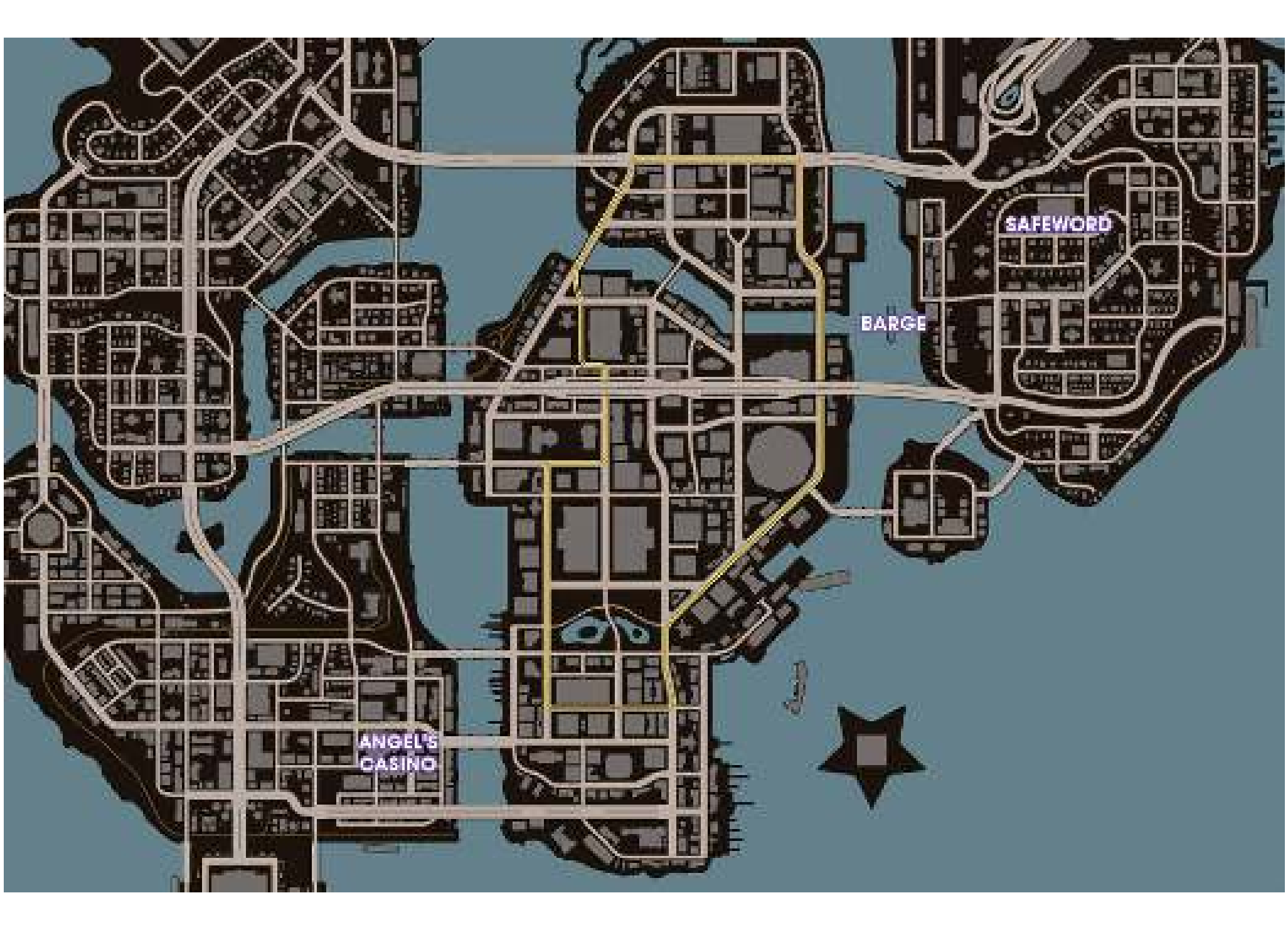
Respect Earned: 2,000

Unlocks: New Cribs—Angel's Casino, Kinzie's Warehouse, Zimos's Carwash; New Weapon—Penatrator, Gang Customization

Recruit Three New Homies

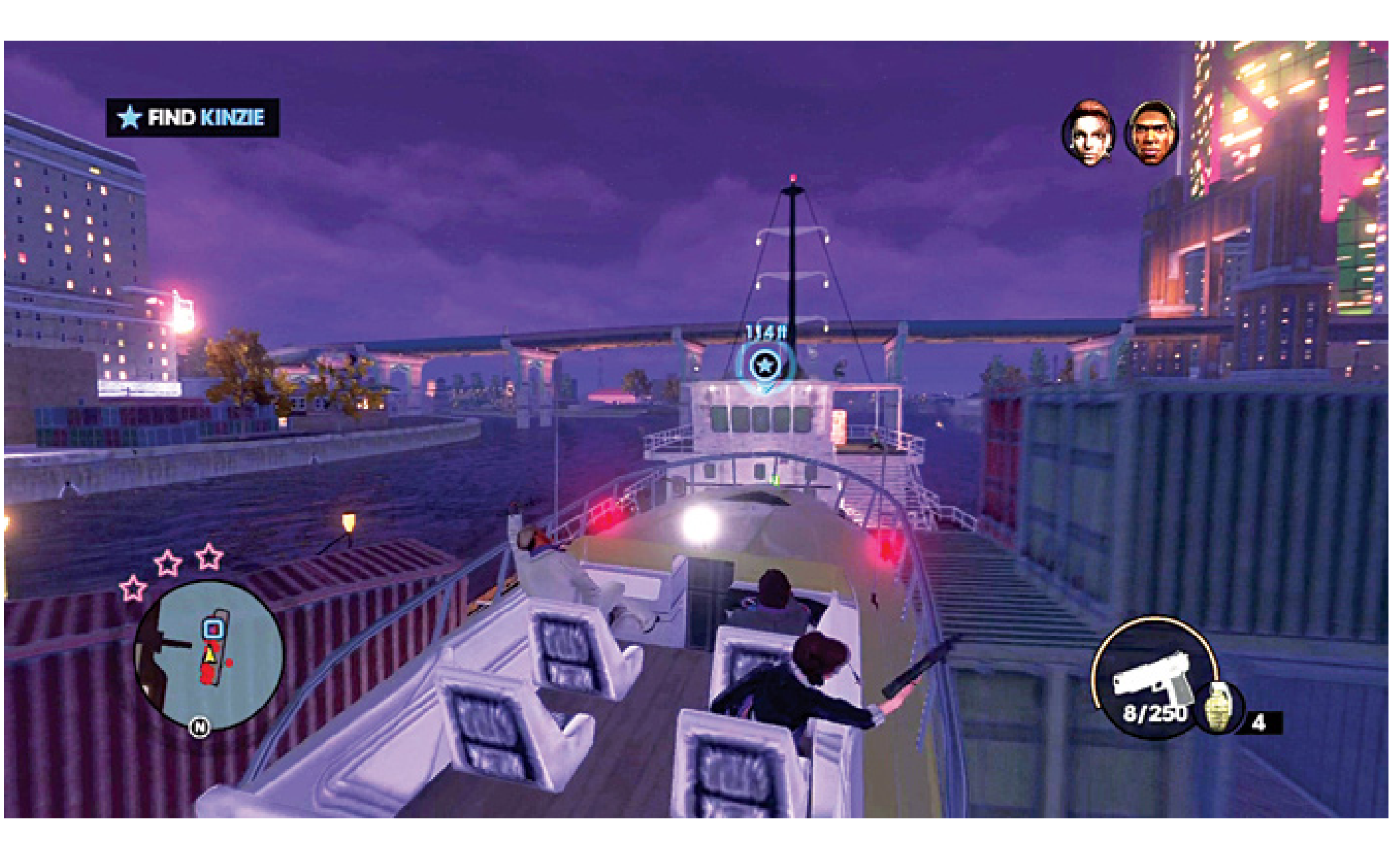


The Hughes Memorial Bridge is the site of a political ribbon-cutting ceremony in Stilwater. The bridge is being dedicated by Senator Monica Hughes to her late husband, who gave his life fighting gang violence in Stilwater. The Saints funeral procession for Gat is stuck in traffic due to the closed bridge. The peaceful scene is about to take an ironic turn as a group of Luchadores smash through traffic and assault the Saints. The scene gets ugly really fast as the Saints, being chased by the Luchadores, crash through the media covering the event and nearly run over the senator. The signature green trucks of the Luchadores recklessly pursue the Saints while their brothers rain down a barrage of rockets. Killbane, the leader of the Luchadores, scores a direct hit on the Saints' car and sends them into the water. To battle the Luchadores, the attack dogs of the Syndicate, the Saints need to enlist the help of several locals to aid in their quest to conquer Steelport.



To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Rescue Kinzie Kensington



The first new addition to your team is a mousey former FBI agent that apparently got booted from the fed when she was about to expose the Syndicate. The cyber gang, the Deckers, have her hostage on open waters and it's up to the Saints to spring her. This is your first aquatic mission, but unfortunately it is rather short. Board the speedboat at the docks and follow the blue marker to find the barge. The typical approach to boarding the large sea vessel is to pull up close and slowly go up the docking ramp. Instead, build up as much speed as possible and launch your boat as far as you can onto the barge. The more air you get and the more distance you cover, the less boat battling you will have to do.

FIND KINZIE
91 ft
11/500
4

Kinzie is being held on the top tier of the barge but the boat is swarming with Decker guards.

UNTIE KINZIE
5
$24,237
CASH $10
UNTIE KINZIE
0 ft
9/500
4

Grab a human shield and shoot as many of them as you can near the stairway leading to the top of the boat. A lot of guards block your way upstairs to Kinzie. Eliminate the ones directly in your way and untie the pragmatic girl to question her about other people who are willing to team up against the Syndicate.

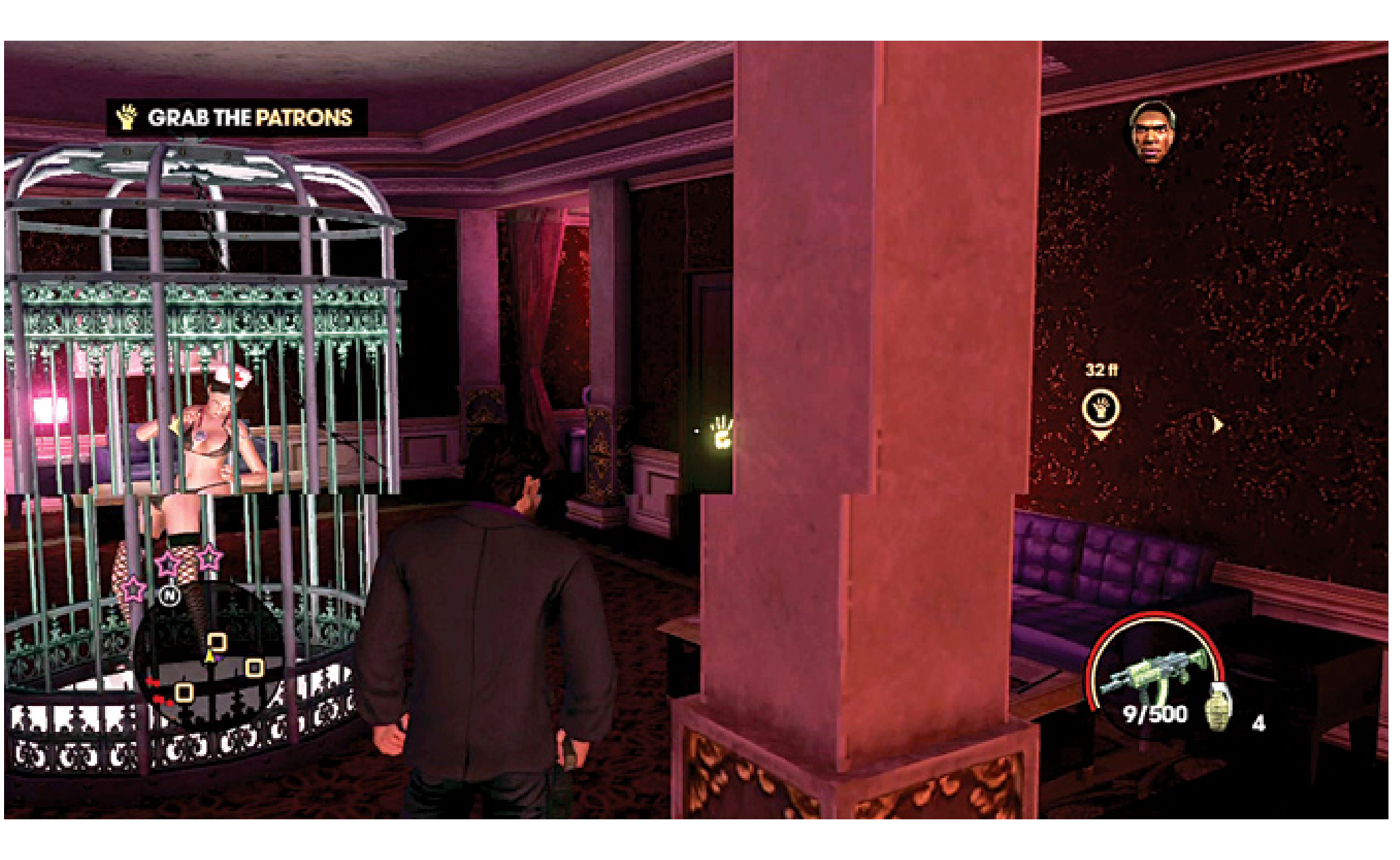
Tip

Don't get caught up shooting the new blue-garbed enemies when you can just make a mad dash up the stairs and save Kinzie without a huge firefight.

Find the Pimp

GRAB THE PATRONS
7
3 ft
INTERROGATE
9/500
4

When the Syndicate took over Steelport the DeWynter sisters, Phillipe's right hand ladies, took over the prostitution racket and locked up its current pimp, Zimos. He is being held at a BDSM club called Safeword. Drive to the club and search for patrons to shake down to get info on Zimos's location. Circle around the main desk at the club and take note of the yellow squares on the minimap. Each square shows the location of a patron who might have some useful info. Both gentlemen have the same info, so chose whichever room you want, open the door, and grab the customer. This is not a great place to threaten anyone because the patrons actually want to be hit. However, they will mention that the manager is upstairs and he should know where Zimos is. Kill the guy off and go upstairs to question more patrons.



At the top of the stairs is a large cage with one of the working girls doing her thing.

FIND ZIMOS
7
HEAD SHOT
1
19 ft
15/500
4

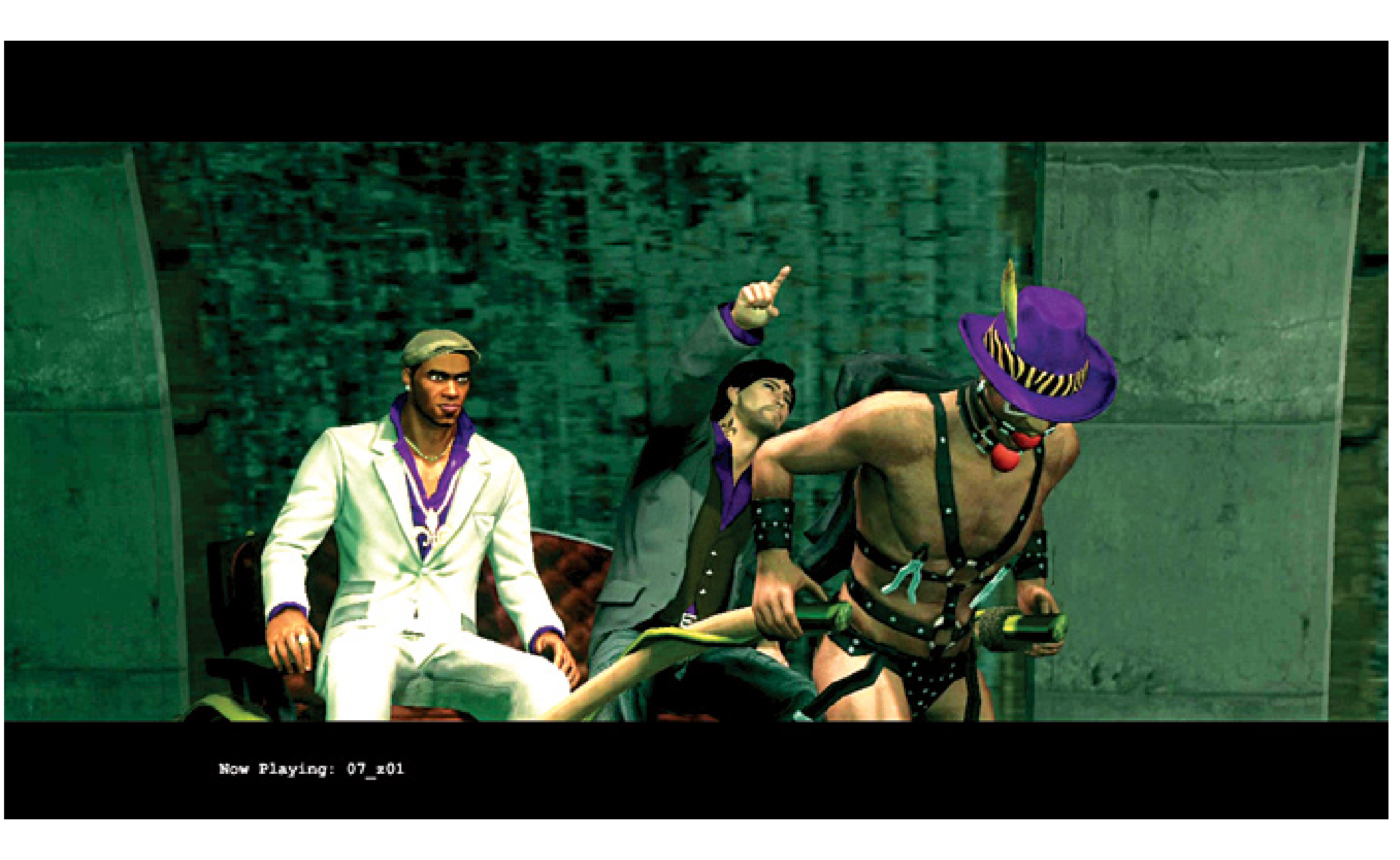
To the right of that cage is a room with a guy that won't tell you anything, but questioning him makes the owner appear on the minimap in blue.

The owner of the club is just down the hall on the same level. Open the door and blast the couple of Morningstar guards to interrogate the owner. He is scared to divulge any info; a quick threat of severing his manhood soon makes him change his mind. Zimos is being held in the pony barn, whatever that is.

Free the Pimp

FIND ZIMOS
7
HEAD SHOT
1
19 ft
15/500
4

Bump off the owner and go to the right to walk down a concrete stairway. Open the door at the bottom of the stairs and kill the group Morningstar guards that try to ambush you. Walk down another flight and open the next door for some more Morningstar action. Grab one of them as a shield and wipe the rest out. Continue through this underground tunnel to find the pony barn.



Poor Zimos has been kept in the pony barn bound and gagged while being forced to give rides to the patrons. Luckily, the big rhinestone Z on his back makes him pretty easy to locate, but there is no time for proper introductions. Your presence upstairs did not go unnoticed and the Morningstar are hot on your tail. Before Zimos is set free, he has to give one more ride to you and Pierce.

KILL THE MORNINGSTAR
19/∞
4

This has to be one of the best chases in history. It pretty hard to compete with bunch of people having a shoot-out while being pulled on carts by BDSM slaves. Three carts chase after you in slow but steady pursuit. Save your fire for the Morningstar rather then the helpless gimps pulling the cart. Pierce has got some explosive power in his weapon and together it will be a quick task to end the chase.

Aid Angel De LaMuerte

KILL THE LUCHADORES
7
4

Kinzie calls with news of the last member of your Steelport trio. The next recruit is Angel, who was a tag team partner with the leader of the Luchadores, Killbane. One or both of them went crazy and their partnership ended. Needless to say, Angel wants to destroy Killbane and he will join your clan in opposing the Syndicate. Get into your car with Zimos and drive to Angel's casino before the Luchadores rub him out. The battle is already going on when you arrive. Stay in the car and make roadkill out of as many Luchadores as you can.

KILL THE LUCHADORES
8/242
2

Use the protection of the car for as long as you can while laying waste to the green-clad thugs. Be careful not to get too close to the Brute or he will flip the car over. Look for cover while battling on foot and take your time because reinforcements are on the way. Oleg arrives on the scene and it is pretty fun to kick back and let him smash the Luchadores. Go inside when the battle dies down to find Angel.

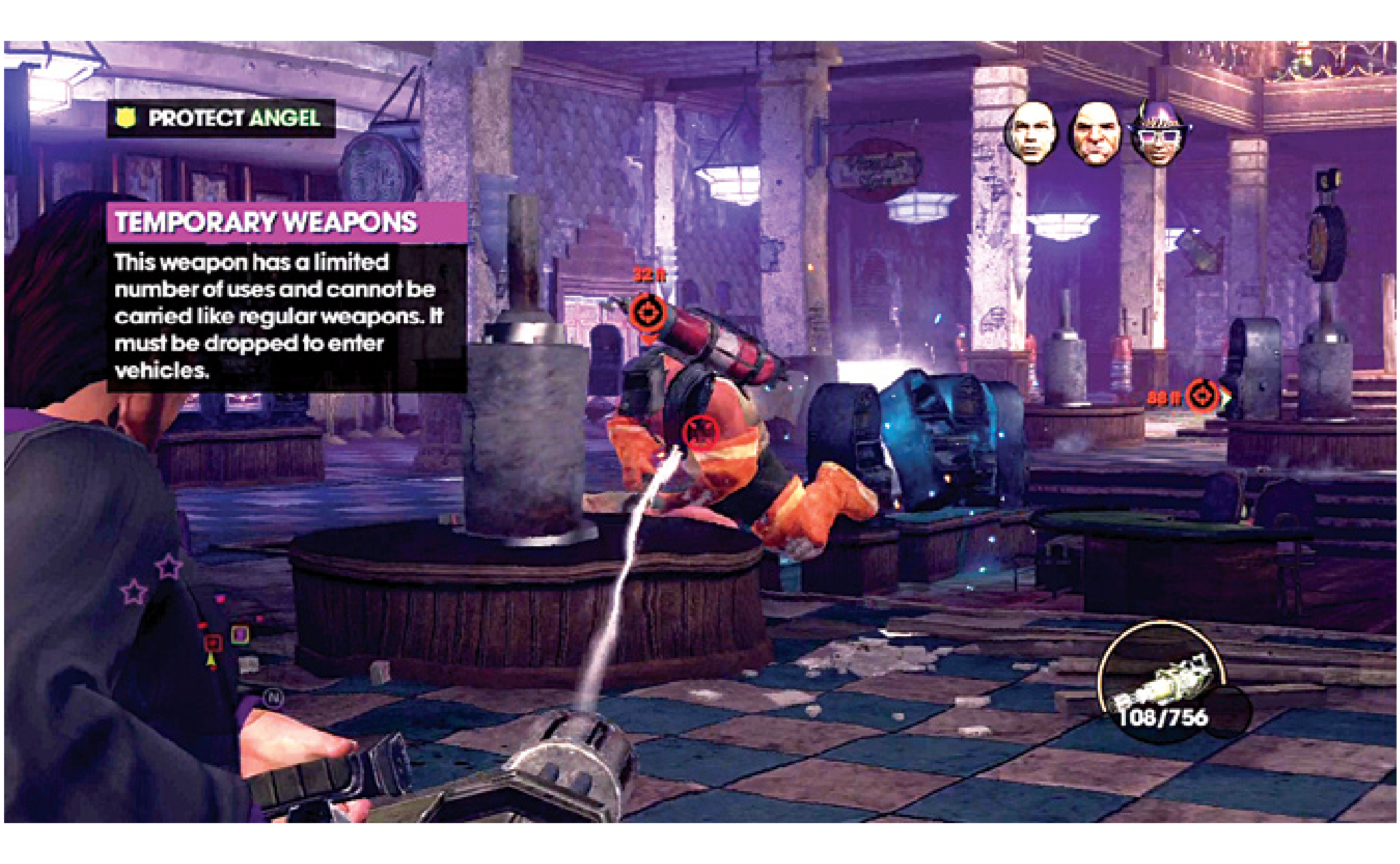
Protect Angel

PROTECT ANGEL
10
HEAD SHOT
2
5/443
2

The Saints meet Angel but before they can make any introductions more Luchadores arrive. This is going to be one hell of a battle and Angel joins your side in the fight. A Brute is the first foe to arrive. Oleg says he wants to take on the clone all by himself. That leaves the rest your group to deal with the flood of enemies coming through the front door and on the upper level. Initially, it seems like the objective is to wipe out the impending enemy horde, but like most missions, the real goal is not to focus on the continuing flow of support thugs, but to survive for a specific amount of time. Don't put yourself in harm's way by attempting to wipe out everyone. Search for cover that protects you from the enemies on the top floor and shoot any Luchadores to thin their number.

PROTECT ANGEL
28
3 ft
0:28
REVIVE YOUR HOMIE
HOLD Ⓨ REVIVE
4/413
2

Be cautious and focus on the real objective, to keep Angel safe. If he goes down, run up and revive him as soon as possible. The only exception is if he is KO'ed right in front of the Minigun Brute because the hulking enemies will lay waste to him over and over at close range. It is possible to tail Angel to protect him, but it is generally better to let him do his thing and help him if it becomes necessary. However, this doesn't mean you can run and hide during this battle.



TEMPORARY WEAPONS

This weapon has a limited number of uses and cannot be carried like regular weapons. It must be dropped to enter vehicles.

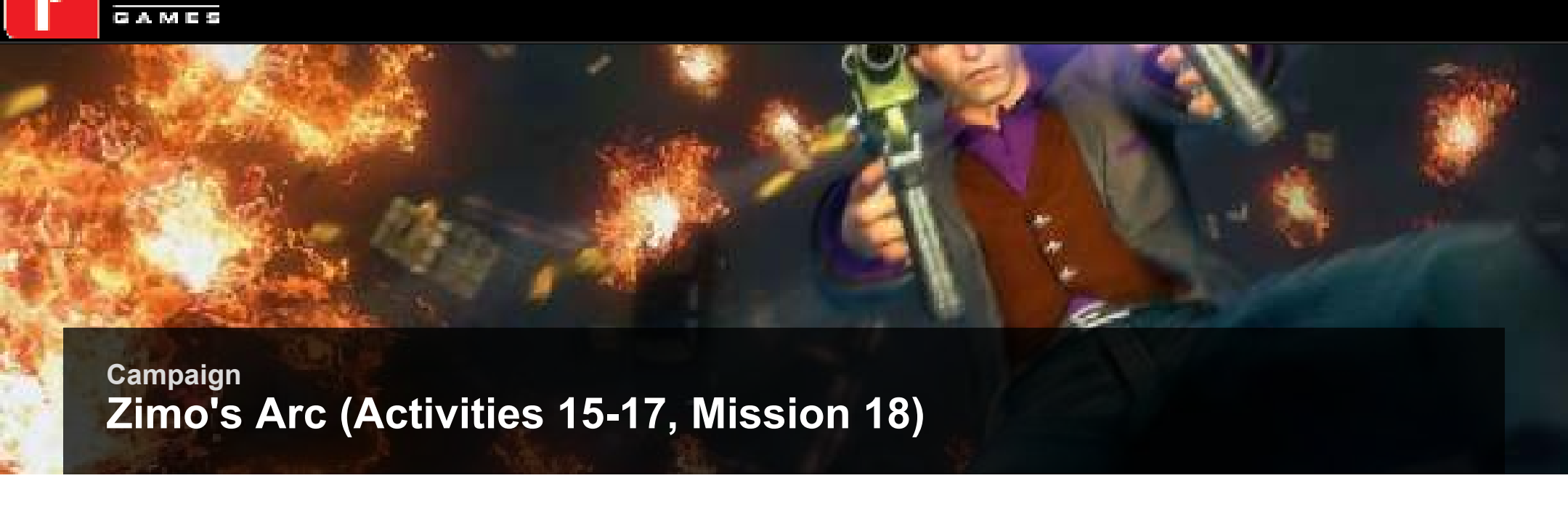
The initial wave of Luchadores isn't the dangerous part of this mission. After a short time a Minigun Brute appears on the top level and eventually jumps down to join the fray. This hulking foe can be a real pain to deal with while the other enemies are plugging away at you. Circle around the Minigun Brute and use thrown explosives to drop him as fast as possible. Once he is gone, pick up his minigun and use it to waste the Flamethrower Brutes and anyone else in your way. However, the minigun is very heavy and the Flamethrower Brute can move much faster than you while you're carrying the big gun. If they get too close, drop the weapon and use your speed to get some distance or they will roast you.

Note

When this mission is completed, three sets of new character missions will be available, each one corresponding to one of your three new friends. Each new recruit has several Activities missions that must be completed, along with a very brief final story mission. Once these are complete, each will become an official homie that can be contacted through the Cell Phone Menu.

Note

The character missions can be completed in any order but specific character missions must be completed prior to continuing parts of the critical Campaign related to the Strongholds. All of Zimos's missions must be completed prior to Mission 29— Pimp up, Hos Down. All of Kinzie's missions must be completed prior to Mission 37—Stop All the Downloading. All of Angel's missions must be completed prior to Mission 43—3 Count Beat Down.



Campaign

Zimo's Arc (Activities 15-17, Mission 18)

Cash Earned: $2,000

Respect Earned: 200

Unlocks: Additional Snatch Activities

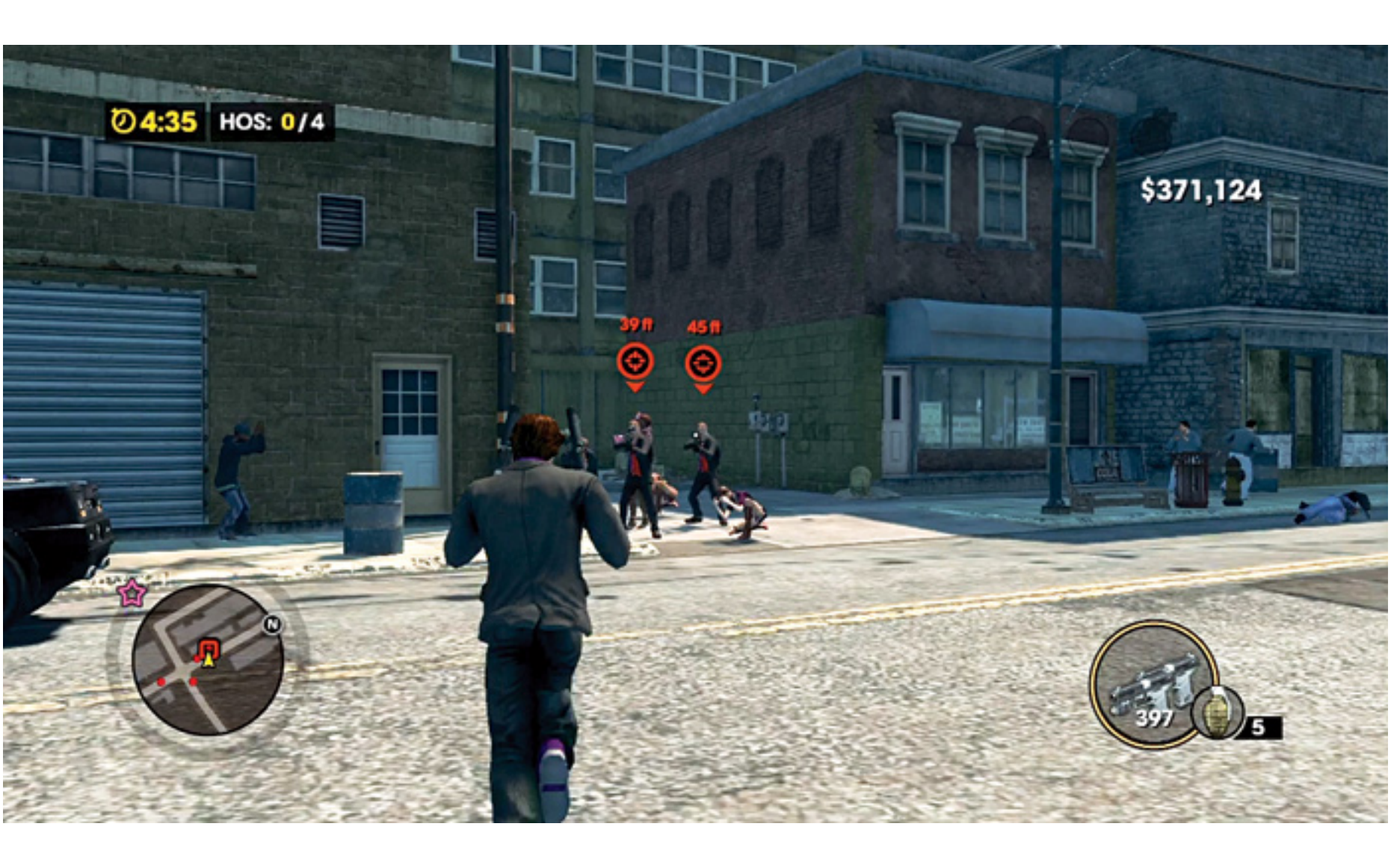
Rewards: 2% Morningstar District Control—$71 per hour

Activity Objectives: Pick up four hos in 5:20

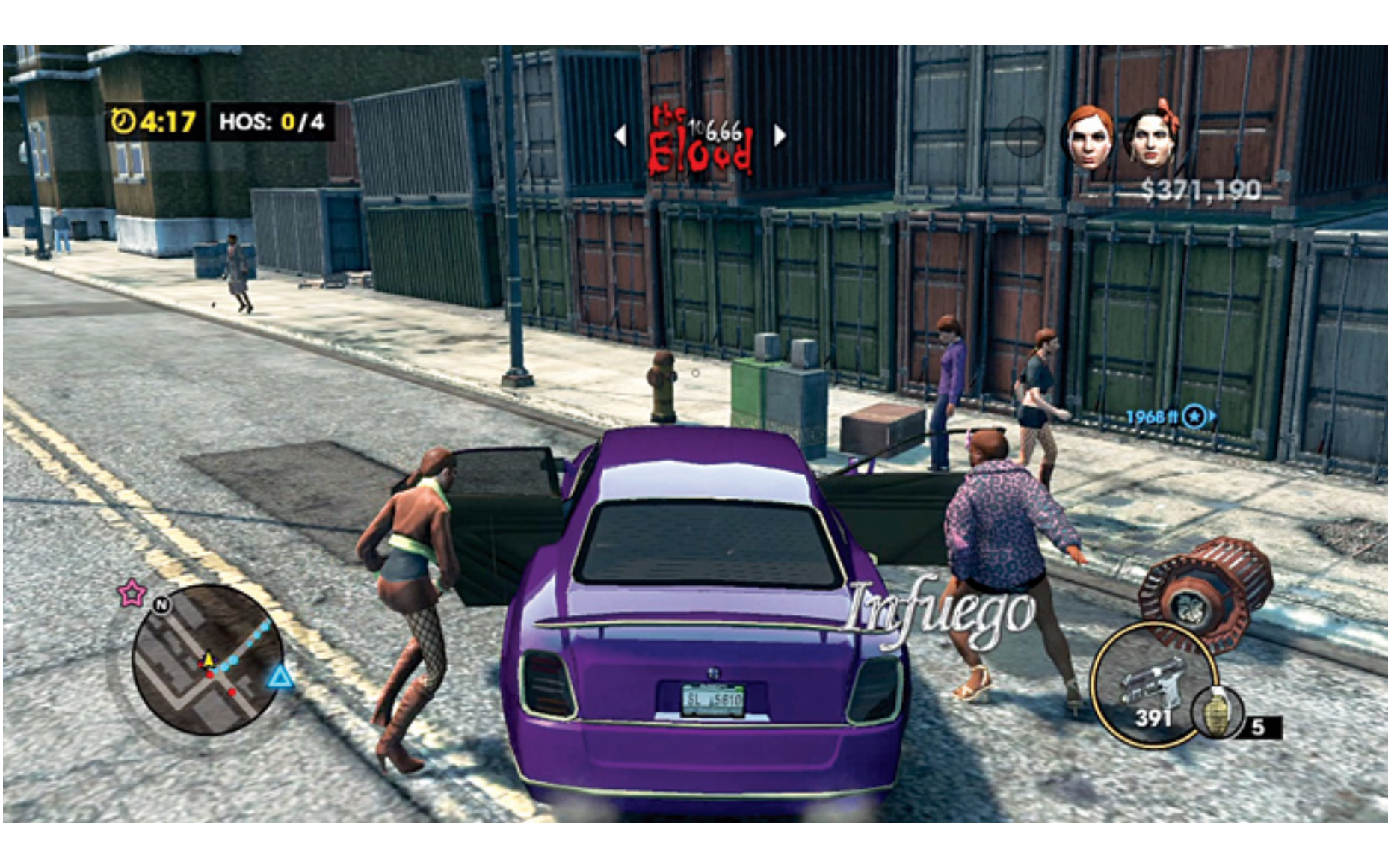
Save the Hos from Abusive Pimps

Now Playing: Z_Z01

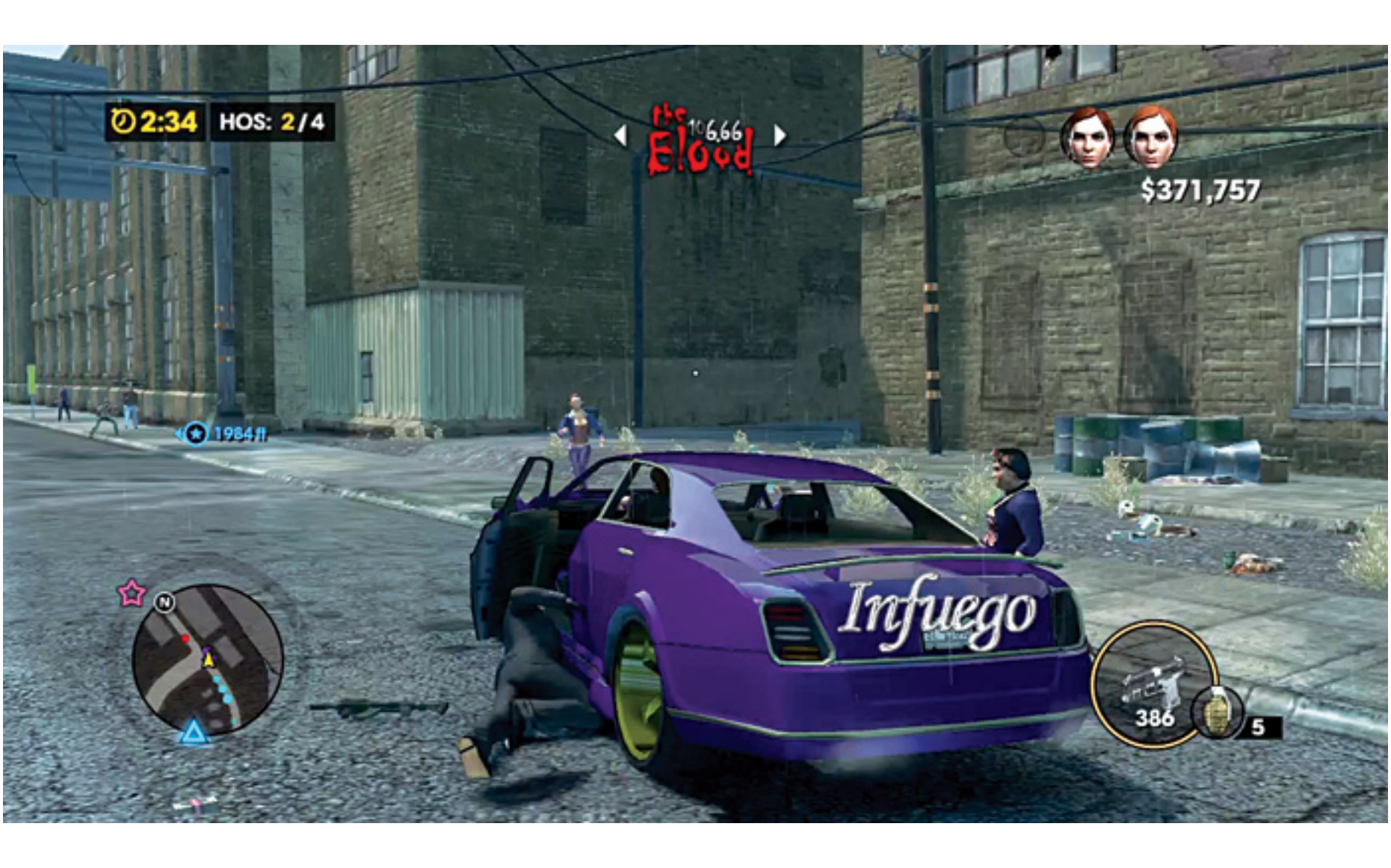
Zimos's crib is at a car wash. It's not the first place you'd expect a pimp to set up shop, but after the DeWynter sisters took over his racket he is probably happy to be anywhere that he is not bound and gagged. Meet Zimos at his place to find him making up for lost time; just make sure not to wake his hos. Zimos needs you to retrieve some hos for him from their other set of oppressors and he provides you with a very slick ride to help facilitate this. Keep in mind, in every instance of this activity, you will have multiple points you must travel to for each pickup, and you do not have to do them in the exact order the game suggests.


4:35
HOS: 0/4
$371,124
39 ft
45 ft
397
5

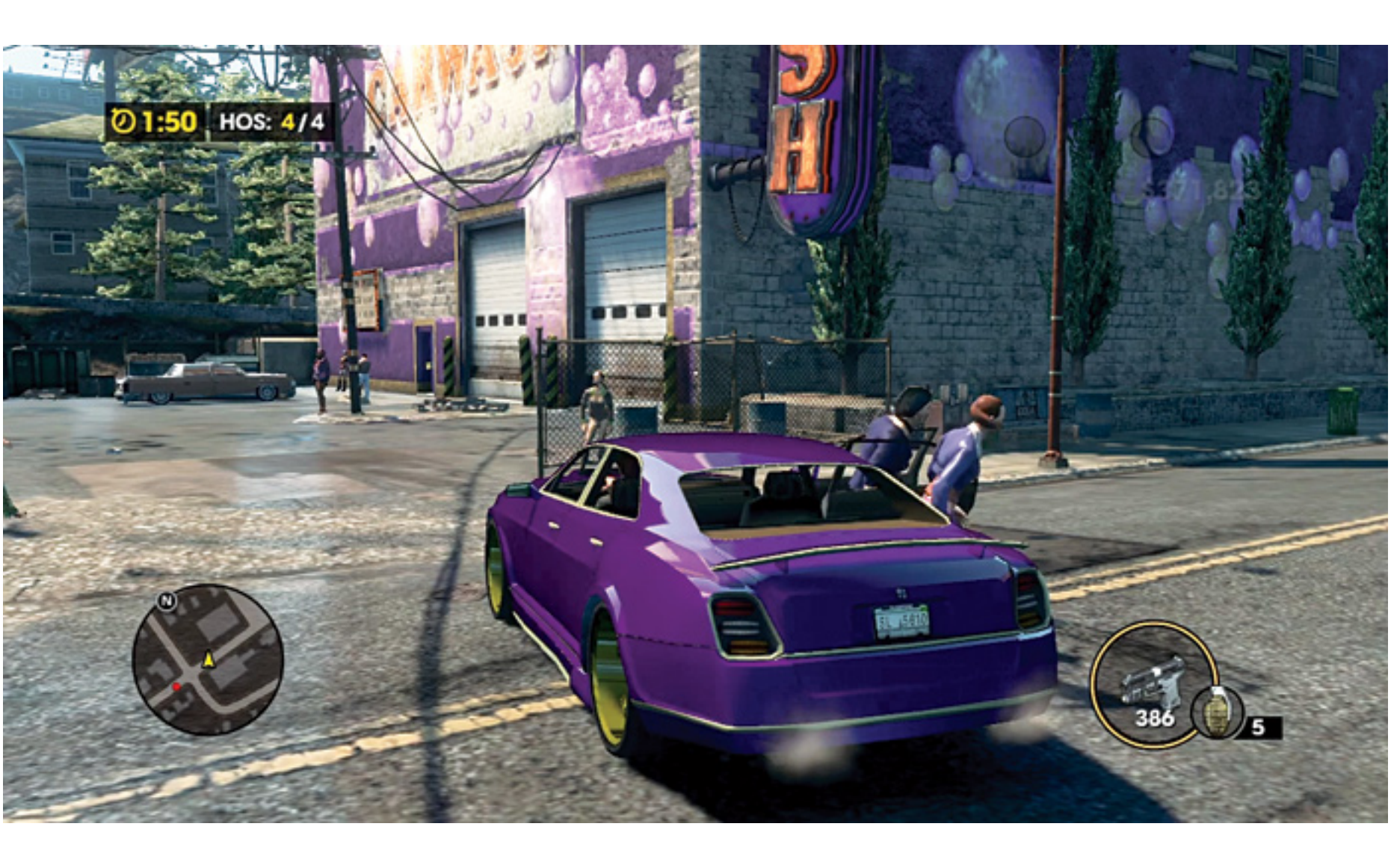
This activity is your introduction to the activity type, so resistance from the Morningstar is not going to be severe. Still, be careful at your first pickup. The gangsters are not afraid to use your hos as human shields, so bust out that pistol and make smart shots to free the ladies. If you're lucky, you can pick up three hos in one go!


4:17
HOS: 0/4
The Blood
$371,190
1968 ft
Infuego
391
5

Now, get them back to the drop point.


2:34
HOS: 2/4
The Blood
$371,757
1984 ft
Infuego
386
5

Head to the second pick-up point. If you're sly and lucky, you can pull up rather harmlessly, whistle for the ladies, and drive off before the Morningstar provide any serious resistance. If you're lucky.


1:50
HOS: 4/4
386
5

After two pickups, you should have the required hos to complete the activity, thus unlocking more Snatch activities around the whole city! You may also notice that Kinzie has her own Snatch activity on the phone, so give her a call to see who she needs to have picked up.

Ho Traffic (Zimos's Arc)

Cash Earned: $2,000

Respect Earned: 200

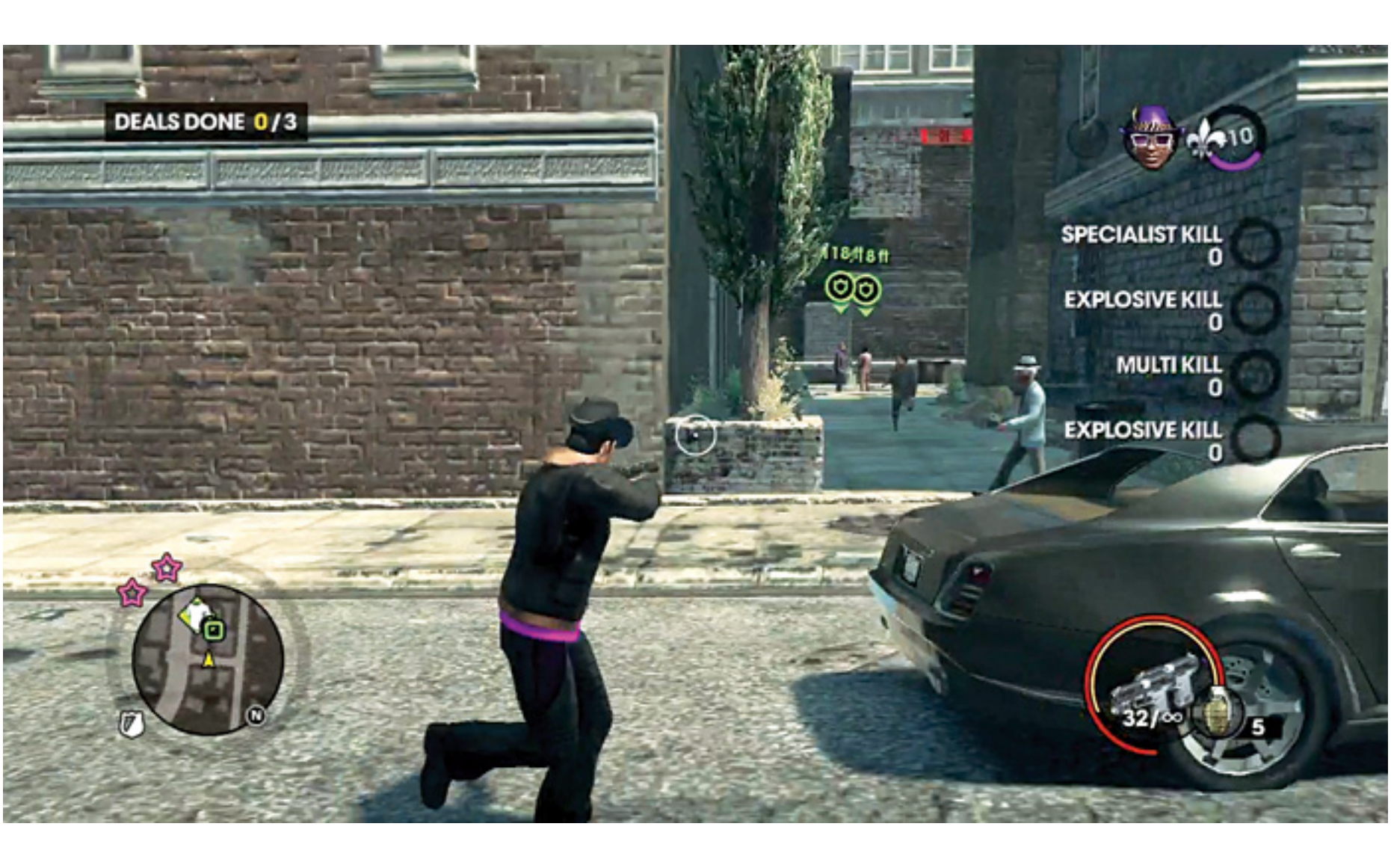
Unlocks: Additional Trafficking Activities

Rewards: 6% Morningstar District Control—$25 per hour

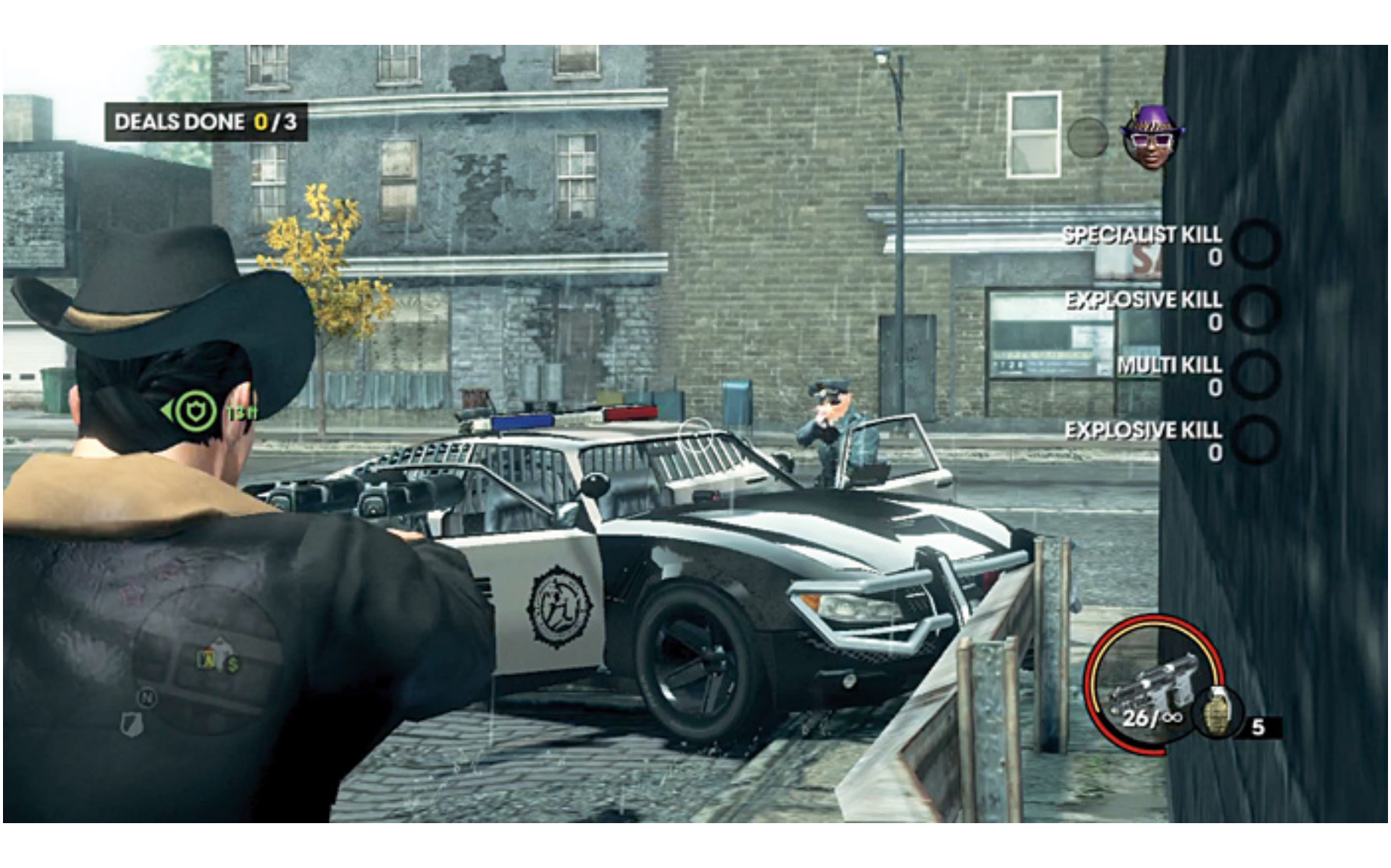
Activity Objectives: Number of deals: 3

Protect Your Homie While They Deal

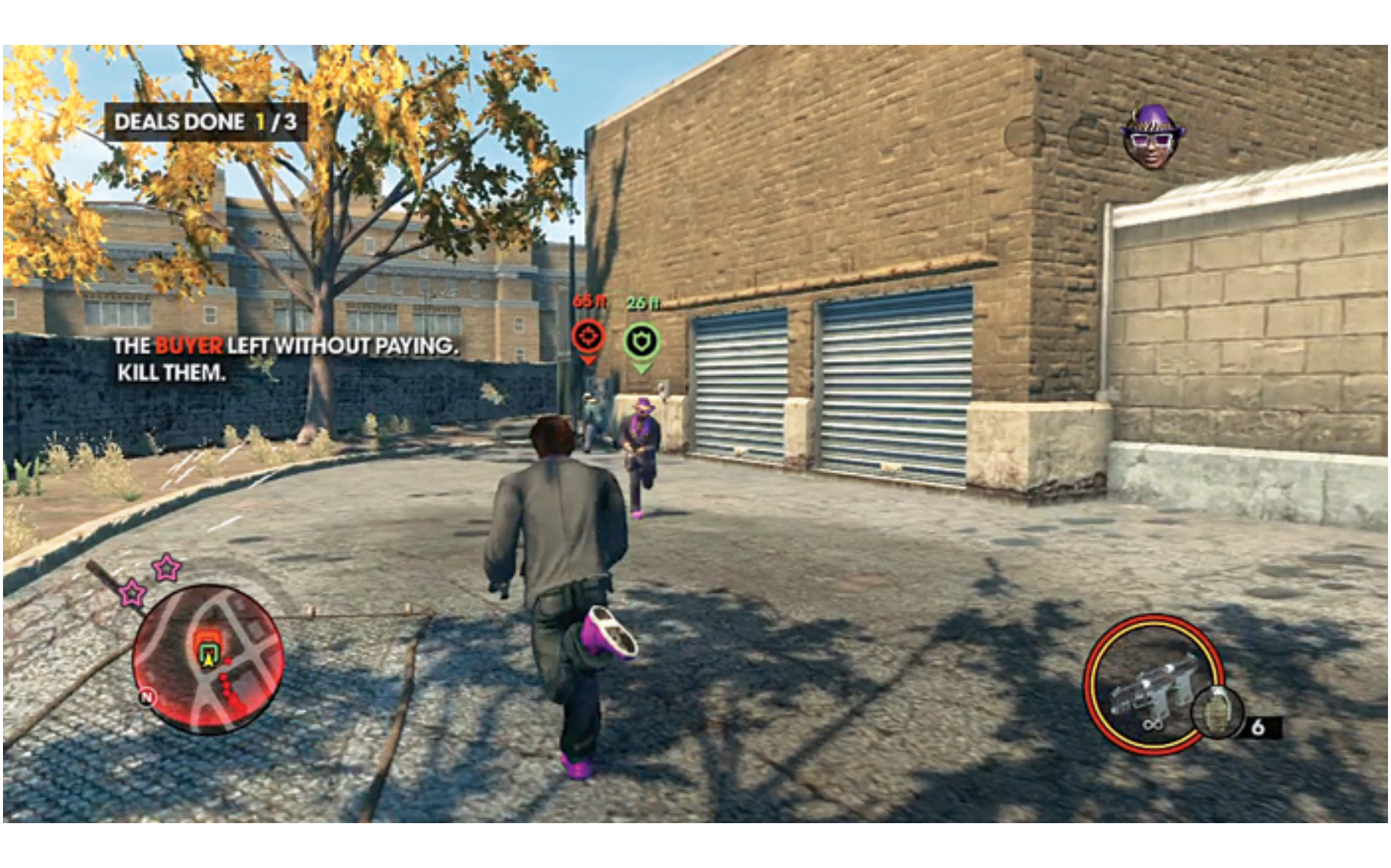
After you have freed Zimos from captivity, he'll have a number of activities for you on the phone; one of these is a another Trafficking job.


DEALS DONE 0/3
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0
5

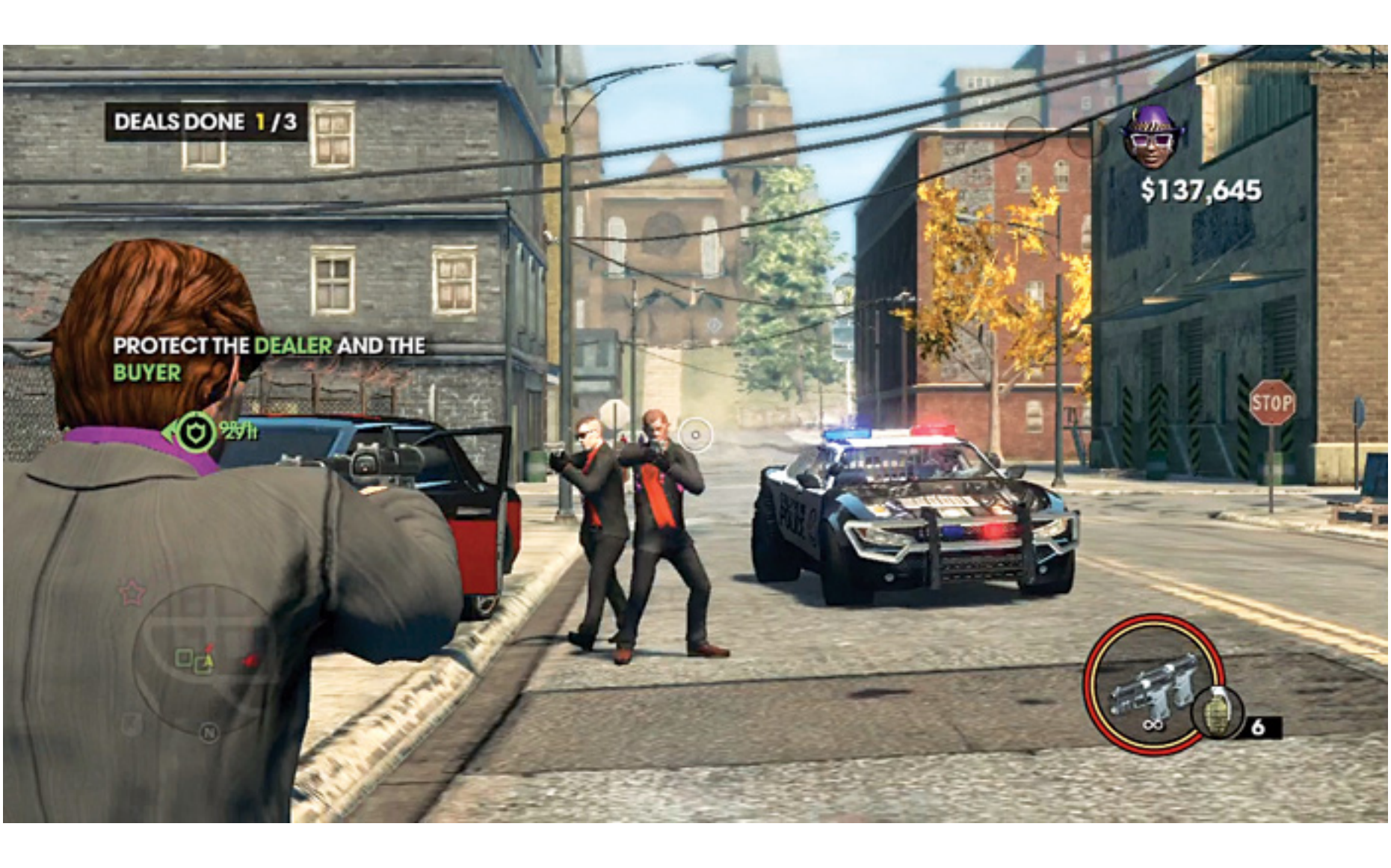
The same rules from Pierce's Trafficking apply: You're the gunner, your homie is the driver. Keep the punks off him and off your ride. You start this activity with level 2 Notoriety with the Morningstar.


DEALS DONE 0/3
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0
5

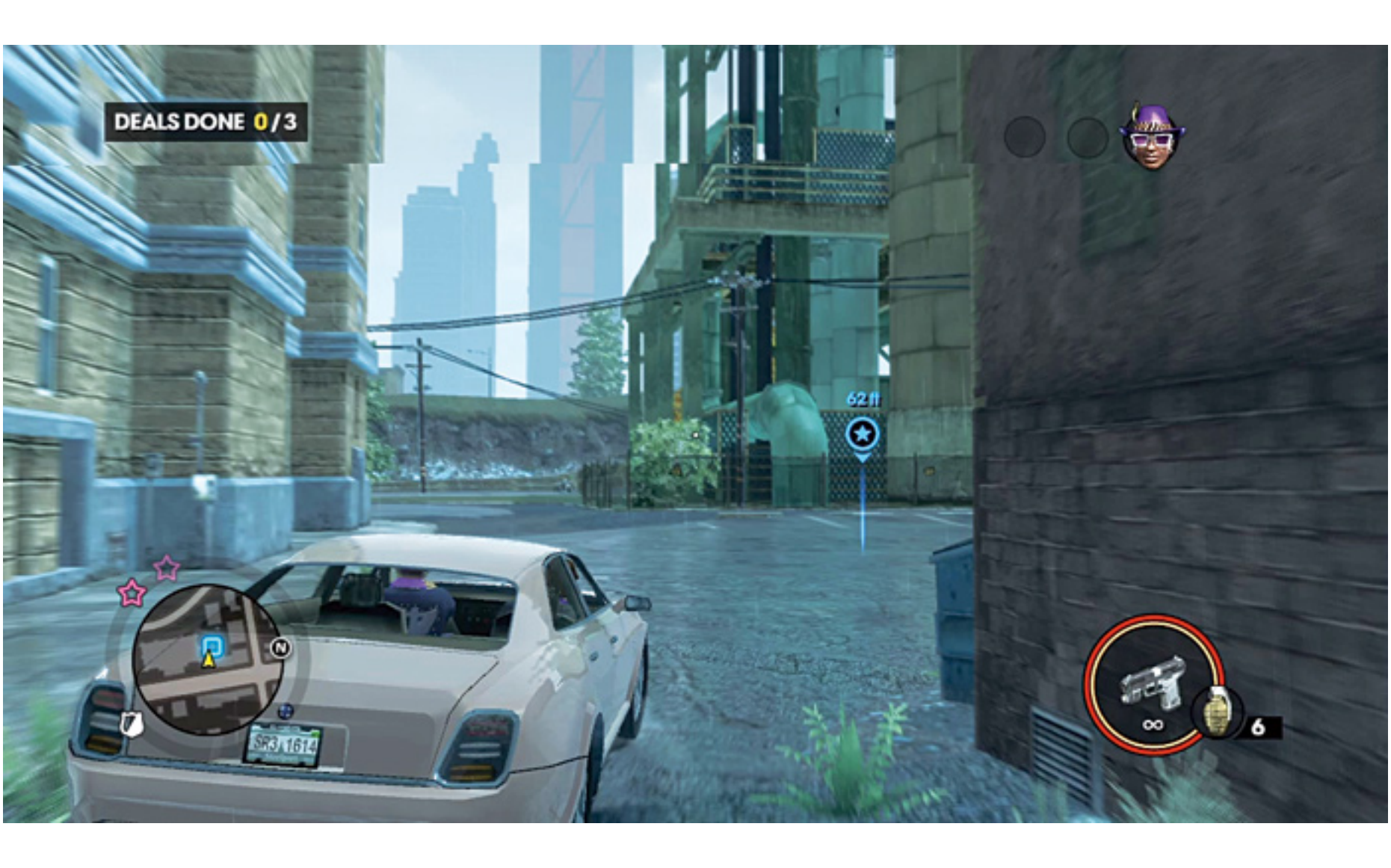
One stop takes place near an apartment complex alley, next to a road that lies directly between two major intersections. The alley makes for some potential trouble if you manage to get cut off from Zimos while the deal goes on.


DEALS DONE 1/3
THE BUYER LEFT WITHOUT PAYING.
KILL THEM.
6

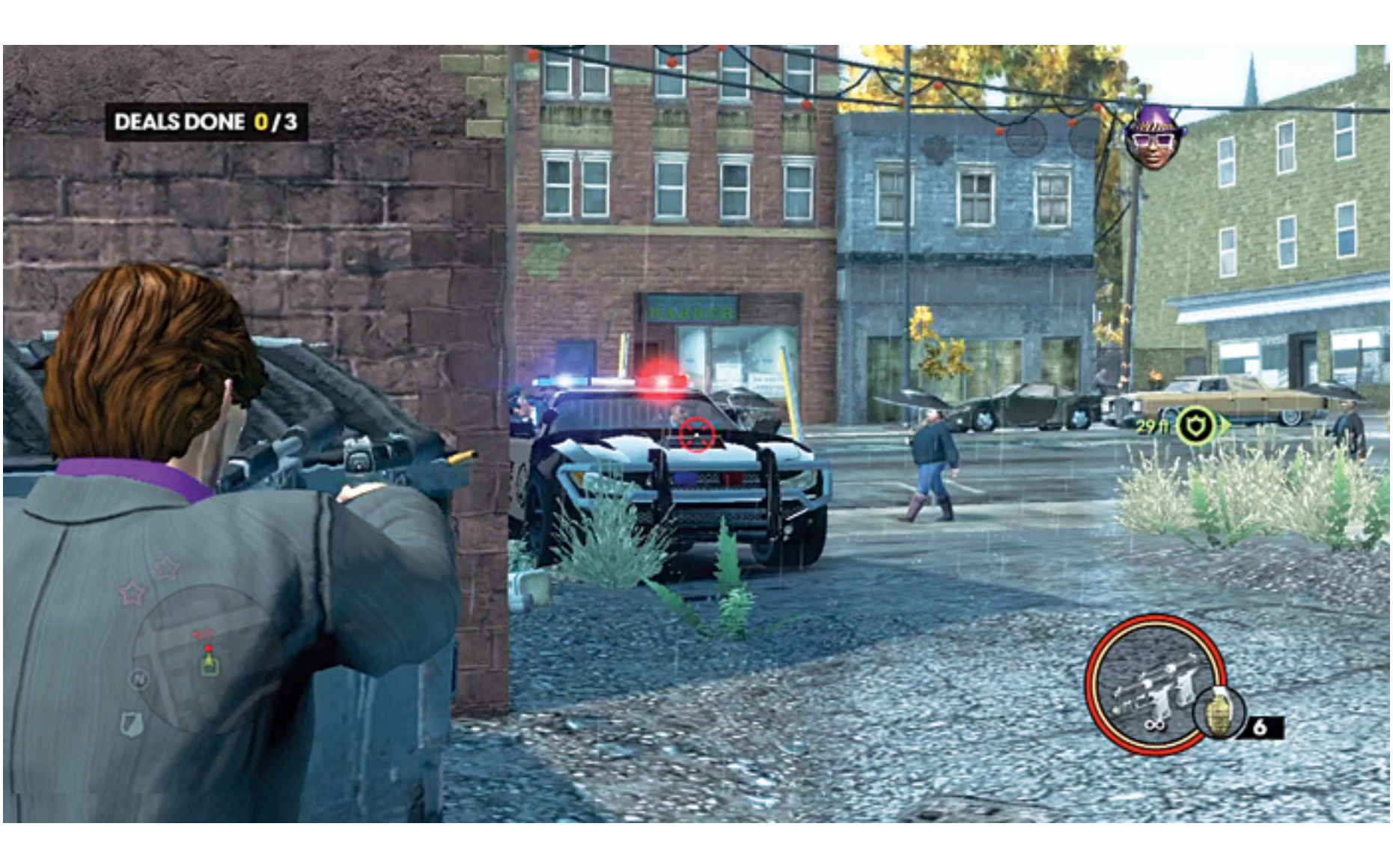
If it's a sting (or runner), get in the alley and put down the target immediately, then clear out any cops and gangsters that show up. Zimos will run back to the car once it is relatively safe.


DEALS DONE 1/3
$137,645
PROTECT THE DEALER AND THE BUYER
STOP
6

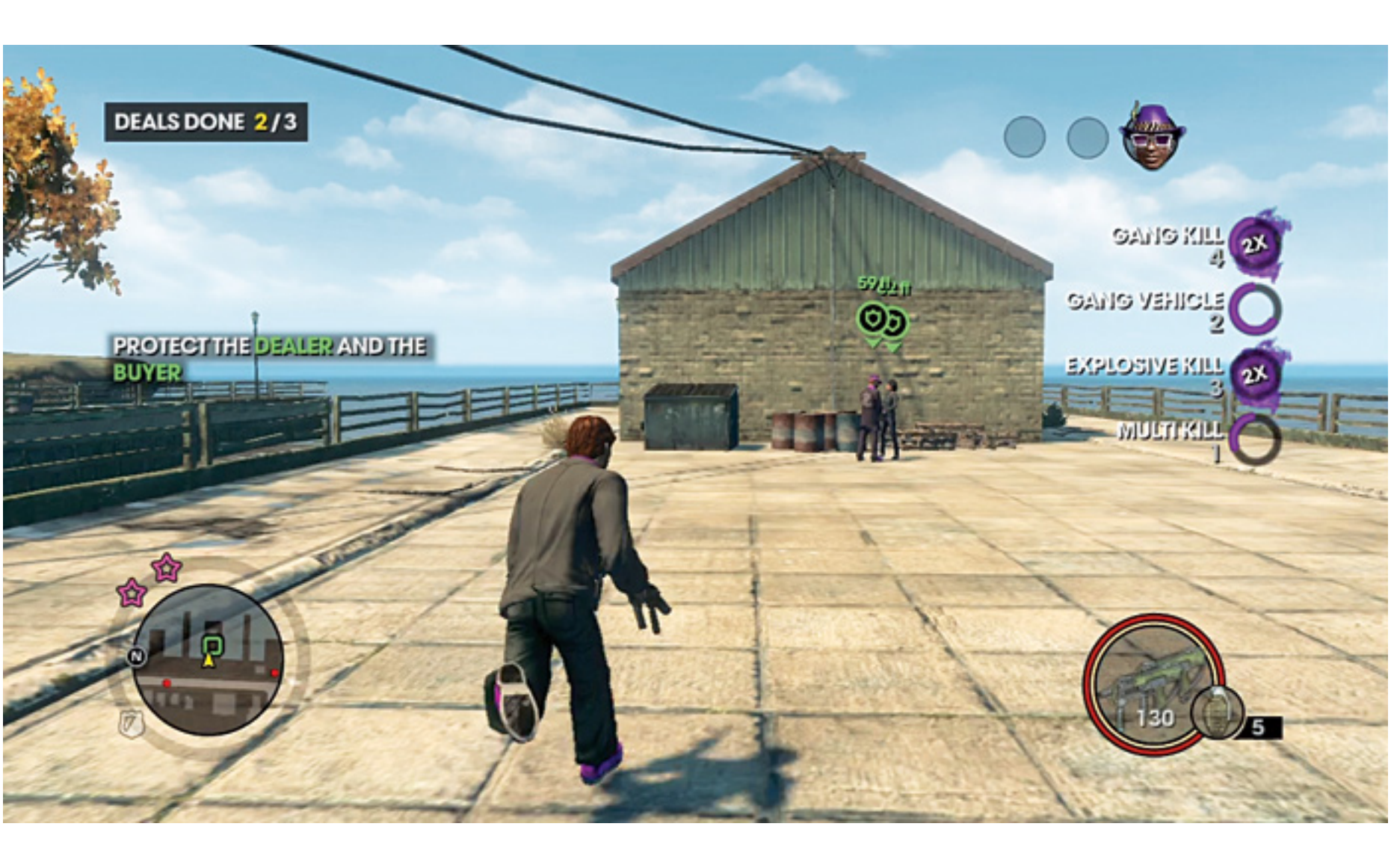
Another deal takes place near some garages that are partially walled off next to a four-way intersection. Keep the Morningstar and cops away from the deal. Run up to the cars before they exit them and kill as many as you can with pistol headshots or point-blank shotgun blasts. Once Zimos is ready to move, get in the car.


DEALS DONE 0/3
6

One deal takes place in an open lot between several buildings, and the Morningstar tend to block off your entrance with their cars.


DEALS DONE 0/3
6

A grenade or concentrated fire on one of their cars can deal with the cluster that gathers behind you.


DEALS DONE 2/3
PROTECT THE DEALER AND THE BUYER
GANG KILL 4
GANG VEHICLE 2
EXPLOSIVE KILL 0
MULTI KILL 1
2X
2X
130
5

With three deals in the bag, escort Zimos back home. It's an easy ride back, but keep taking out as many thug or civilian cars with grenades as you can to rack up some extra respect before the job's done.

Escort (Zimos's Arc)

Cash Earned: $2,000

Respect Earned: 200

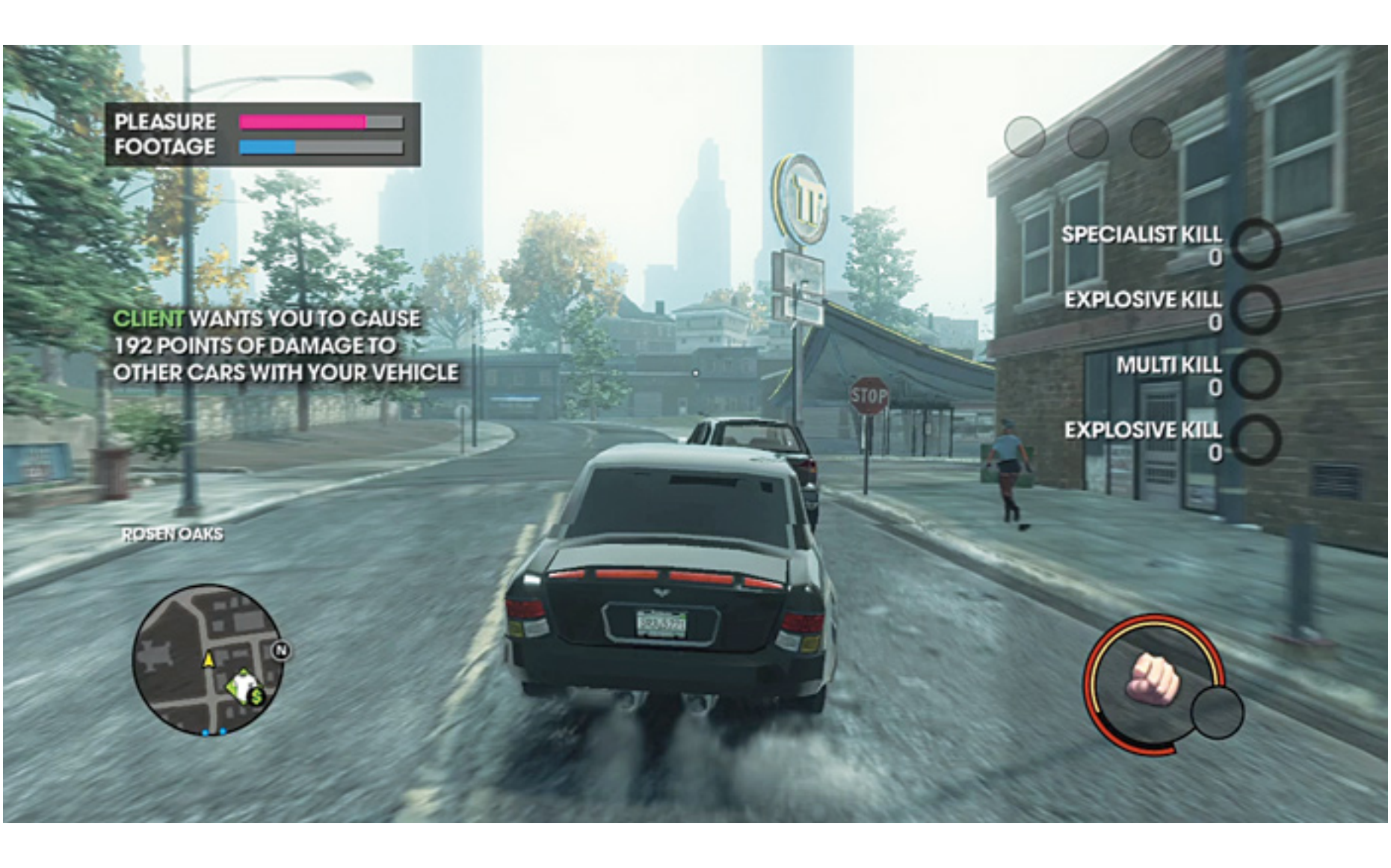
Unlocks: Additional Escort Activities; New Homie—Zimos

Rewards: 2% Morningstar District Control—$45 per hour

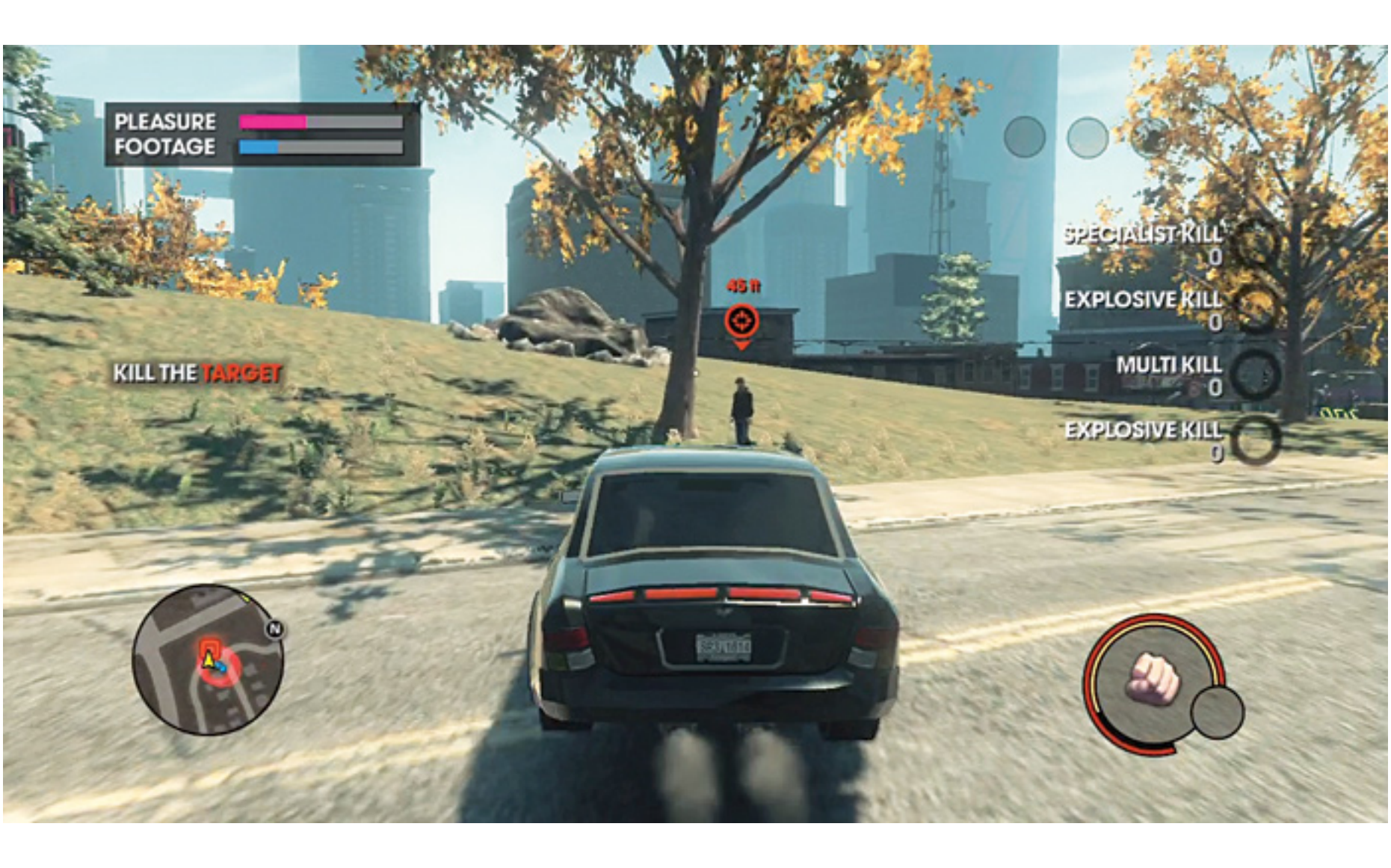
Activity Objectives: Fill pleasure meter and avoid footage

Drive While the Client Has Fun

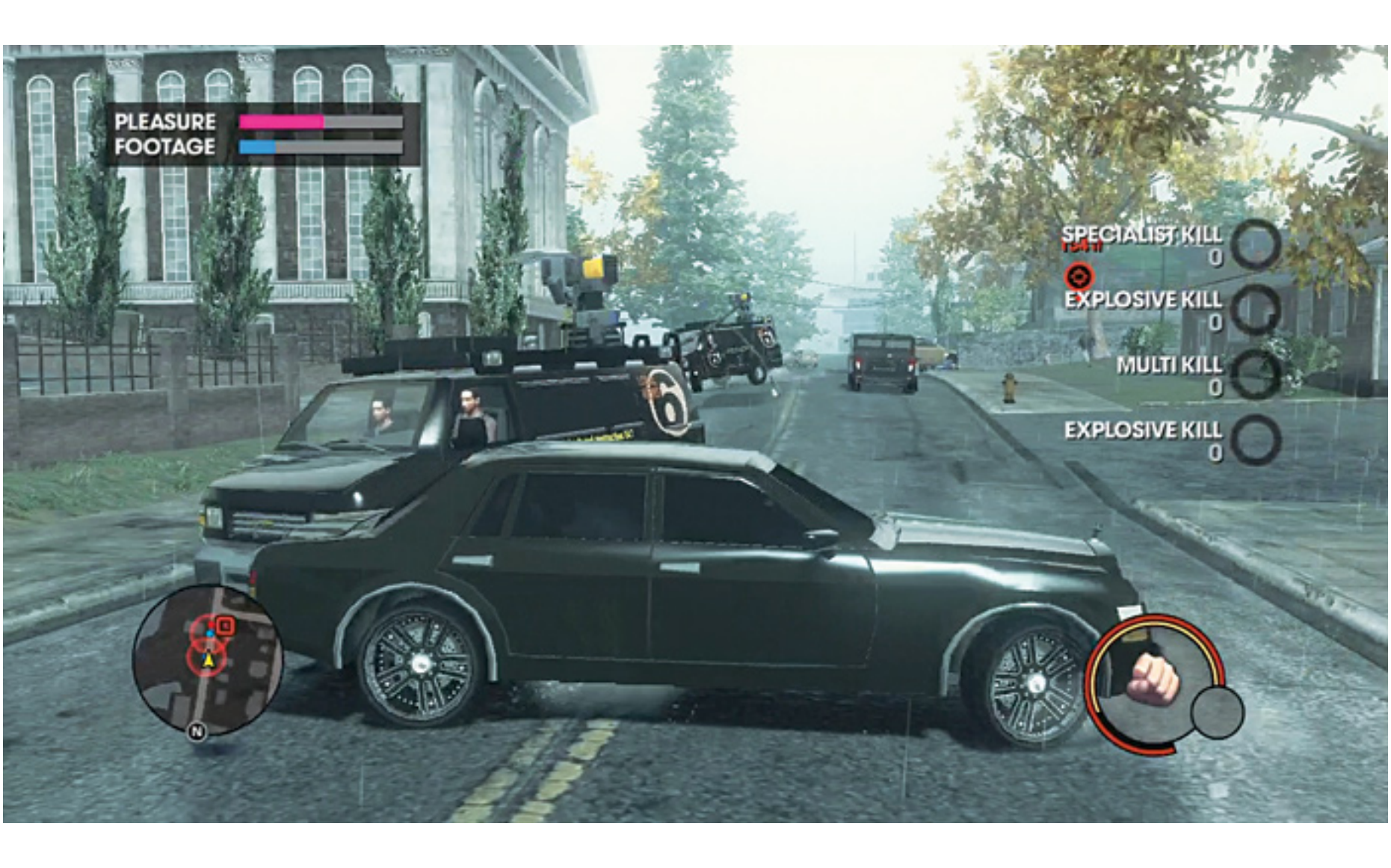
> **Note**
>
> Escort activities are random in nature and the route to take as well as the customers request can change in the middle.


PLEASURE
FOOTAGE
CLIENT WANTS YOU TO CAUSE 192 POINTS OF DAMAGE TO OTHER CARS WITH YOUR VEHICLE
ROSEN OAKS
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

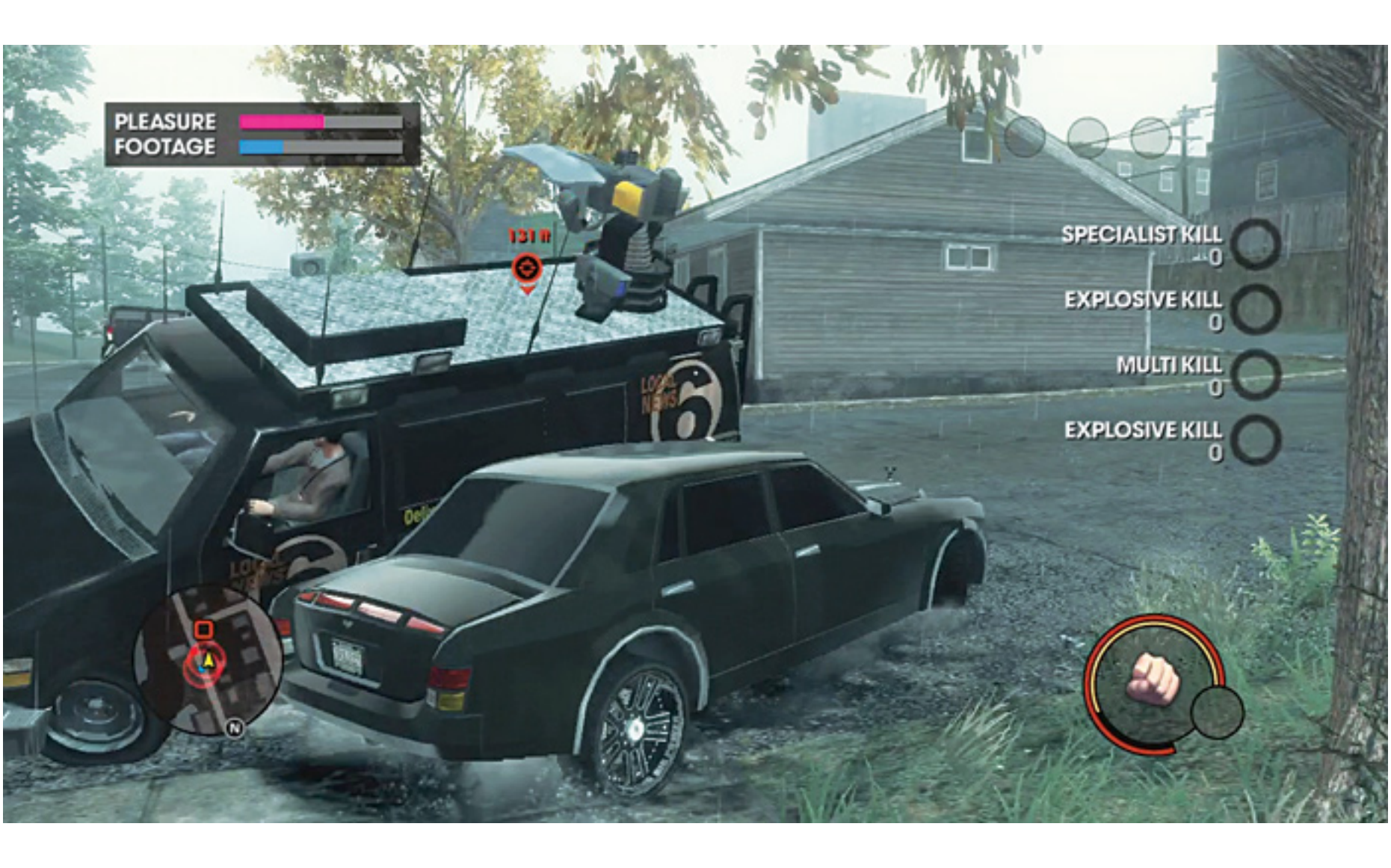
All of the Escort activities have two basic rules. First, do what the client wants, when they want it. If they want to see you drift like a madman, drift like one. If they call for someone's execution, that person was dead yesterday. All of their requests are part of filling up that pleasure meter at the top left side of the screen, and the sooner it's done, the better.


PLEASURE
FOOTAGE
KILL THE TARGET
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

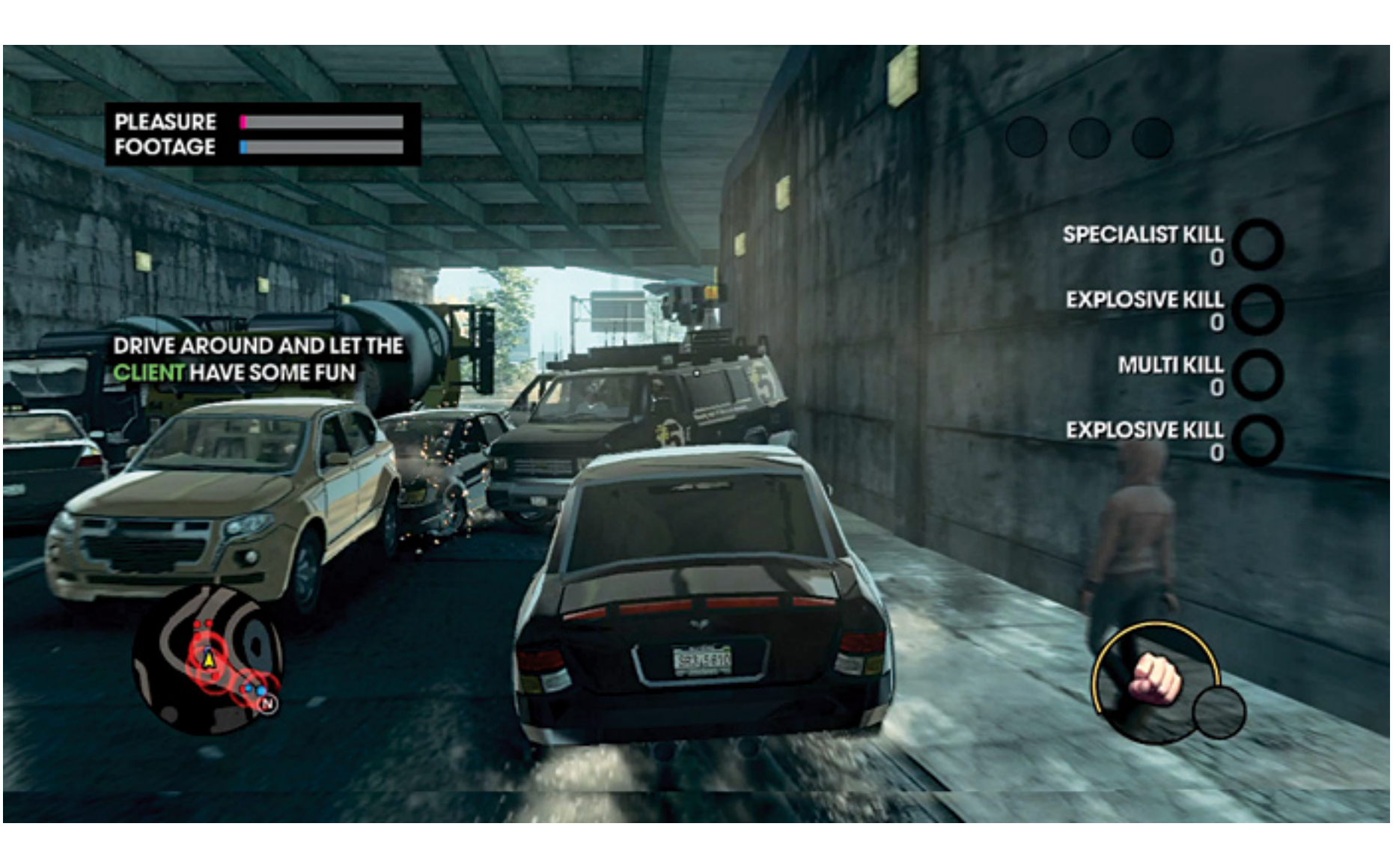
Particularly in the Hard difficulty Escort activity, where the news vans are seemingly out to kill you as much as they are out to film you. Speaking of those guys . . .


PLEASURE
FOOTAGE
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

Second, avoid the news vans at all costs, short of killing you and your client. On the minimap, you will notice that their blips are surrounded by a small circle. If you're in that circle, your pleasure meter stops filling, and the footage meter below it starts to fill. If that becomes completely full, you fail the activity! As such, aggressive and fast driving is not only allowed, but is encouraged by your client.


PLEASURE
FOOTAGE
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

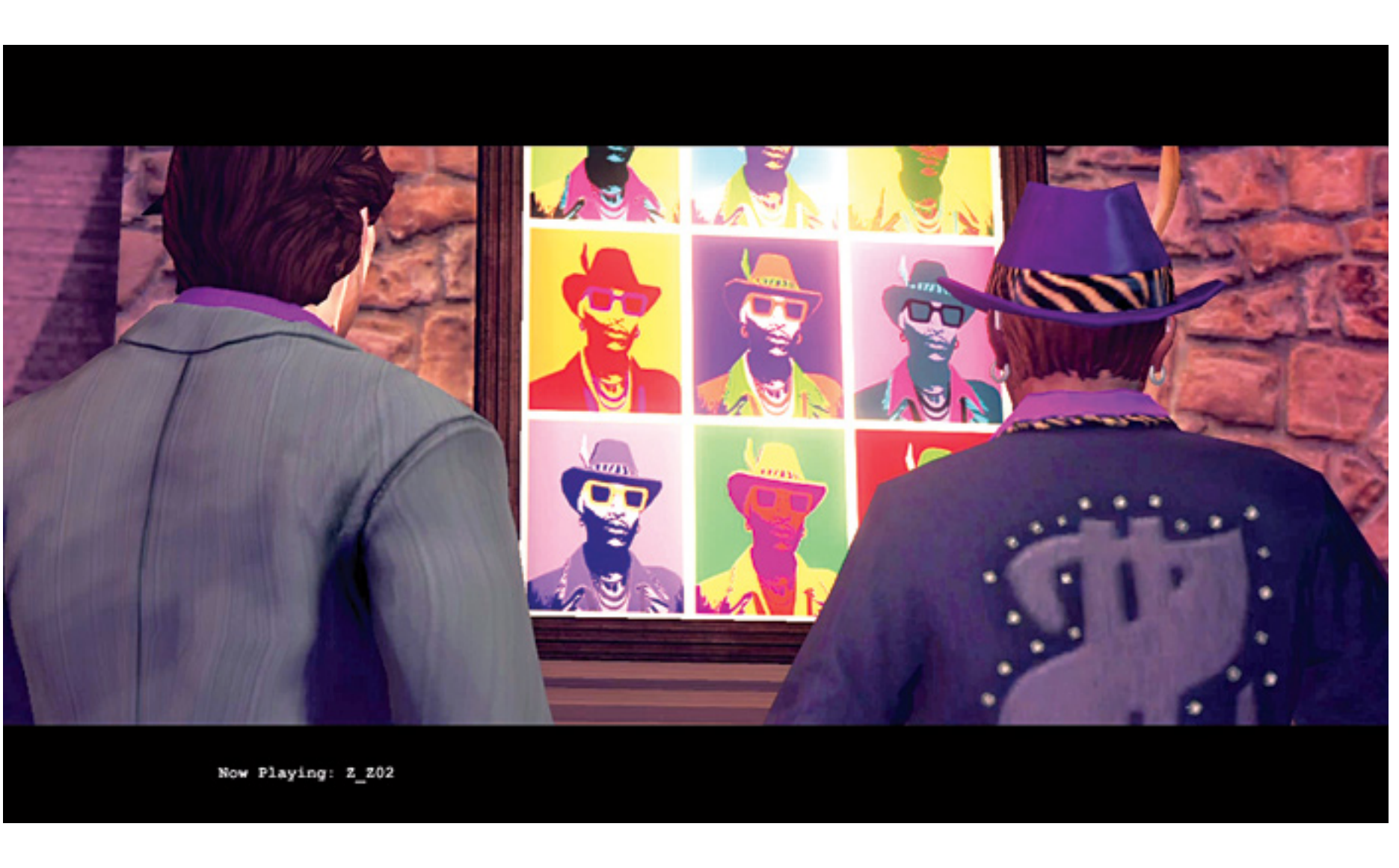
Your first Escort activity for Zimos starts you off a short way from the client; one of his hos is ready to serve in the back seat. You don't have to whistle. As soon as you get close to the client, they will know who you are and what you are there for.


PLEASURE
FOOTAGE
DRIVE AROUND AND LET THE CLIENT HAVE SOME FUN
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

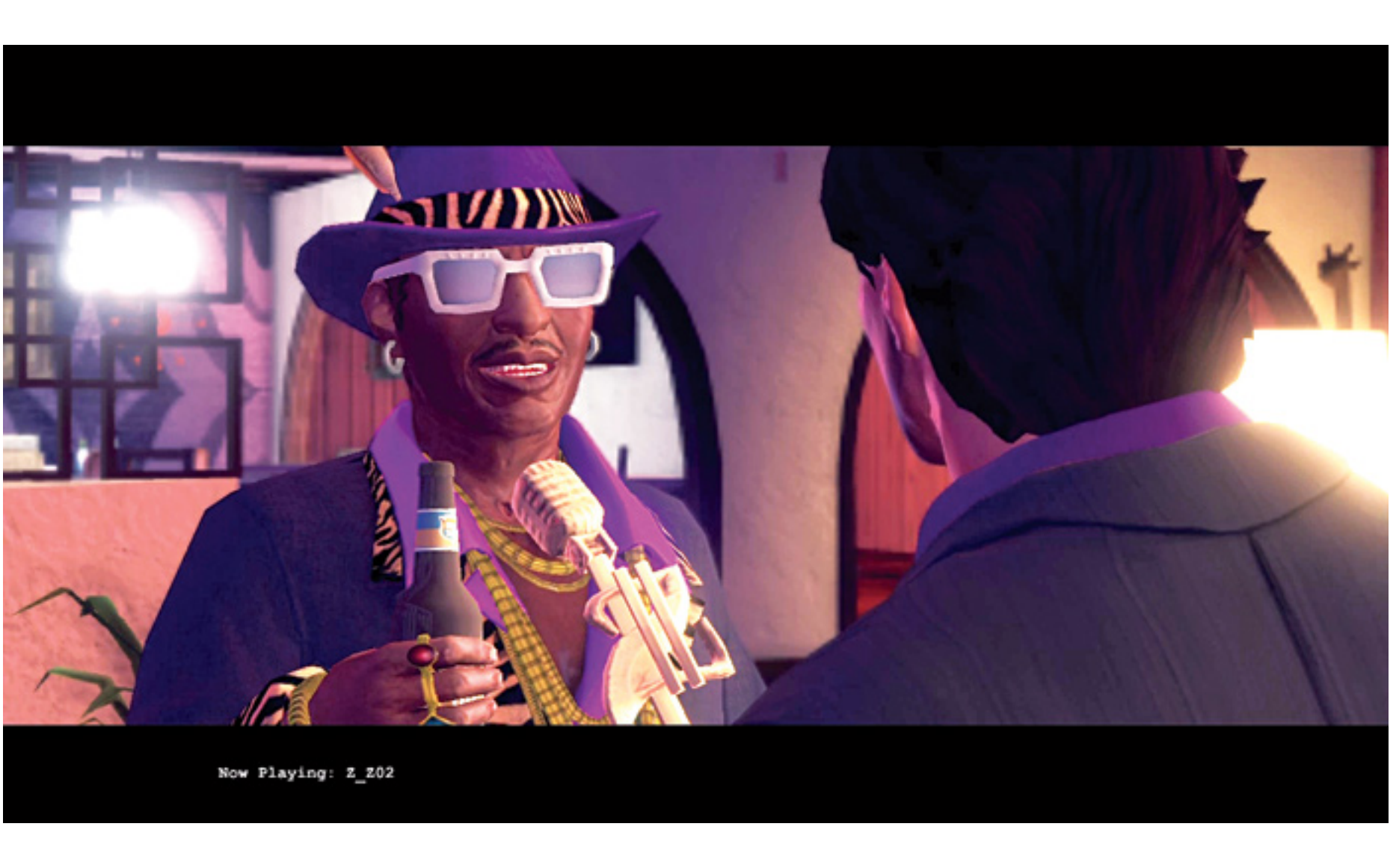
Once you have the client, get moving and don't stop. In all Escort activities, you will be given a variety of additional tasks to boost the pleasure meter. This can include drifting, taking the client to a hotel, killing a targeted individual, damaging other vehicles, or even catching air for a certain amount of time. Apart from fulfilling the client's request you must also stay away from those news vans, so keep your speed up and go off-roading if you have to shake them.

Painting a Picture (Zimos's Arc)

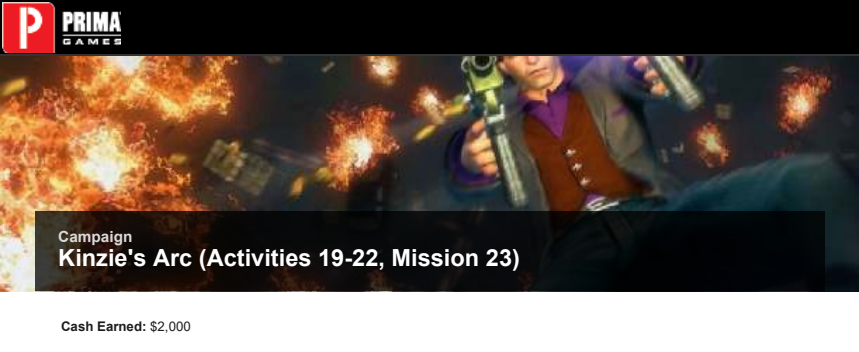
Zimos Is on Your Side


Now Playing: Z_Z02

The last mission in this series is a piece of cake. Stop by for a quick chat with Zimos at his car wash. Drive to his joint to check out what he calls art.


Now Playing: Z_Z02

Zimos toasts your success, but there is no time to kick back and party until Steelport belongs to the Saints.



Campaign

Kinzie's Arc (Activities 19-22, Mission 23)

Cash Earned: $2,000

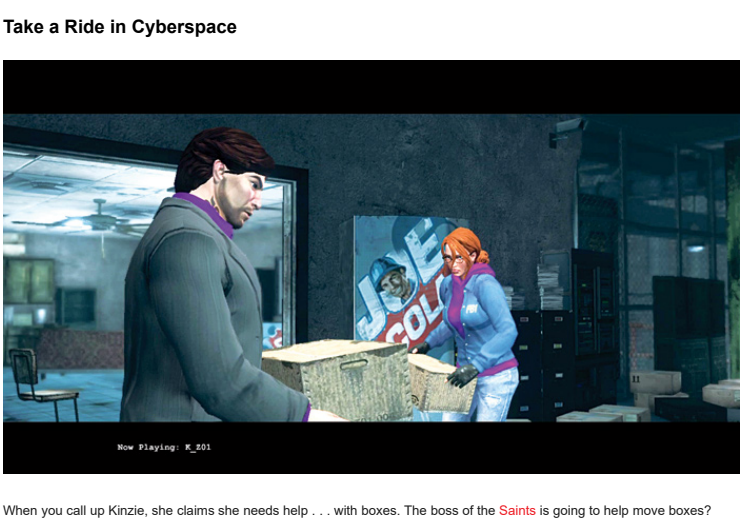
Respect Earned: 200

Unlocks: Additional Trail Blazing Activities

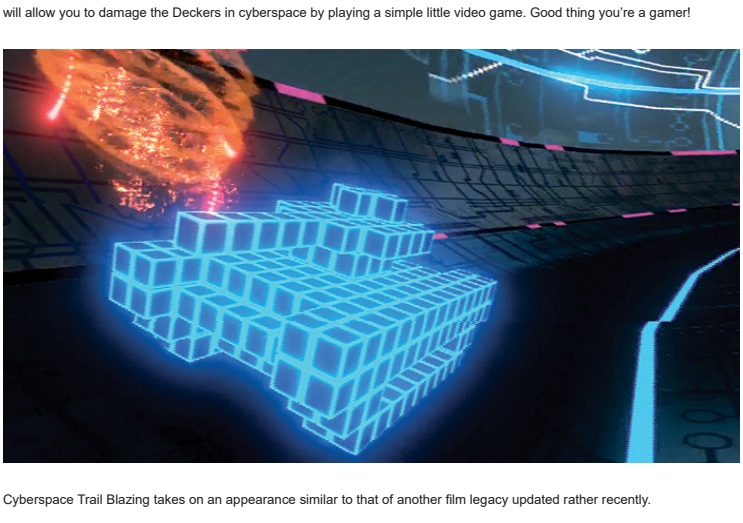
Rewards: 4% Deckers District Control—$117 per hour

Activity Objectives: Pass 11 checkpoints in 25 seconds

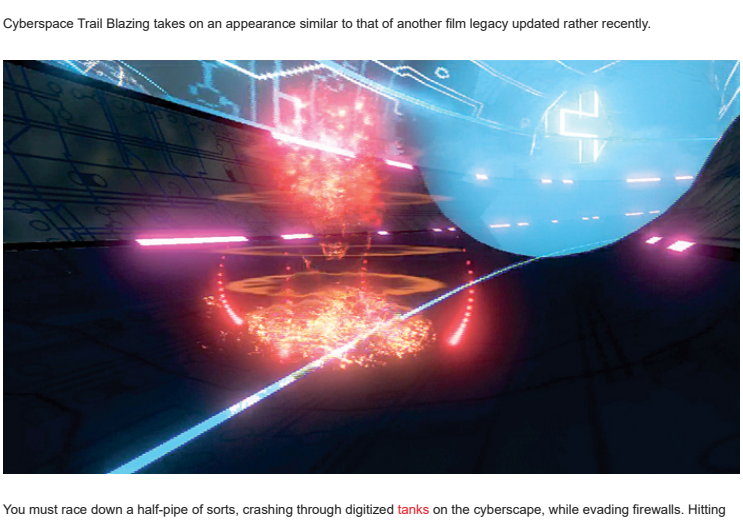
Take a Ride in Cyberspace


Now Playing: K_S01

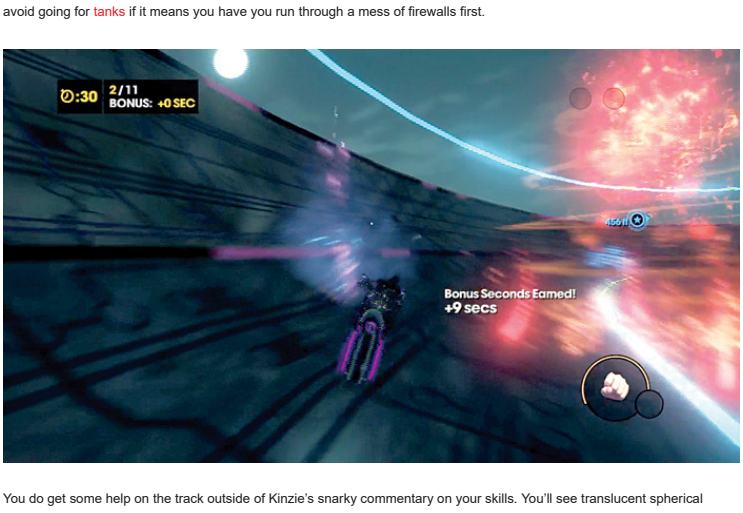
When you call up Kinzie, she claims she needs help . . . with boxes. The boss of the Saints is going to help move boxes? When you meet her, Kinzie does manage to salvage your interest by telling you of a neat little program she's developed that will allow you to damage the Deckers in cyberspace by playing a simple little video game. Good thing you're a gamer!



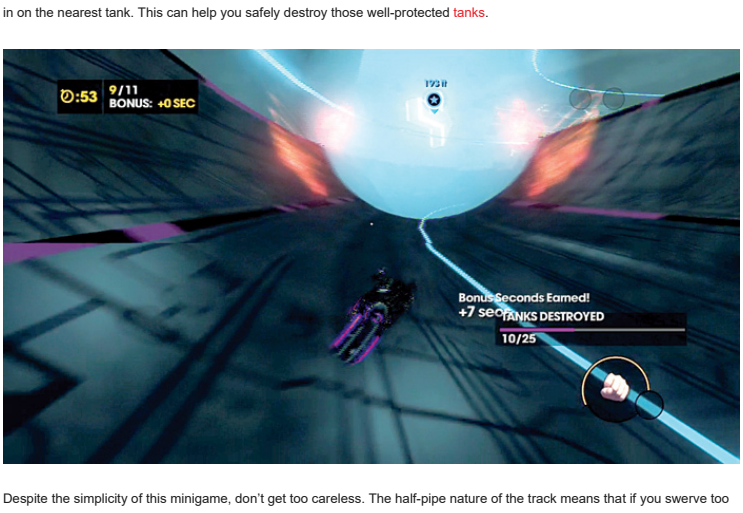
Cyberspace Trail Blazing takes on an appearance similar to that of another film legacy updated rather recently.



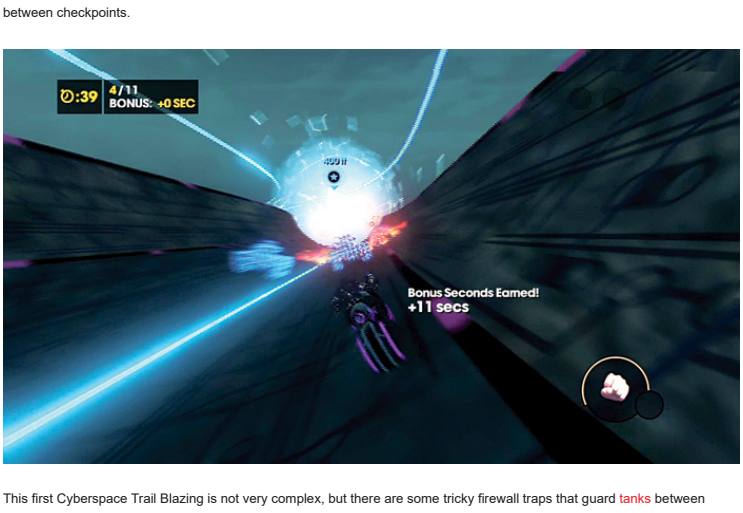
You must race down a half-pipe of sorts, crashing through digitized tanks on the cyberscape, while evading firewalls. Hitting the tanks improves your time bonus by 2 seconds, which adds to your time limit as you reach each checkpoint. Hitting a firewall takes 2 seconds off the clock, and the tracks sometimes bury tanks among firewalls. Use your best judgement and avoid going for tanks if it means you have you run through a mess of firewalls first.


0:30
2/11
BONUS: +0 SEC
Bonus Seconds Earned!
+9 secs

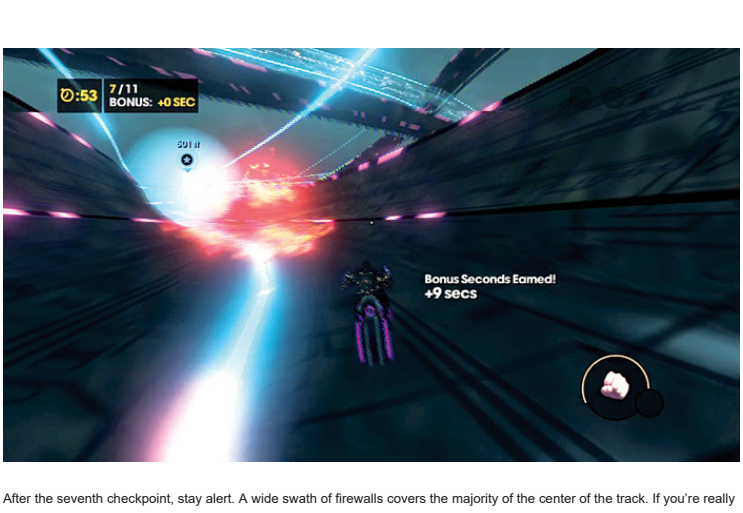
You do get some help on the track outside of Kinzie's snarky commentary on your skills. You'll see translucent spherical patches of blue and orange flame floating above the track surface. Driving through them unleashes a trail of flame that homes in on the nearest tank. This can help you safely destroy those well-protected tanks.


0:53
9/11
BONUS: +0 SEC
Bonus Seconds Earned!
+7 secs
TANKS DESTROYED
10/25

Despite the simplicity of this minigame, don't get too careless. The half-pipe nature of the track means that if you swerve too wildly, you can end up slowed down or completely flipped over. On the later tracks, you absolutely cannot afford delays between checkpoints.


0:39
4/11
BONUS: +0 SEC
Bonus Seconds Earned!
+11 secs

This first Cyberspace Trail Blazing is not very complex, but there are some tricky firewall traps that guard tanks between checkpoints 4 and 5. If you're willing to risk it, you can graze the sides of firewalls and not incur a penalty. But what really counts the most on this and any future Cyberspace Trail Blazing activities is maintaining good speed through the whole track. You can miss many tanks, but as long as you're evading the firewalls, you can make it to each checkpoint with time to spare.


0:53
7/11
BONUS: +0 SEC
Bonus Seconds Earned!
+9 secs

After the seventh checkpoint, stay alert. A wide swath of firewalls covers the majority of the center of the track. If you're really gutsy, you can try weaving through them, but it is best just to swerve wide to the sides of the pipe and bypass them all.

Mayhem (Kinzie's Arc)

Cash Earned: $2,000

Respect Earned: 200

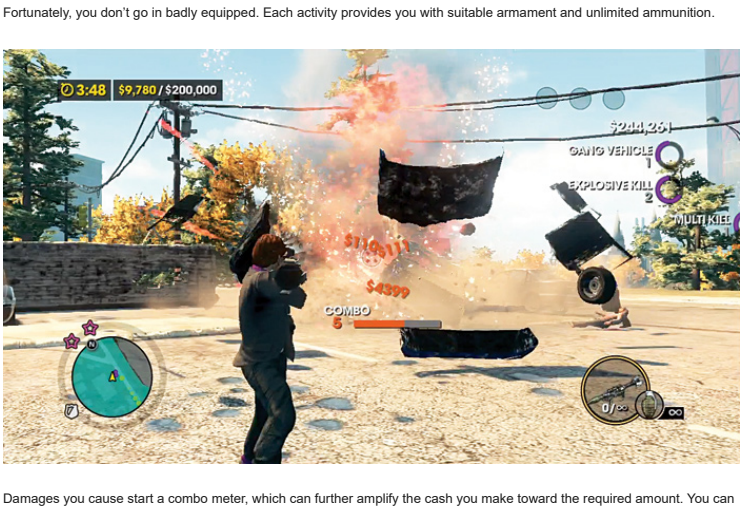
Unlocks: Additional Mayhem Activities

Rewards: 2% Deckers District Control—$53 per hour

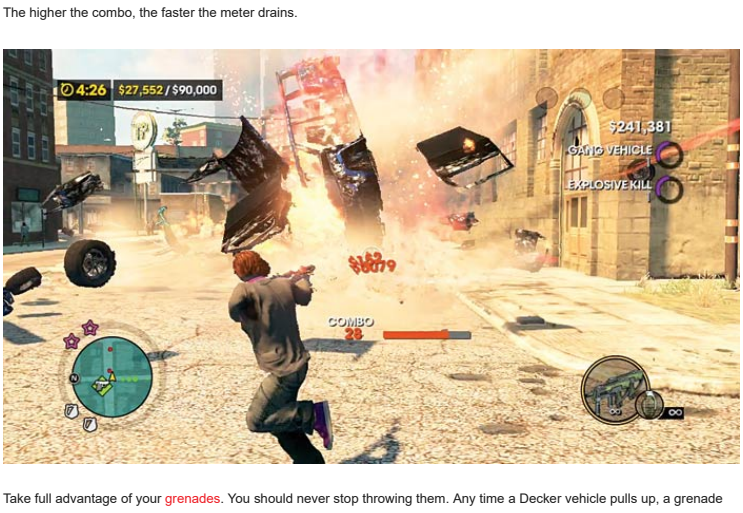
Activity Objectives: Do $90,000 in damage in 5 minutes

Wreak Mayhem on the Deckers

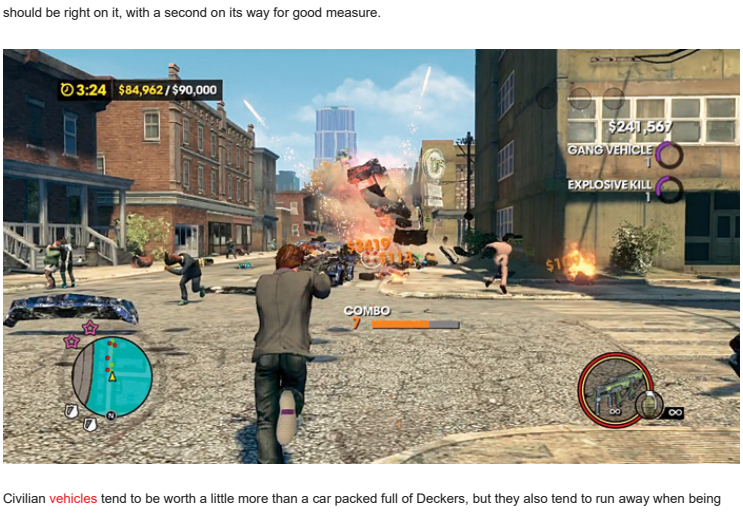
Kinzie has a pretty big mad on for the Deckers. Mayhem activities, similar to the Tank Mayhem activities, are all about causing as much damage to the enemy as possible, only this time you are on foot and are definitely more vulnerable. Fortunately, you don't go in badly equipped. Each activity provides you with suitable armament and unlimited ammunition.


3:48
$9,780 / $200,000
$244,261
GANG VEHICLE
EXPLOSIVE KILL
MULTI KILL
COMBO

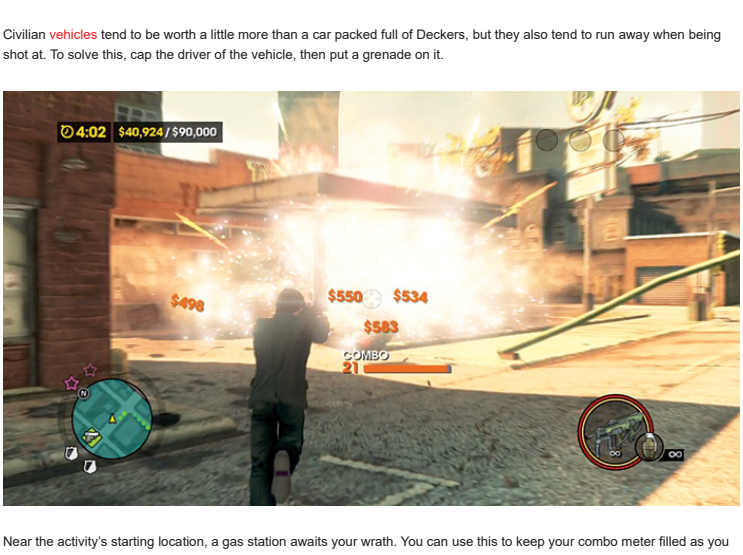
Damages you cause start a combo meter, which can further amplify the cash you make toward the required amount. You can boost the meter by destroying vehicles, but you can also shoot or blow up pedestrians to slow the rate by which it decays. The higher the combo, the faster the meter drains.


4:26
$27,552 / $90,000
$241,381
GANG VEHICLE
EXPLOSIVE KILL
$6079
COMBO
28

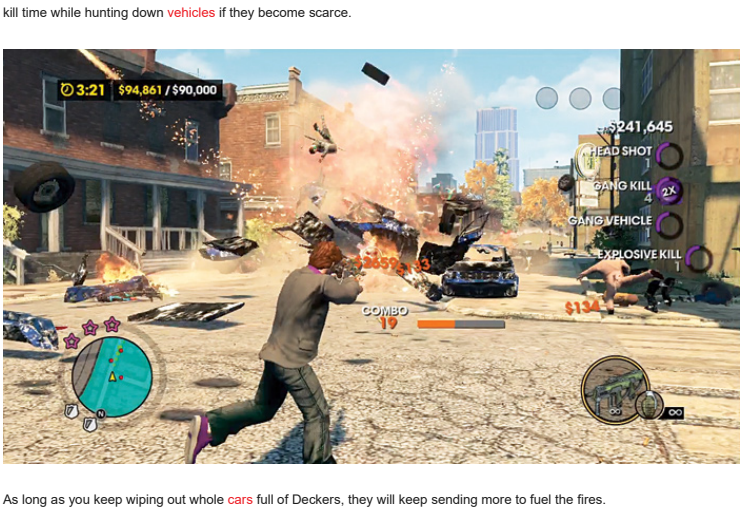
Take full advantage of your grenades. You should never stop throwing them. Any time a Decker vehicle pulls up, a grenade should be right on it, with a second on its way for good measure.


3:24
$84,962 / $90,000
$241,567
GANG VEHICLE
EXPLOSIVE KILL
COMBO
7

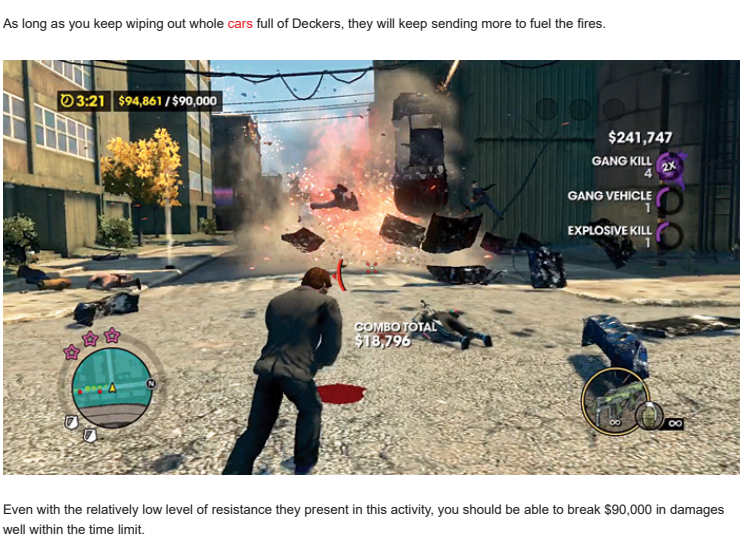
Civilian vehicles tend to be worth a little more than a car packed full of Deckers, but they also tend to run away when being shot at. To solve this, cap the driver of the vehicle, then put a grenade on it.


4:02
$40,924 / $90,000
$498
$550
$534
$583
COMBO
21

Near the activity's starting location, a gas station awaits your wrath. You can use this to keep your combo meter filled as you walk down the street. Also, throwing your grenades at buildings can help keep your combo meter filled, and is a good way to kill time while hunting down vehicles if they become scarce.


3:21
$94,861 / $90,000
$241,645
HEAD SHOT
GANG KILL
GANG VEHICLE
EXPLOSIVE KILL
COMBO
19

As long as you keep wiping out whole cars full of Deckers, they will keep sending more to fuel the fires.


3:21
$94,861 / $90,000
$241,747
GANG KILL
GANG VEHICLE
EXPLOSIVE KILL
COMBO TOTAL
$18,796

Even with the relatively low level of resistance they present in this activity, you should be able to break $90,000 in damages well within the time limit.

Guardian Angel (Kinzie's Arc)

Cash Earned: $2,000

Respect Earned: 200

Unlocks: None

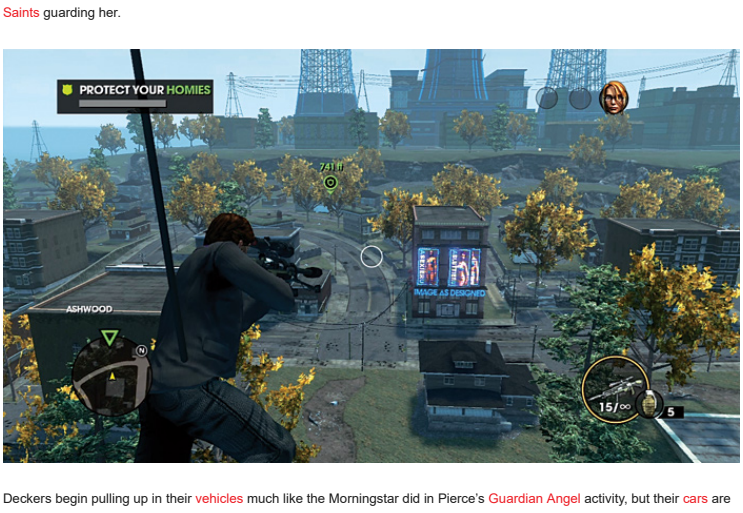
Rewards: 2% Deckers District Control—$66 per hour

Activity Objectives: Protect Kinzie

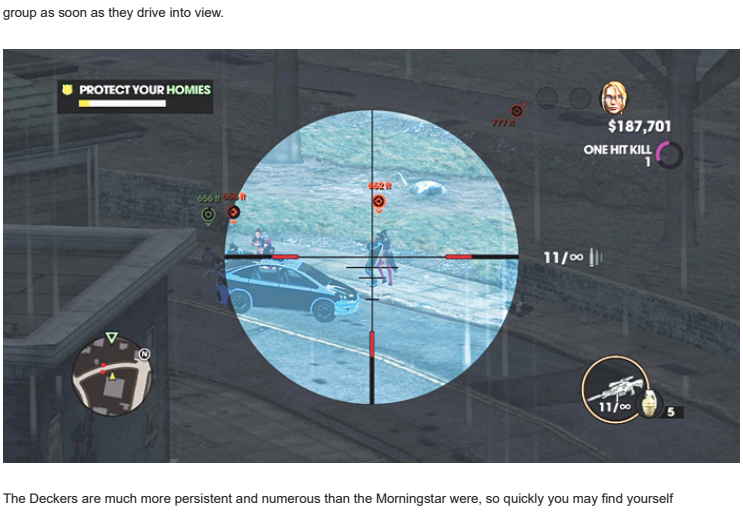
Protect Kinzie While She Escapes

Kinzie's hacking antics have made her a very attractive target for the Deckers, and she requests your help. You offer to come directly to her, but she has something different in mind. It's time for another date with a helicopter, a sniper rifle, and unlimited rockets.

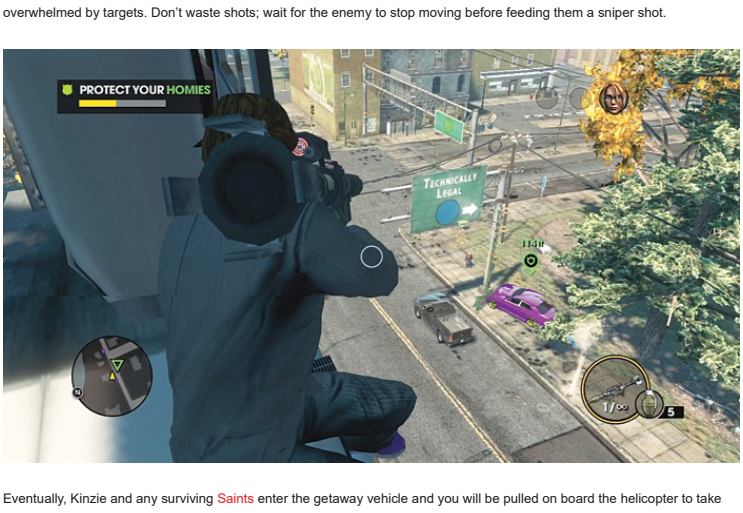
You start off this escort already dangling from the side of a building, sniper rifle out. Kinzie will be in the distance with several Saints guarding her.


PROTECT YOUR HOMIES
ASHWOOD
15/∞

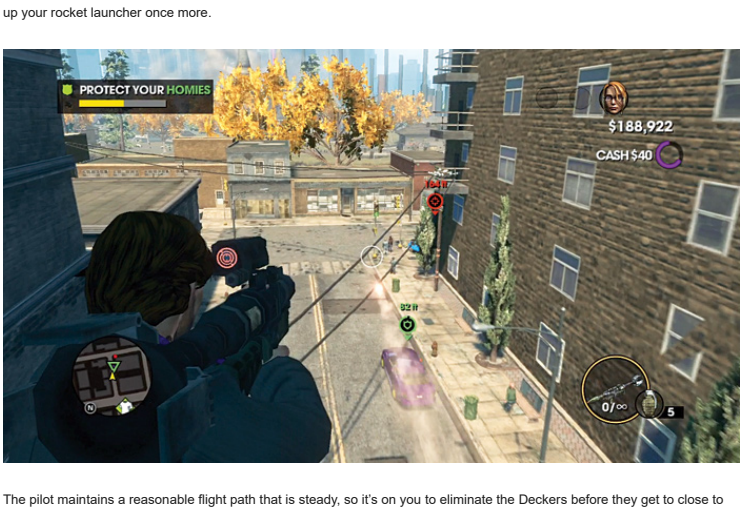
Deckers begin pulling up in their vehicles much like the Morningstar did in Pierce's Guardian Angel activity, but their cars are a bit more durable, so taking them out with direct fire is a bit more time consuming. Try to plug passengers and driver before they exit the vehicle to thin the odds. If you clear a wave of enemies, zoom out so you can move quickly toward the next group as soon as they drive into view.


PROTECT YOUR HOMIES
$187,701
ONE HIT KILL
11/∞

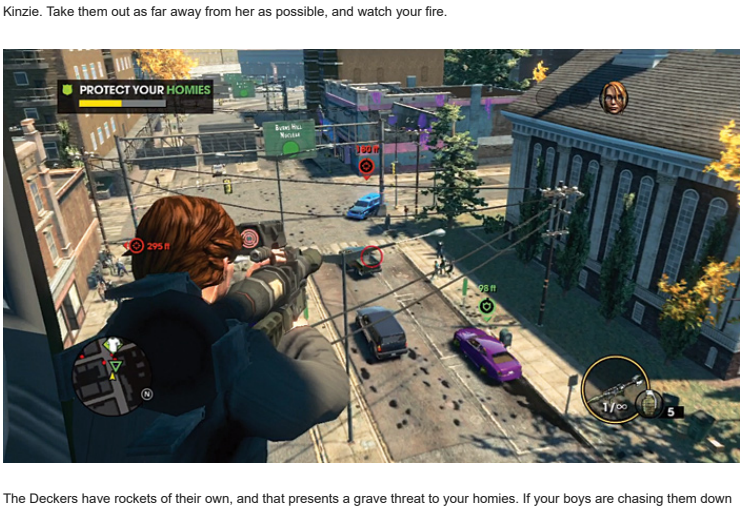
The Deckers are much more persistent and numerous than the Morningstar were, so quickly you may find yourself overwhelmed by targets. Don't waste shots; wait for the enemy to stop moving before feeding them a sniper shot.


PROTECT YOUR HOMIES
TECHNICALLY LEGAL

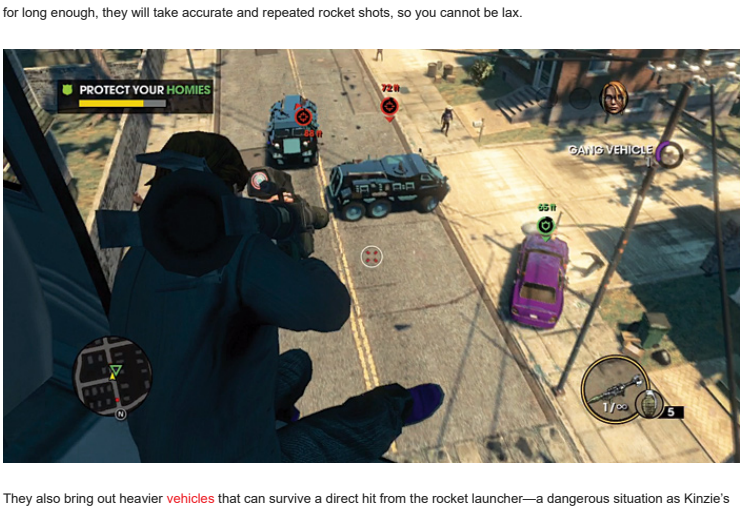
Eventually, Kinzie and any surviving Saints enter the getaway vehicle and you will be pulled on board the helicopter to take up your rocket launcher once more.


PROTECT YOUR HOMIES
$188,922
CASH $40
0/∞

The pilot maintains a reasonable flight path that is steady, so it's on you to eliminate the Deckers before they get to close to Kinzie. Take them out as far away from her as possible, and watch your fire.


PROTECT YOUR HOMIES

The Deckers have rockets of their own, and that presents a grave threat to your homies. If your boys are chasing them down for long enough, they will take accurate and repeated rocket shots, so you cannot be lax.


PROTECT YOUR HOMIES
GANG VEHICLE

They also bring out heavier vehicles that can survive a direct hit from the rocket launcher—a dangerous situation as Kinzie's driving skills are only slightly better than her social skills, and she tends to plow into them, making a follow up shot a dicey proposition. Worse yet, her drive is longer than Pierce's was, so if she takes too much damage early on, you might have difficulty protecting her in the last legs of the activity.

Helicopter Assault (Kinzie's Arc)

Cash Earned: $2,000

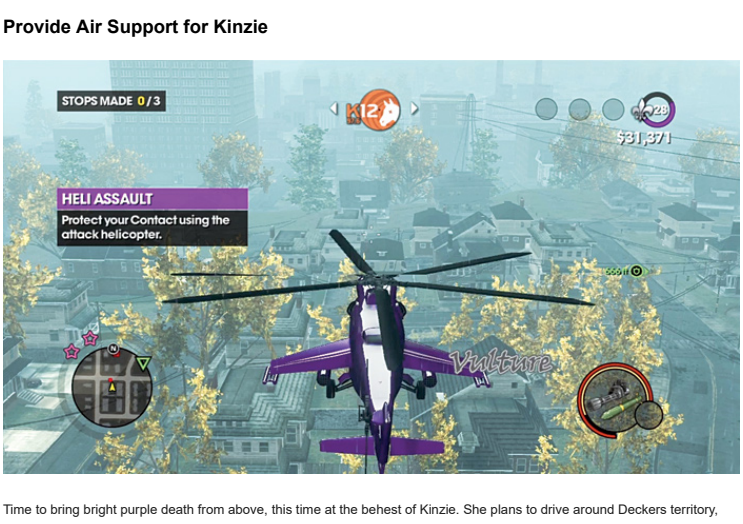
Respect Earned: 200

Unlocks: Additional Helicopter Assault Activities; New Homie—Kinzie Kensington

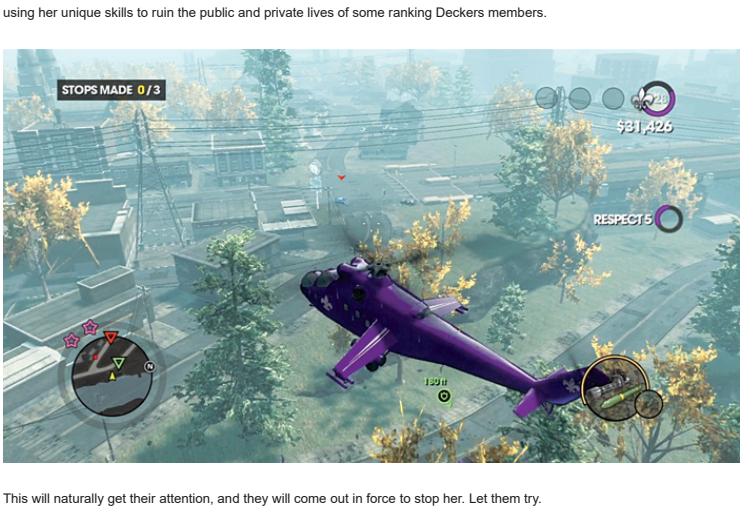
Rewards: 2% Deckers District Control—$46 per hour

Activity Objectives: Number of stops: 3

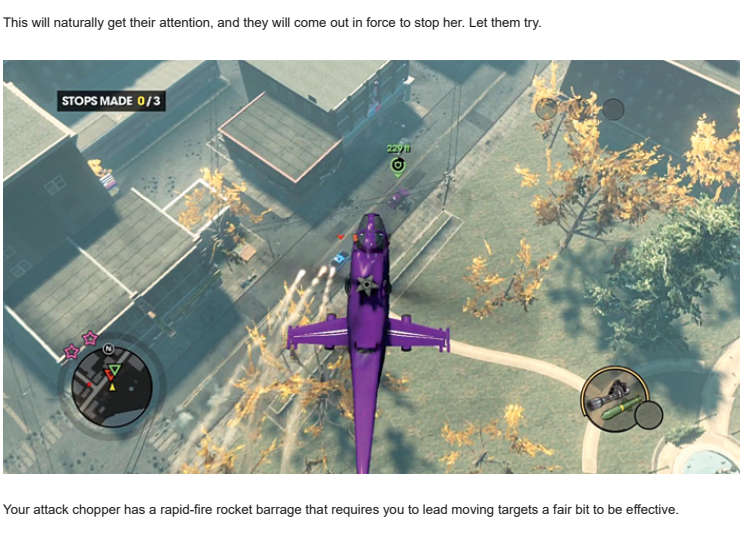
Provide Air Support for Kinzie


STOPS MADE 0/3
12
$31,371
HELI ASSAULT
Protect your Contact using the attack helicopter.

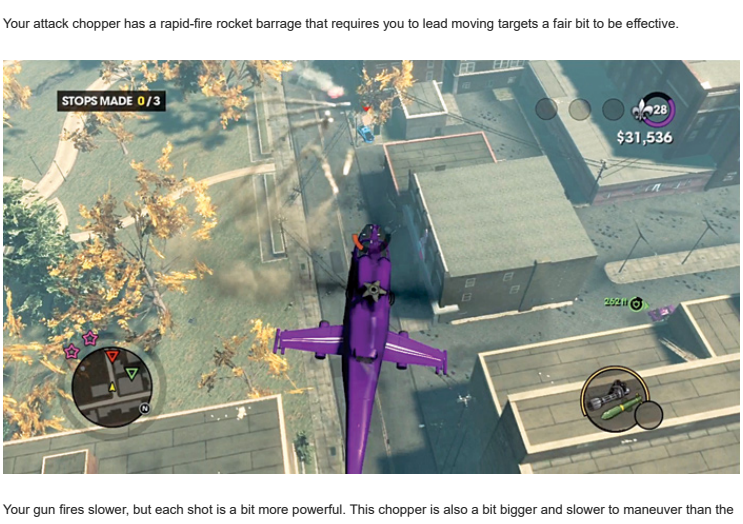
Time to bring bright purple death from above, this time at the behest of Kinzie. She plans to drive around Deckers territory, using her unique skills to ruin the public and private lives of some ranking Deckers members.


STOPS MADE 0/3
$31,426
RESPECT 5

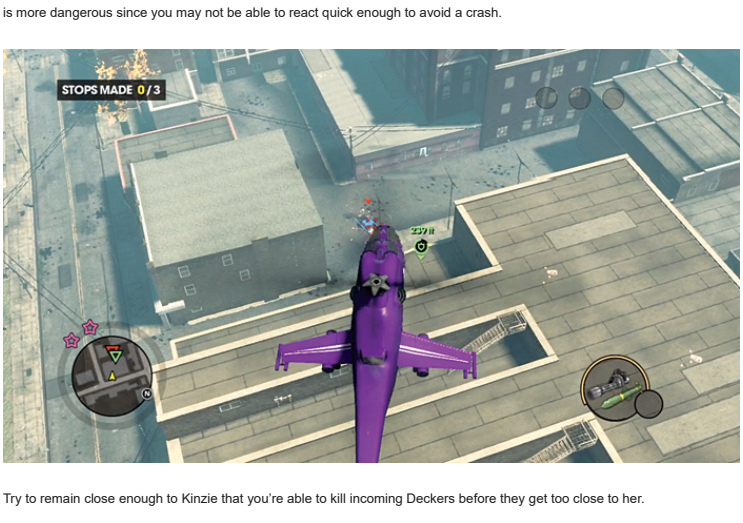
This will naturally get their attention, and they will come out in force to stop her. Let them try.


STOPS MADE 0/3

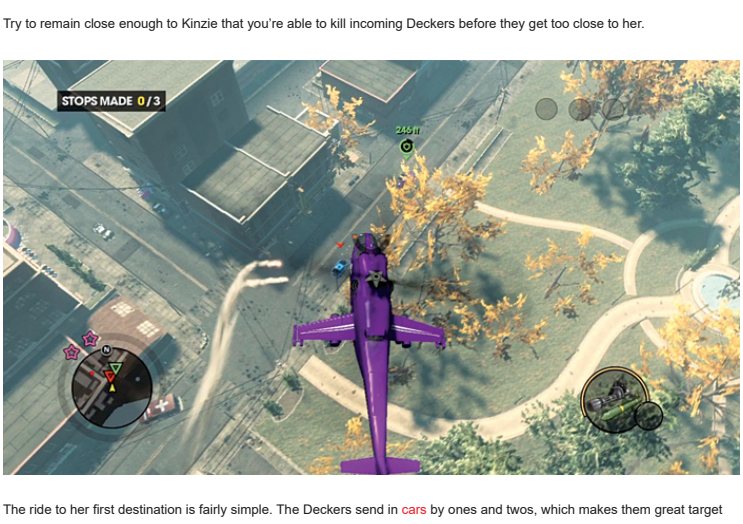
Your attack chopper has a rapid-fire rocket barrage that requires you to lead moving targets a fair bit to be effective.


STOPS MADE 0/3
$31,536

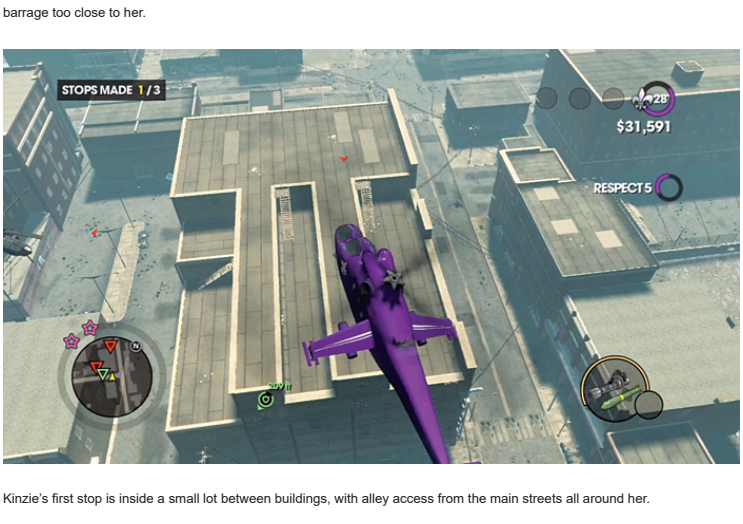
Your gun fires slower, but each shot is a bit more powerful. This chopper is also a bit bigger and slower to maneuver than the ones from the Pierce's Helicopter Assault activities, so plan your turns a little bit more in advance. Taking it close to buildings is more dangerous since you may not be able to react quick enough to avoid a crash.


STOPS MADE 0/3

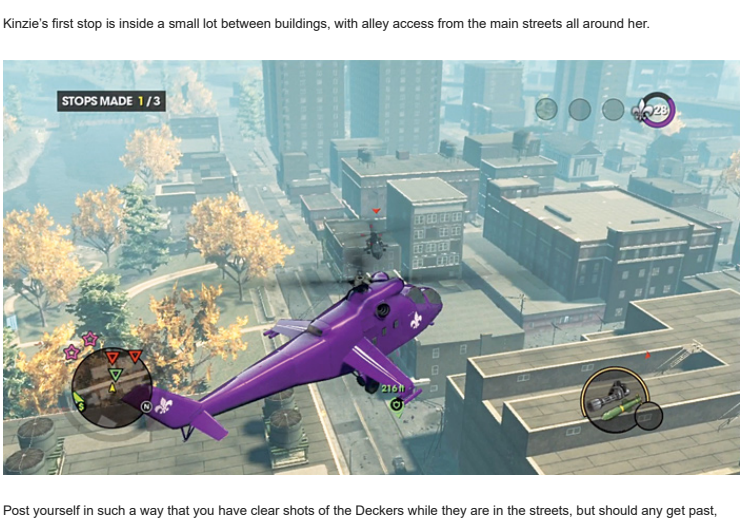
Try to remain close enough to Kinzie that you're able to kill incoming Deckers before they get too close to her.


STOPS MADE 0/3

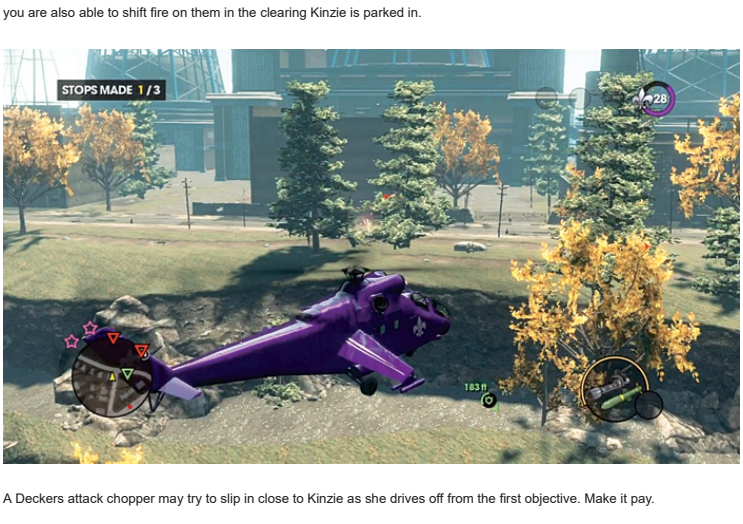
The ride to her first destination is fairly simple. The Deckers send in cars by ones and twos, which makes them great target practice for the gun. Rockets kill much faster, but their unguided nature and large area of effect can hurt Kinzie if you fire a barrage too close to her.


STOPS MADE 1/3
$31,591
RESPECT 5

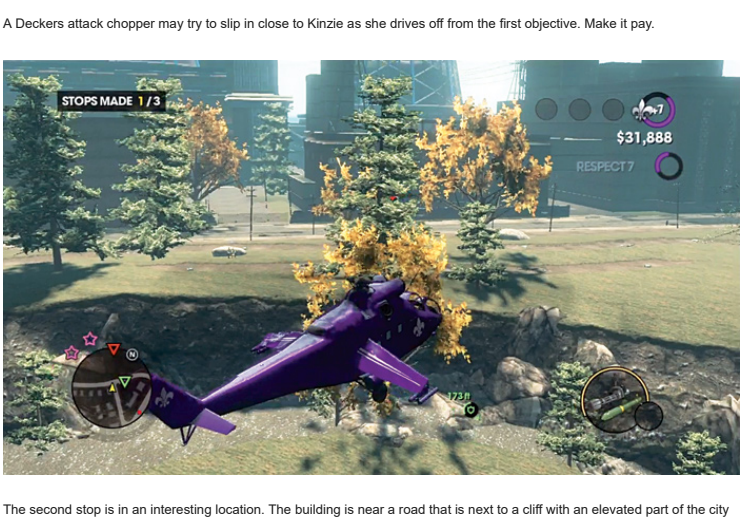
Kinzie's first stop is inside a small lot between buildings, with alley access from the main streets all around her.


STOPS MADE 1/3

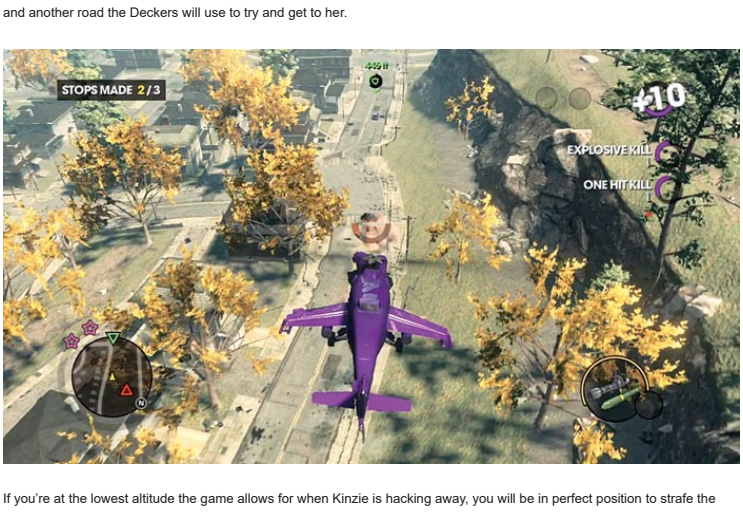
Post yourself in such a way that you have clear shots of the Deckers while they are in the streets, but should any get past, you are also able to shift fire on them in the clearing Kinzie is parked in.


STOPS MADE 1/3
183 ft

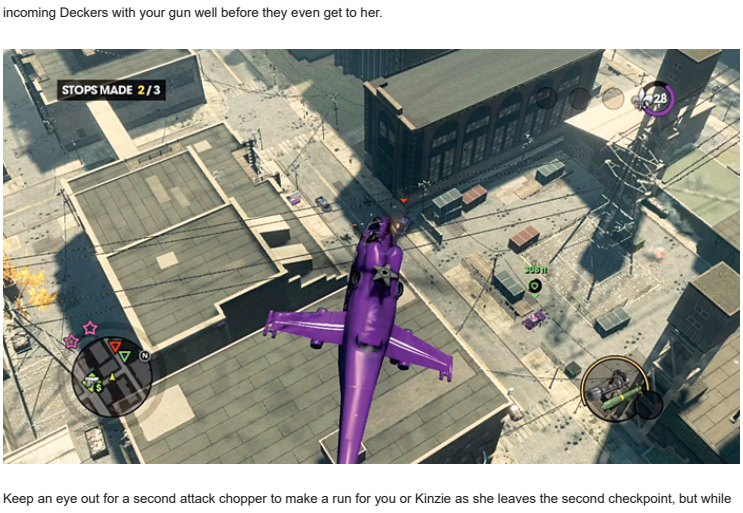
A Deckers attack chopper may try to slip in close to Kinzie as she drives off from the first objective. Make it pay.


STOPS MADE 1/3
$31,888
RESPECT 7

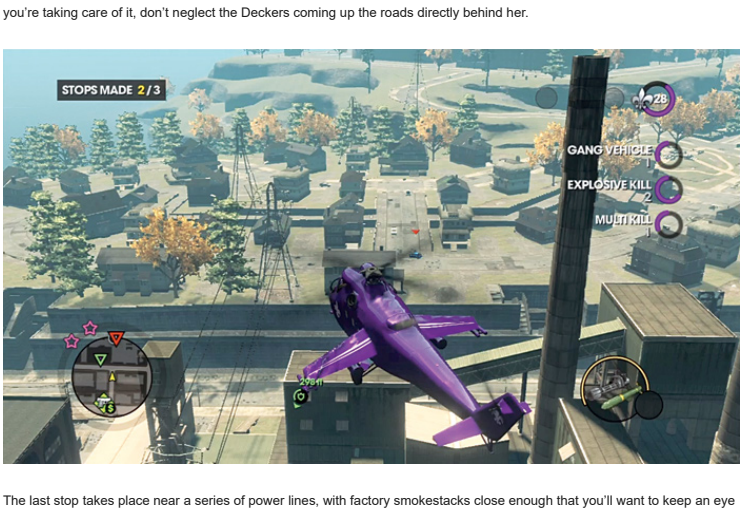
The second stop is in an interesting location. The building is near a road that is next to a cliff with an elevated part of the city and another road the Deckers will use to try and get to her.


STOPS MADE 2/3
+10
EXPLOSIVE KILL
ONE HIT KILL

If you're at the lowest altitude the game allows for when Kinzie is hacking away, you will be in perfect position to strafe the incoming Deckers with your gun well before they even get to her.


STOPS MADE 2/3

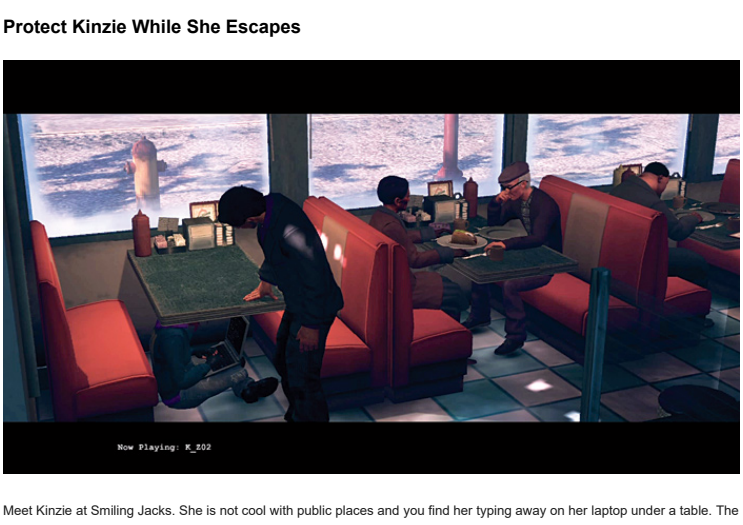
Keep an eye out for a second attack chopper to make a run for you or Kinzie as she leaves the second checkpoint, but while you're taking care of it, don't neglect the Deckers coming up the roads directly behind her.


STOPS MADE 2/3
GANG VEHICLE
EXPLOSIVE KILL
MULTI KILL

The last stop takes place near a series of power lines, with factory smokestacks close enough that you'll want to keep an eye on your surroundings. Fortunately, if you've done a good job at taking out the Deckers, Kinzie won't need much time to wrap up her third hack and the activity will be complete!

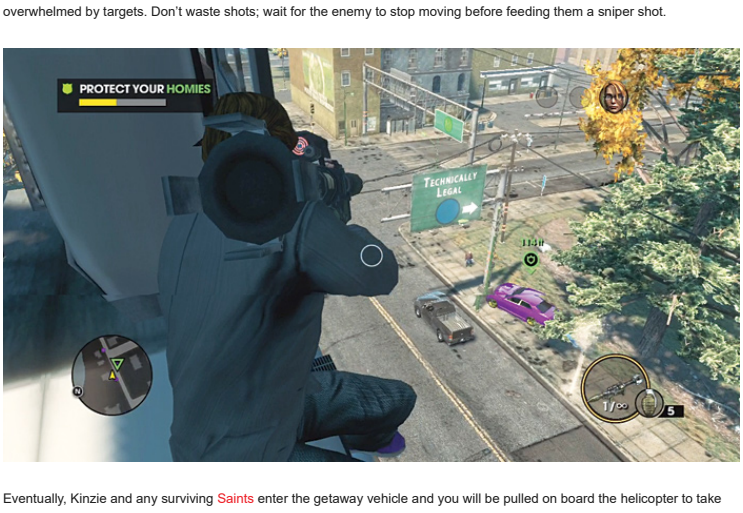
Phone Phreak (Kinzie's Arc)

Protect Kinzie While She Escapes

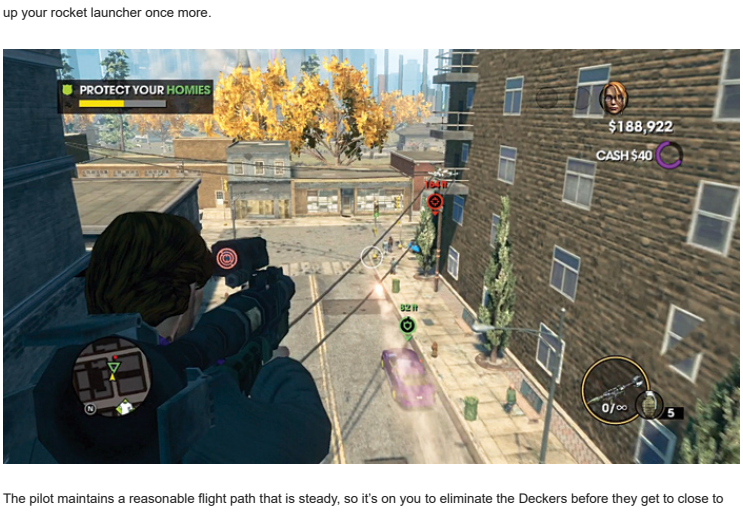

Now Playing: K_S02

Meet Kinzie at Smiling Jacks. She is not cool with public places and you find her typing away on her laptop under a table. The former FBI agent is incredibly paranoid but she is a great asset to the Saints. Her hacking skills will be critical when dealing with the Syndicate's cybergang, the Deckers.

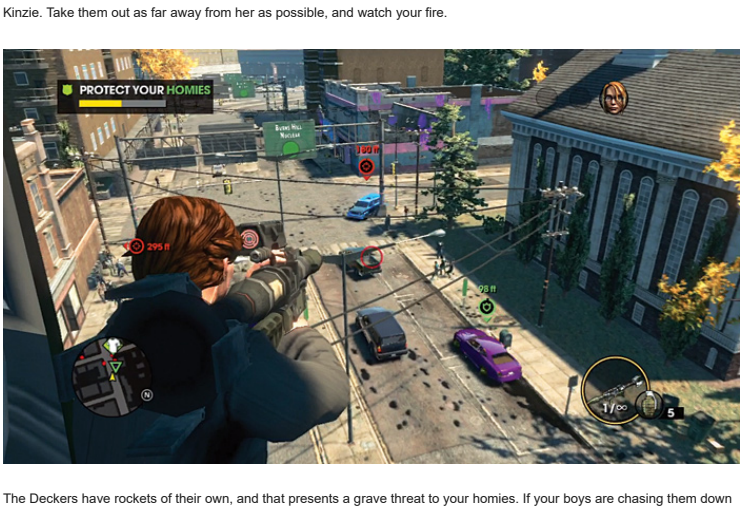
The Deckers are much more persistent and numerous than the Morningstar were, so quickly you may find yourself overwhelmed by targets. Don't waste shots; wait for the enemy to stop moving before feeding them a sniper shot.


PROTECT YOUR HOMIES
TECHNICALLY LEGAL

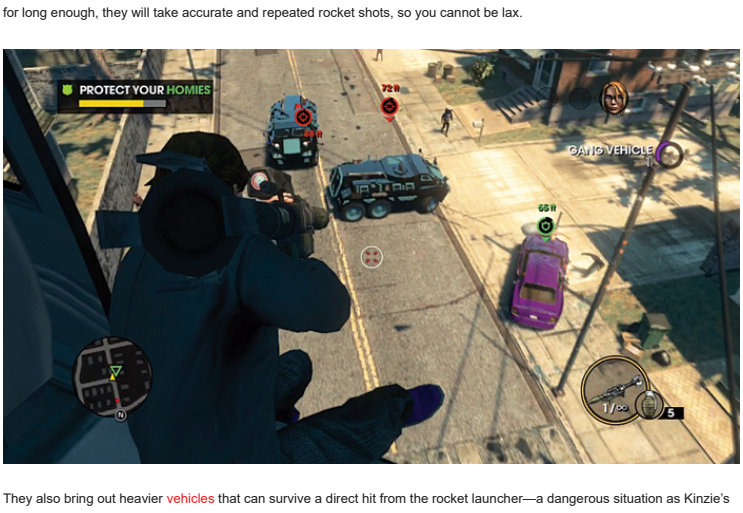
Eventually, Kinzie and any surviving Saints enter the getaway vehicle and you will be pulled on board the helicopter to take up your rocket launcher once more.


PROTECT YOUR HOMIES
$188,922
CASH $40
0/∞

The pilot maintains a reasonable flight path that is steady, so it's on you to eliminate the Deckers before they get to close to Kinzie. Take them out as far away from her as possible, and watch your fire.


PROTECT YOUR HOMIES

The Deckers have rockets of their own, and that presents a grave threat to your homies. If your boys are chasing them down for long enough, they will take accurate and repeated rocket shots, so you cannot be lax.


PROTECT YOUR HOMIES
GANG VEHICLE

They also bring out heavier vehicles that can survive a direct hit from the rocket launcher—a dangerous situation as Kinzie's driving skills are only slightly better than her social skills, and she tends to plow into them, making a follow up shot a dicey proposition. Worse yet, her drive is longer than Pierce's was, so if she takes too much damage early on, you might have difficulty protecting her in the last legs of the activity.

Helicopter Assault (Kinzie's Arc)

Cash Earned: $2,000

Respect Earned: 200

Unlocks: Additional Helicopter Assault Activities; New Homie—Kinzie Kensington

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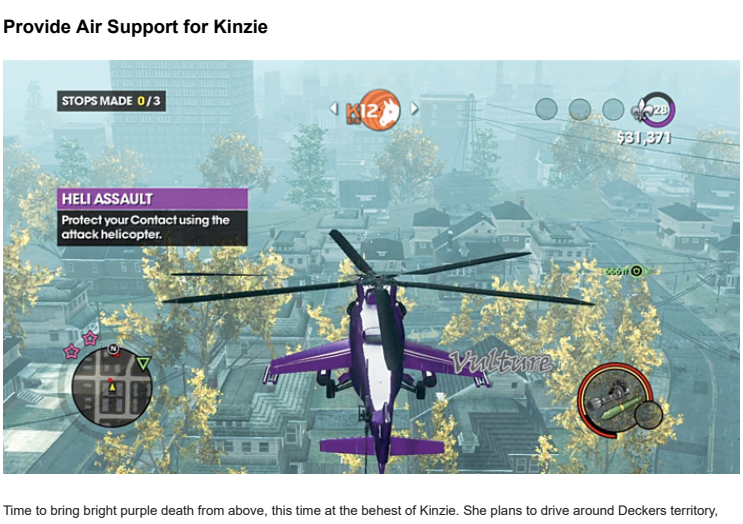
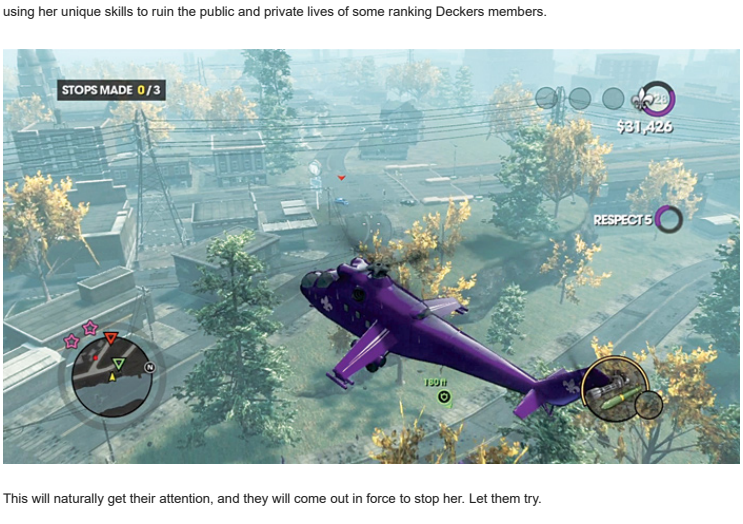
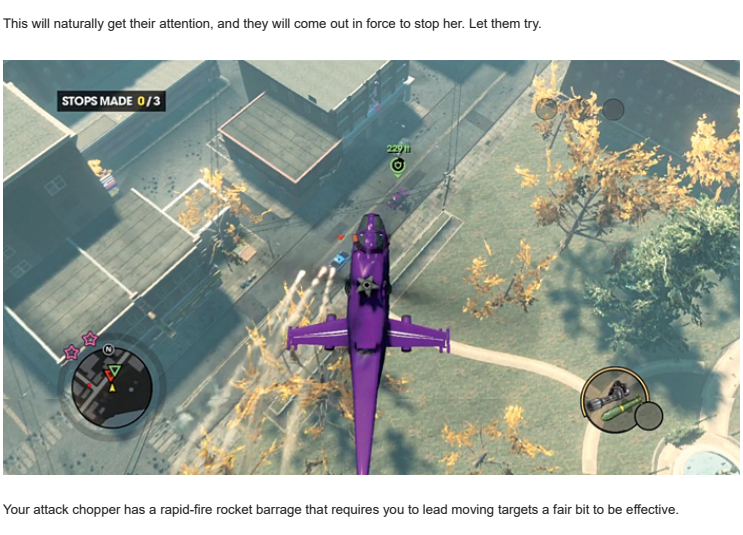
Provide Air Support for Kinzie


STOPS MADE 0/3
12
$31,371
HELI ASSAULT
Protect your Contact using the attack helicopter.

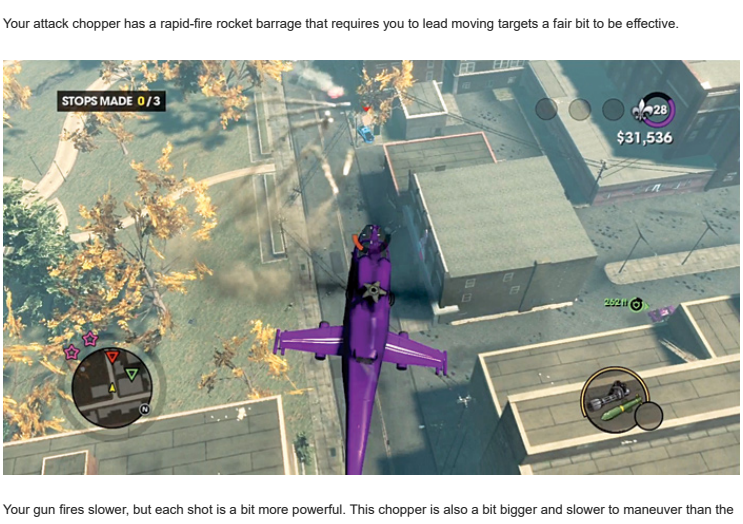
Time to bring bright purple death from above, this time at the behest of Kinzie. She plans to drive around Deckers territory, using her unique skills to ruin the public and private lives of some ranking Deckers members.


STOPS MADE 0/3
$31,426
RESPECT 5

This will naturally get their attention, and they will come out in force to stop her. Let them try.


STOPS MADE 0/3

Your attack chopper has a rapid-fire rocket barrage that requires you to lead moving targets a fair bit to be effective.


STOPS MADE 0/3
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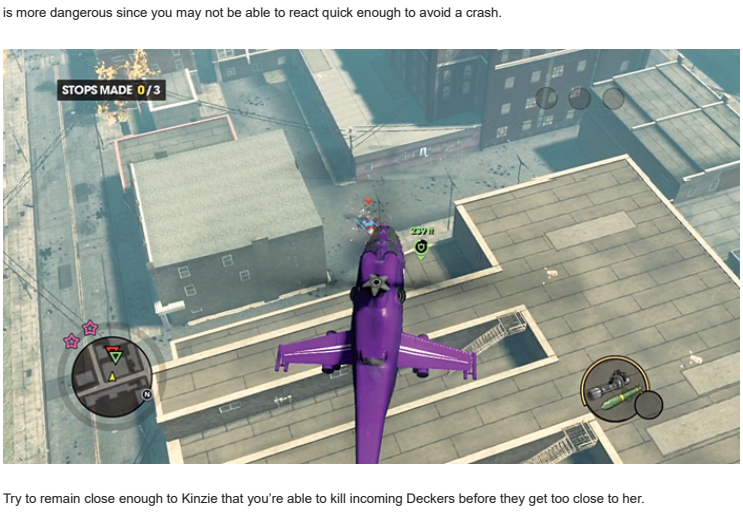
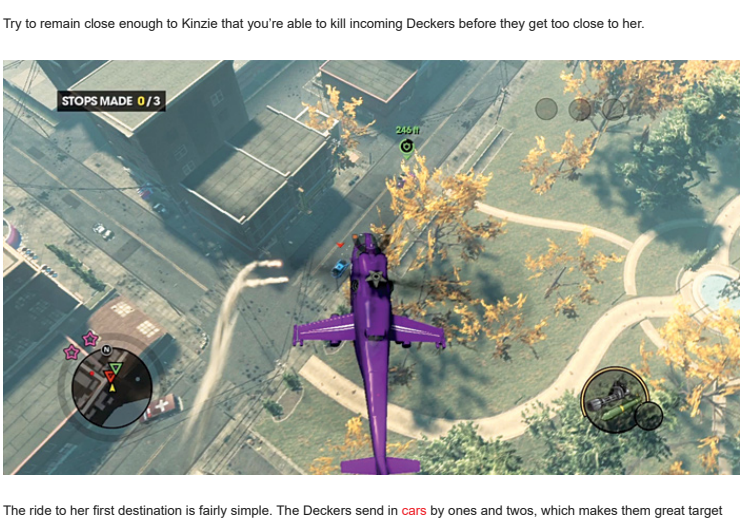

STOPS MADE 0/3

Try to remain close enough to Kinzie that you're able to kill incoming Deckers before they get too close to her.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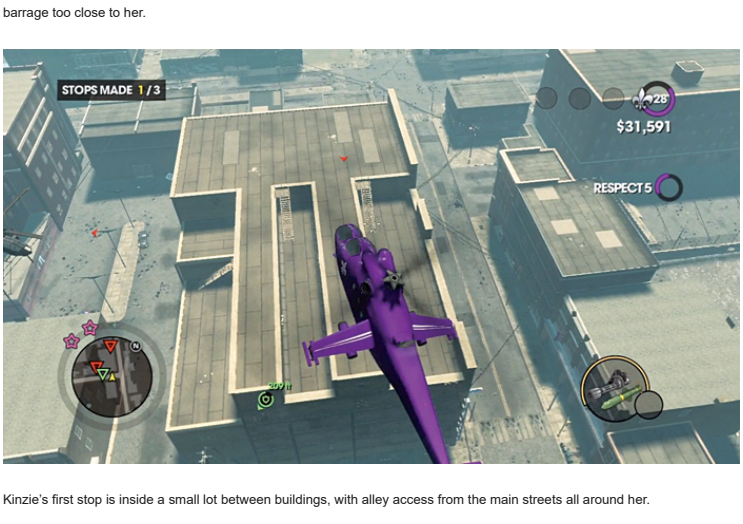
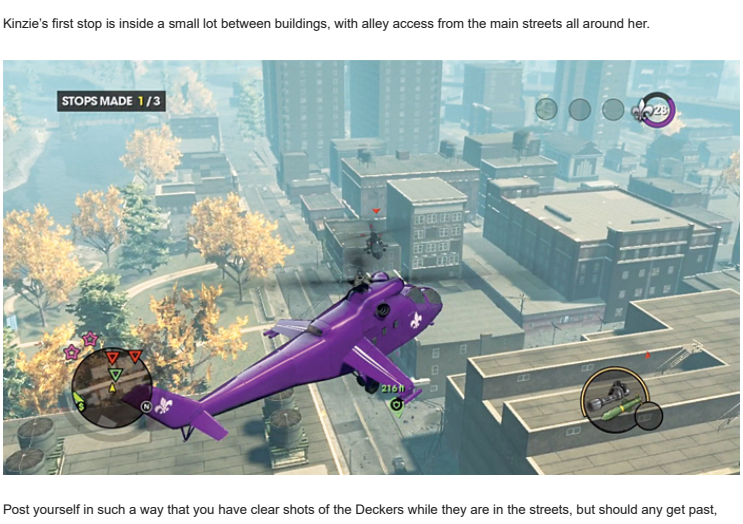
The ride to her first destination is fairly simple. The Deckers send in cars by ones and twos, which makes them great target practice for the gun. Rockets kill much faster, but their unguided nature and large area of effect can hurt Kinzie if you fire a barrage too close to her.


STOPS MADE 1/3
$31,591
RESPECT 5

Kinzie's first stop is inside a small lot between buildings, with alley access from the main streets all around her.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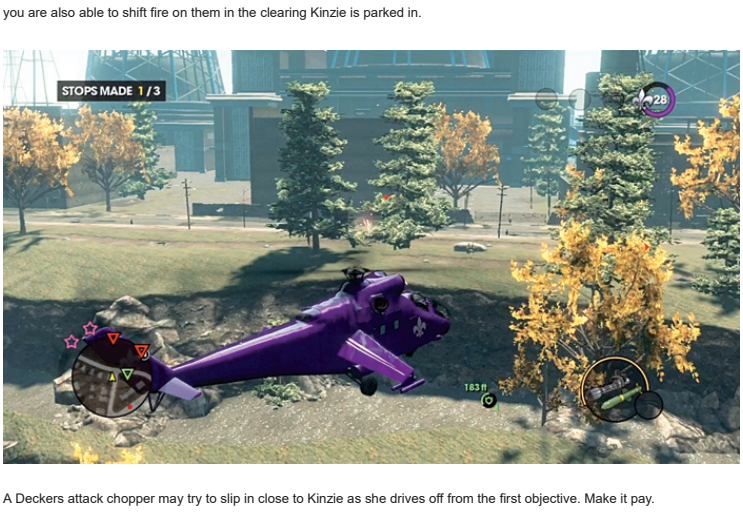
STOPS MADE 1/3
183 ft

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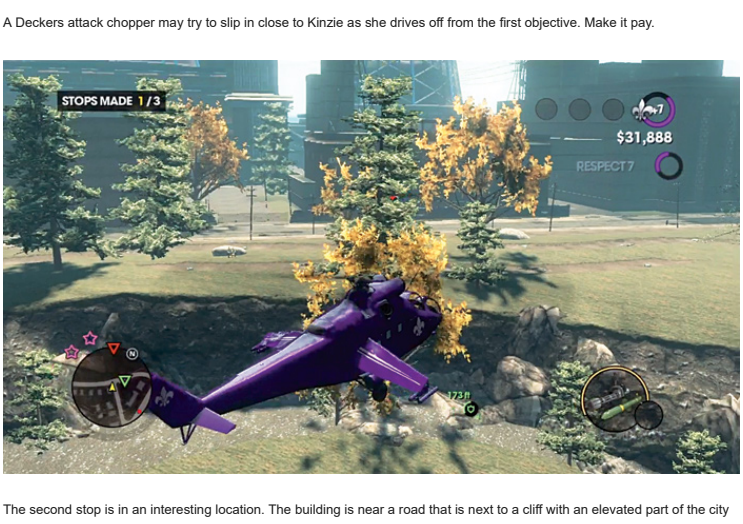
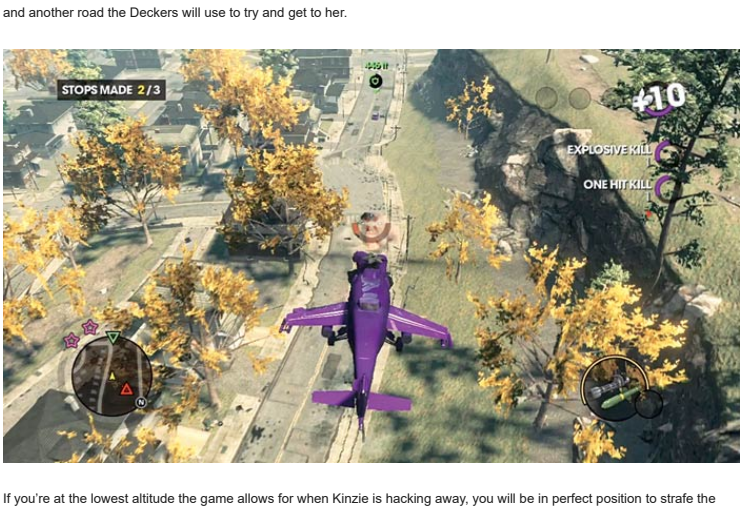
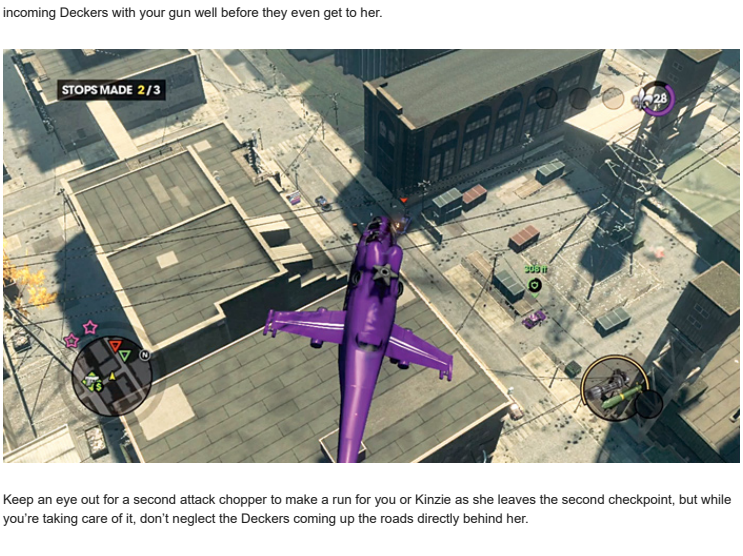

STOPS MADE 1/3
$31,888
RESPECT 7

The second stop is in an interesting location. The building is near a road that is next to a cliff with an elevated part of the city and another road the Deckers will use to try and get to her.


STOPS MADE 2/3
+10
EXPLOSIVE KILL
ONE HIT KILL

If you're at the lowest altitude the game allows for when Kinzie is hacking away, you will be in perfect position to strafe the incoming Deckers with your gun well before they even get to her.


STOPS MADE 2/3

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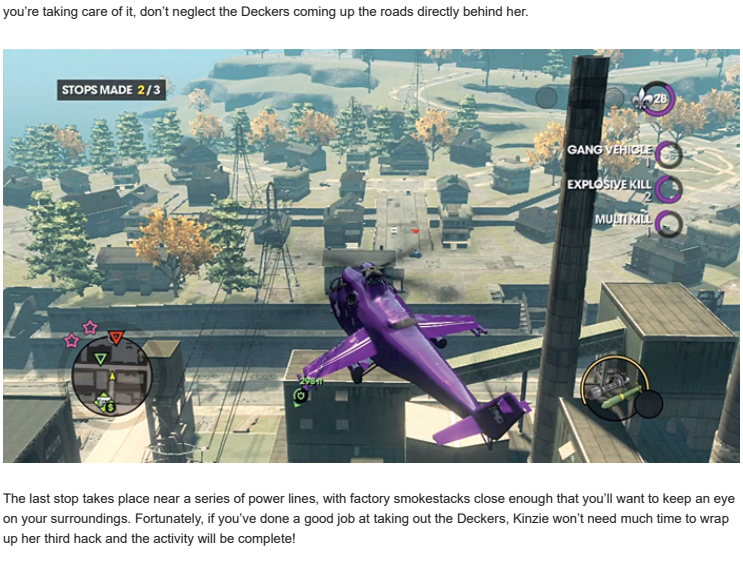
STOPS MADE 2/3
GANG VEHICLE
EXPLOSIVE KILL
MULTI KILL

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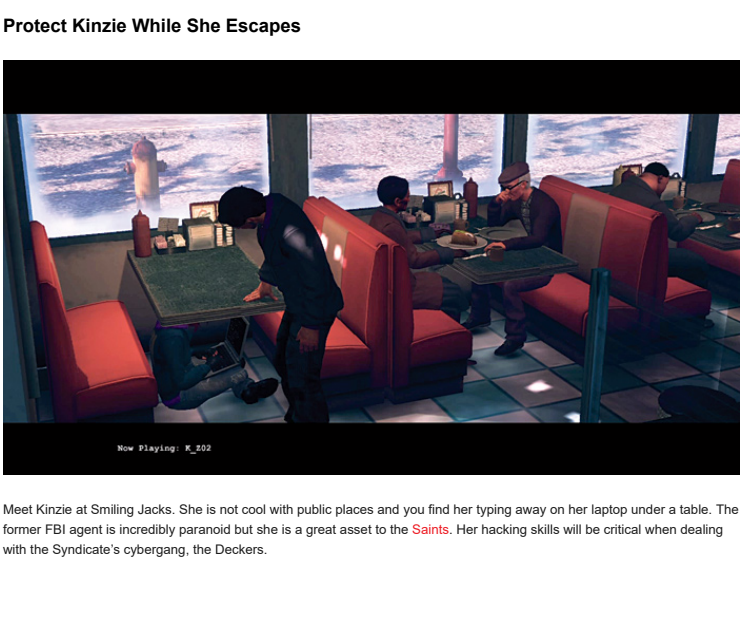
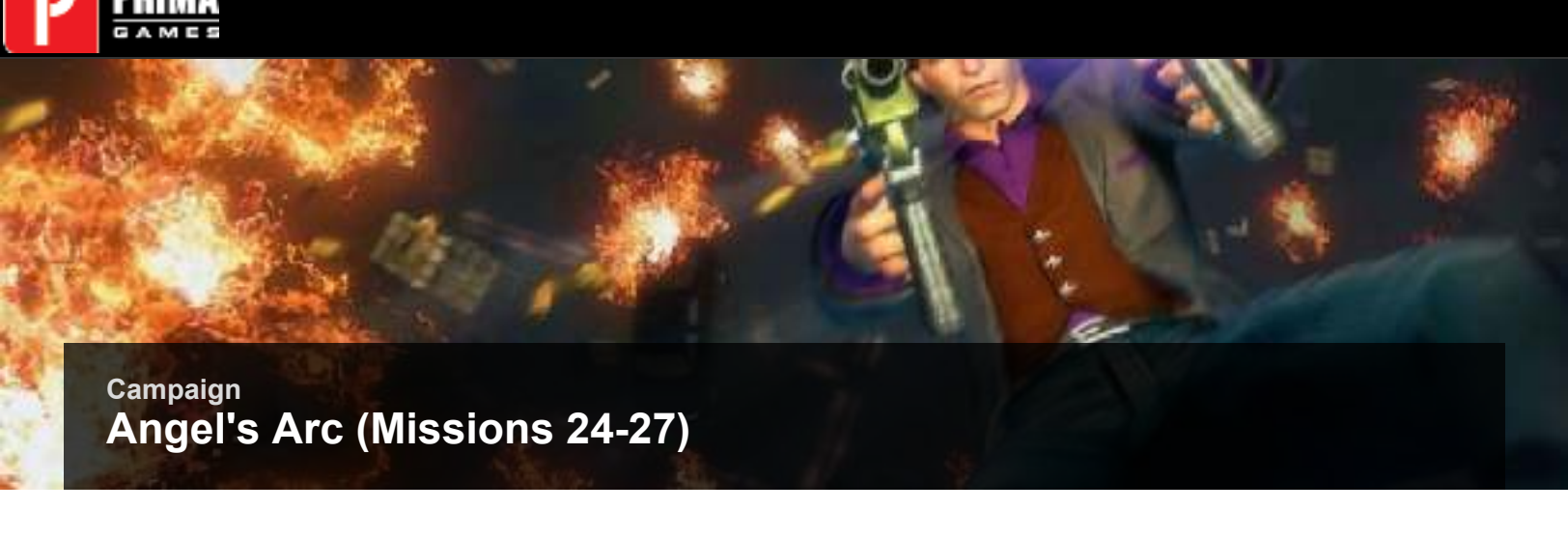
Phone Phreak (Kinzie's Arc)

Protect Kinzie While She Escapes


Now Playing: K_S02

Meet Kinzie at Smiling Jacks. She is not cool with public places and you find her typing away on her laptop under a table. The former FBI agent is incredibly paranoid but she is a great asset to the Saints. Her hacking skills will be critical when dealing with the Syndicate's cybergang, the Deckers.



Campaign

Angel's Arc (Missions 24-27)

Insurance Fraud (Angel's Arc)

Cash Earned: $2,000

Respect Earned: 200

Unlocks: Additional Insurance Fraud Activities

Rewards: 2% Luchadores District Control—$79 per hour

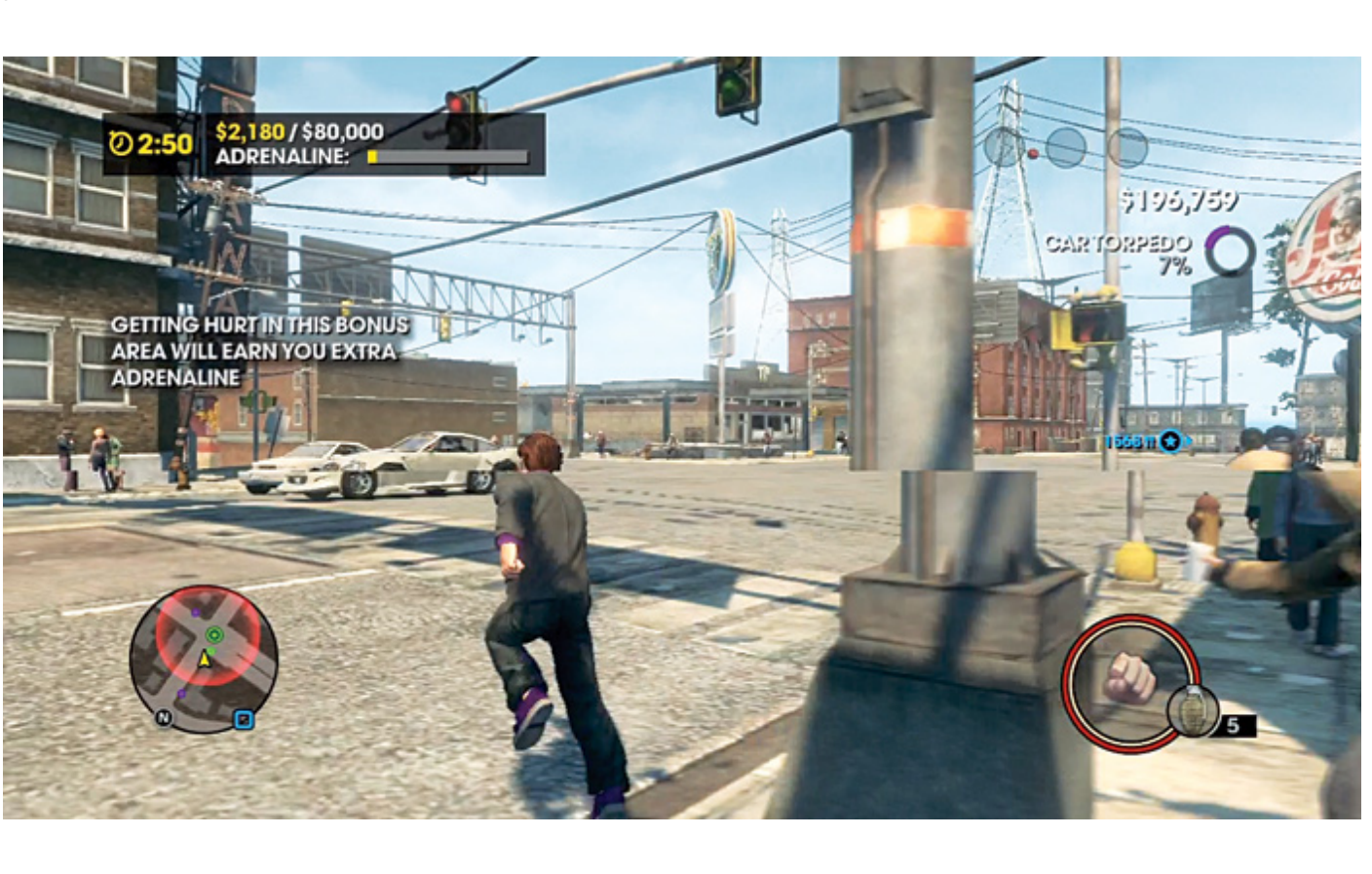
Activity Objectives: Earn $80,000 in insurance settlements in 3:30

Ambulance Chaser

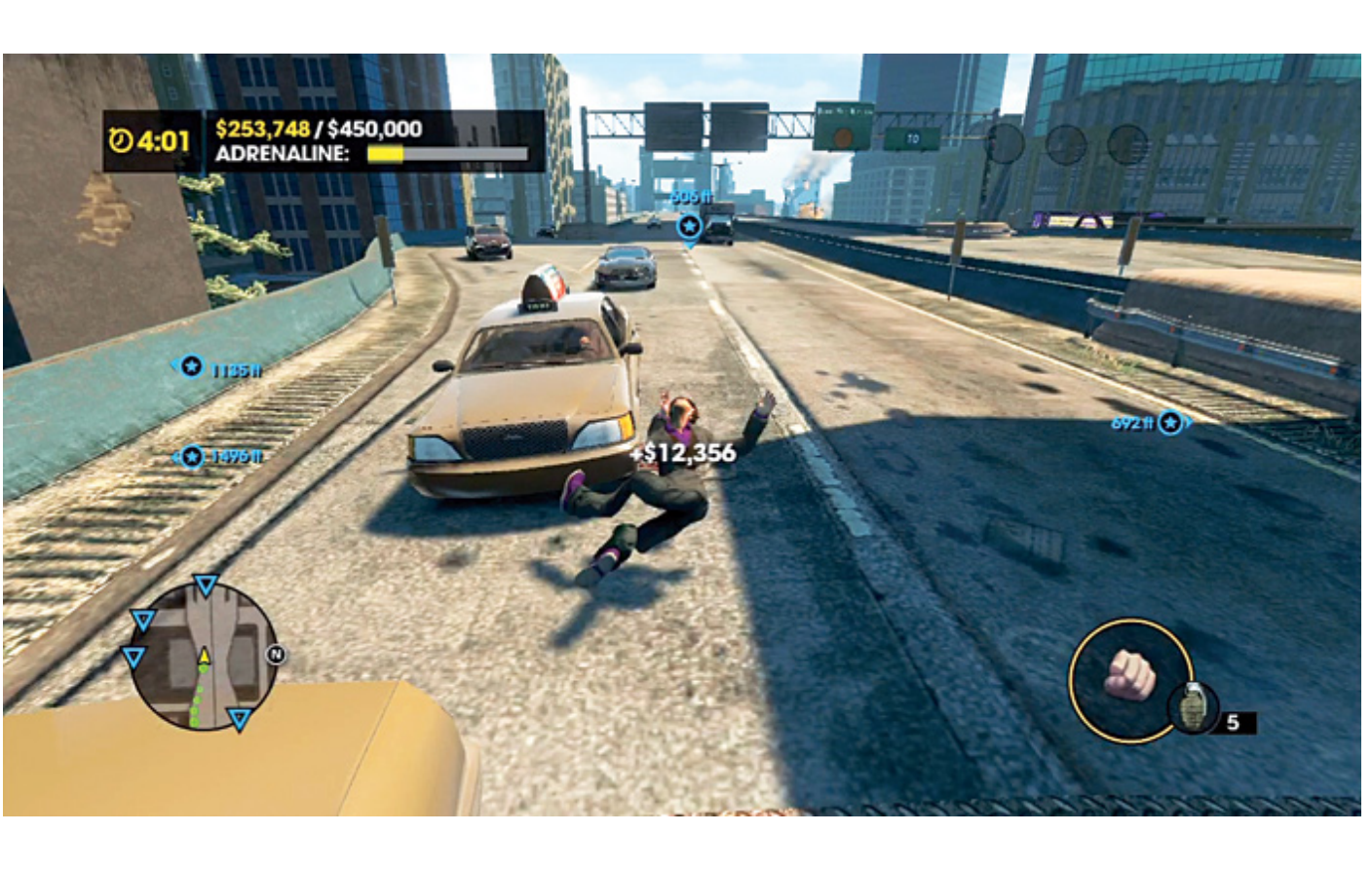
Now Playing: a_z02

Go to Angel's rundown casino to meet the self loathing wrestler. He lives a rough lifestyle to stay focused and to be reminded of what Killbane took from him. Angel wants to harden you up to take on the Luchadores. His philosophy is that by experiencing the worst pain imaginable you will become chiseled out of diamond and be tough enough to take on Killbane.

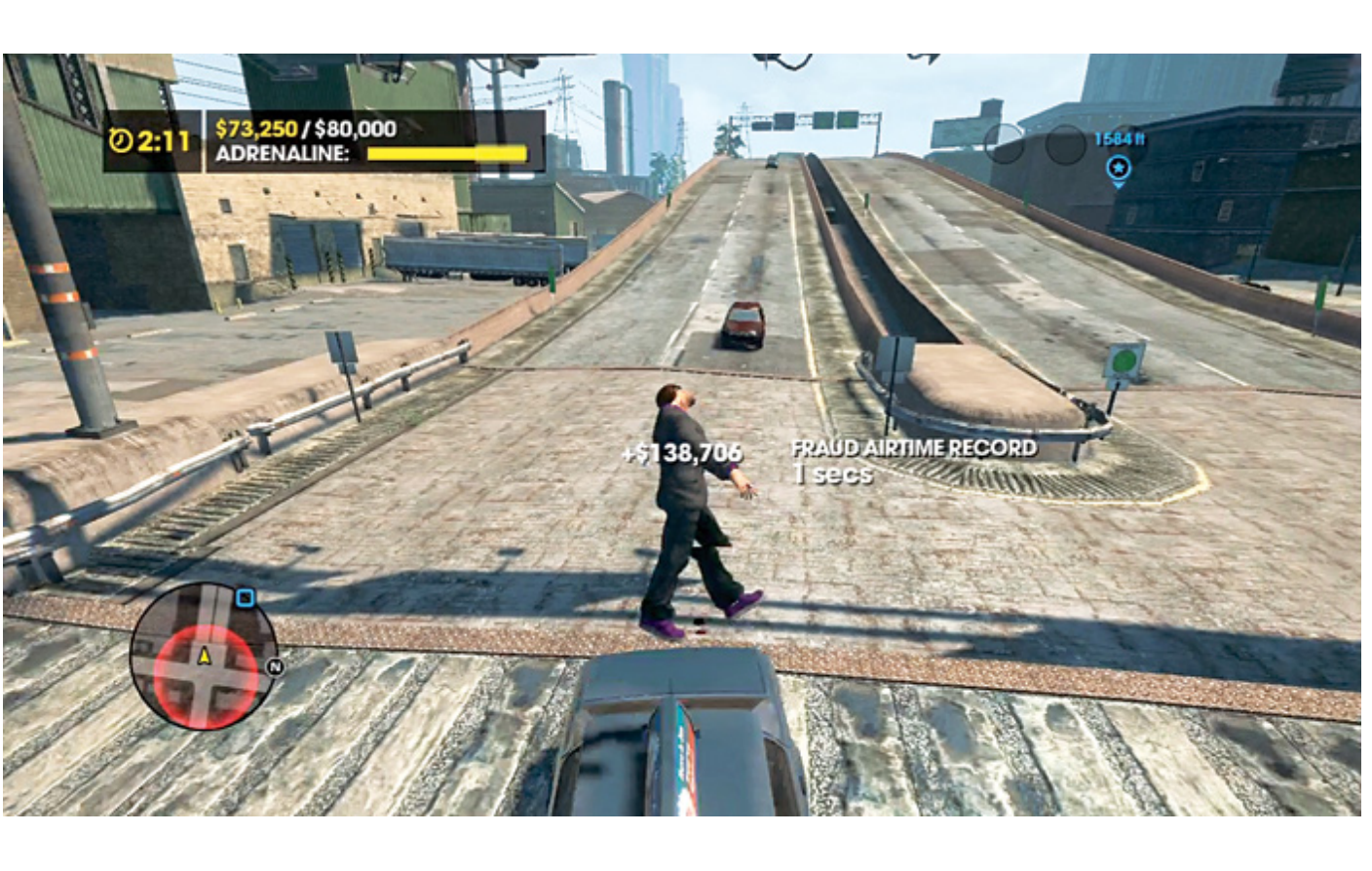
The first of six activities of this nature, Insurance Fraud is a great and fun way to abuse both the twisted legal realities of Steelport, and the physics of the game. The basics are simple. Use the controls to help ragdoll yourself into any and all oncoming vehicles, and while in midair, use the analog sticks to guide yourself into more oncoming vehicles to add to the painful combo.


2:50
$2,180 / $80,000
ADRENALINE:
$196,759
CAR TORPEDO
7%
GETTING HURT IN THIS BONUS AREA WILL EARN YOU EXTRA ADRENALINE
5

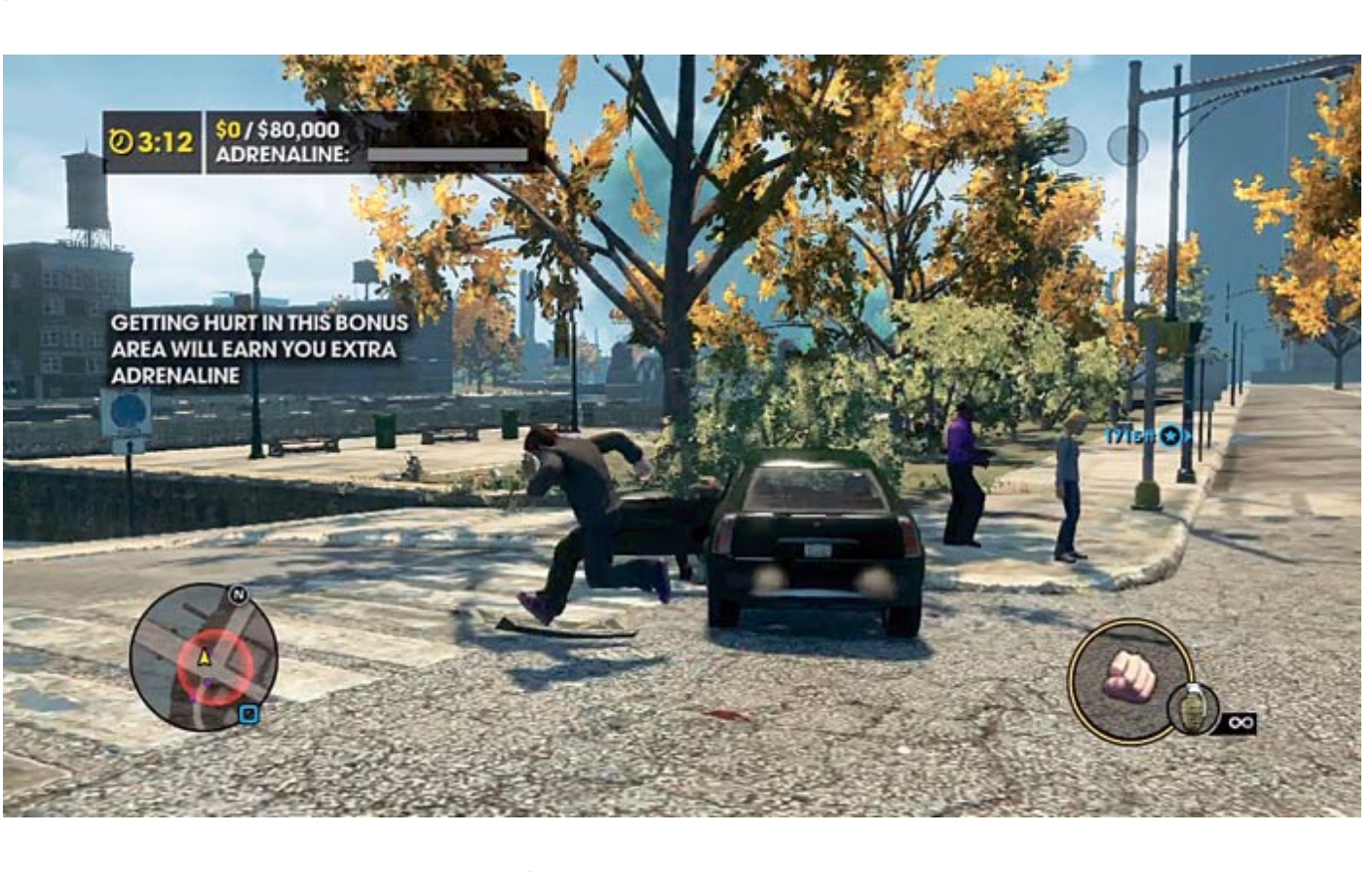
It is important to ragdoll yourself wisely, because it takes time to recover regardless of whether you've been hit by a car, and you're on the clock.


4:01
$253,748 / $450,000
ADRENALINE:
+$12,356
5

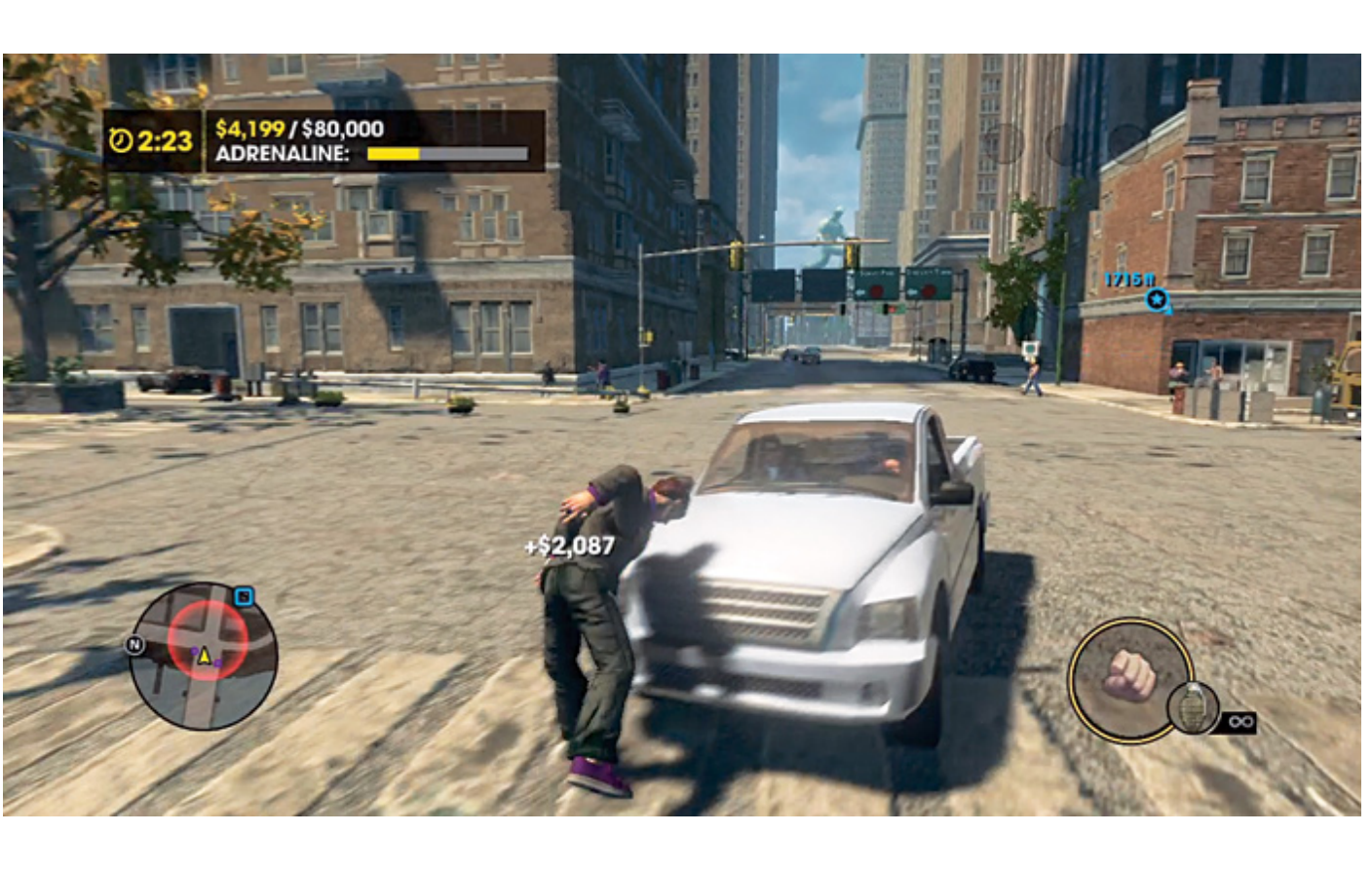
Every Insurance Fraud activity has specially marked bonus zones, typically in places where traffic at an intersection is heaviest. Take advantage of this to build your adrenaline meter. With that full, you can steer yourself in midair to a much greater degree, and chain some seriously nasty hits.


2:11
$73,250 / $80,000
ADRENALINE:
+$138,706
FRAUD AIRTIME RECORD
1 secs

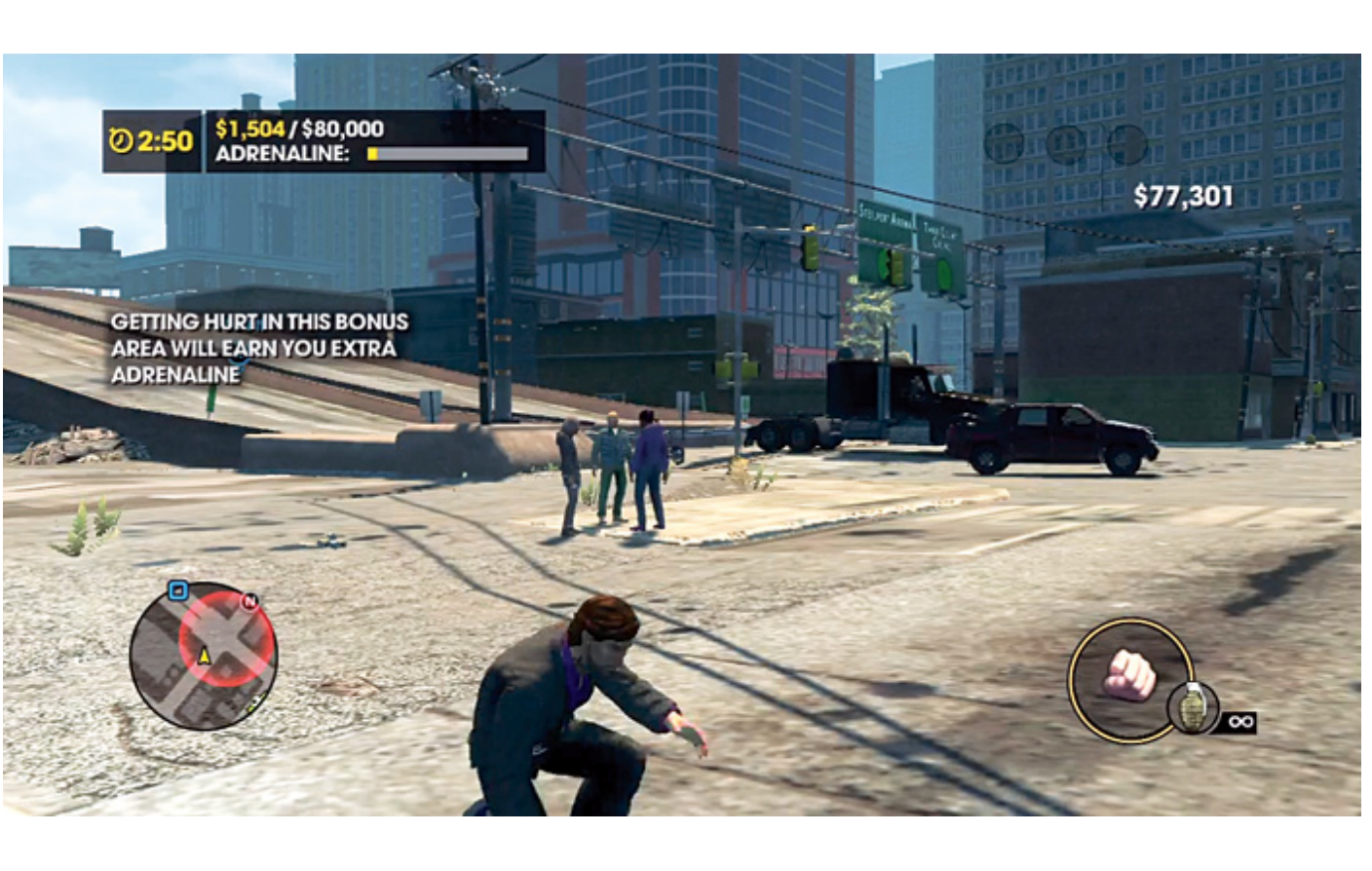
Keep in mind that the bonus zones are not permanent; they can fade after a certain amount of money has been made inside of them. While in this first Insurance Fraud activity you might be able make the limit in the first zone you visit, later activities will require significantly more money to complete. You have to maximize profit in each zone, and waste as little time as possible.


3:12
$0 / $80,000
ADRENALINE:
GETTING HURT IN THIS BONUS AREA WILL EARN YOU EXTRA ADRENALINE

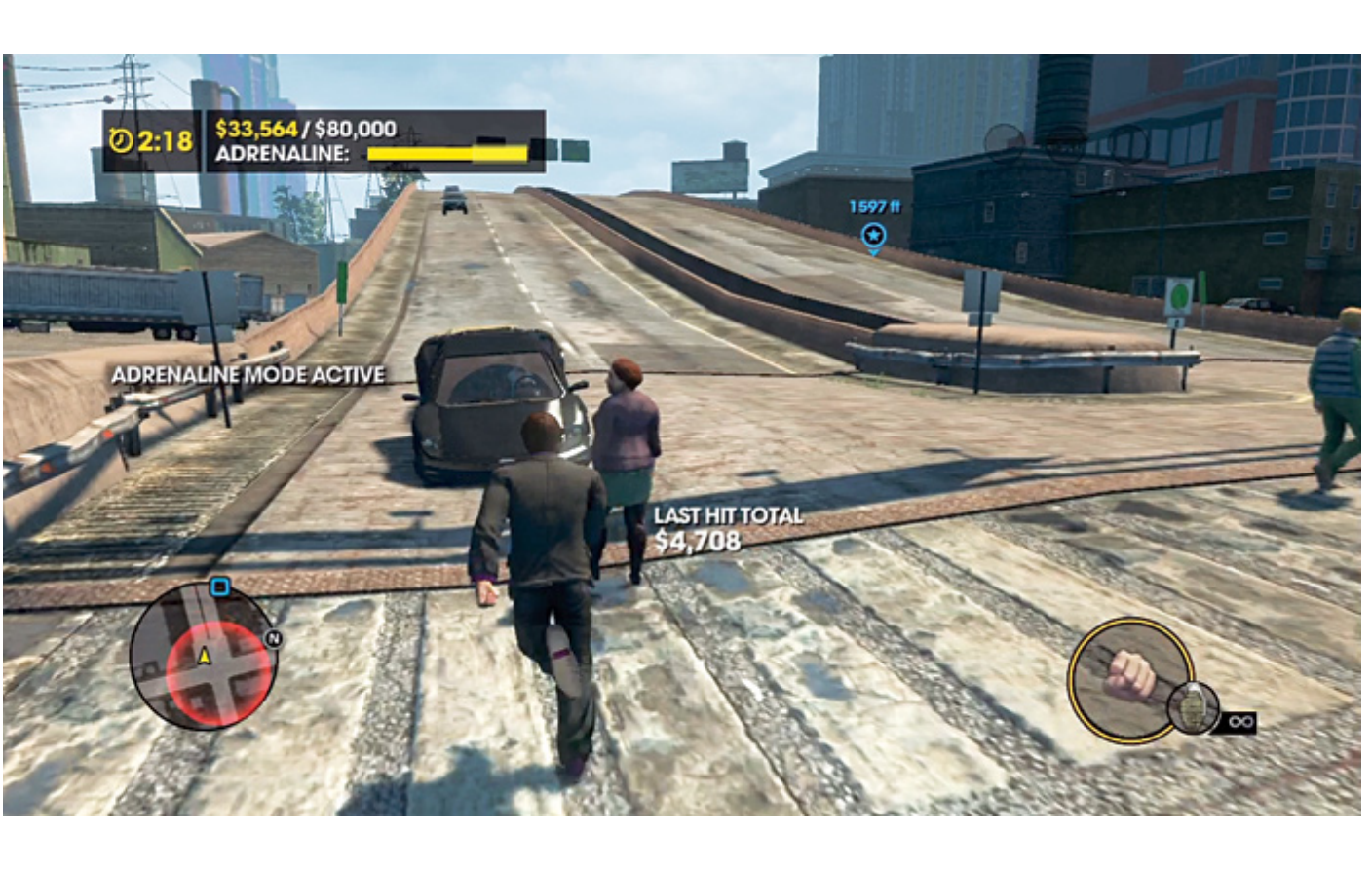
It can be surprisingly easy to make the required $80,000 in this activity. Start off by going to the closest bonus zone, taking a car there to give you the maximum amount of time to abuse yourself. Once there, park your car on the sidewalk so it does not impede street traffic, as you want the cars to pass through the intersection at full speed.


2:23
$4,199 / $80,000
ADRENALINE:
+$2,087

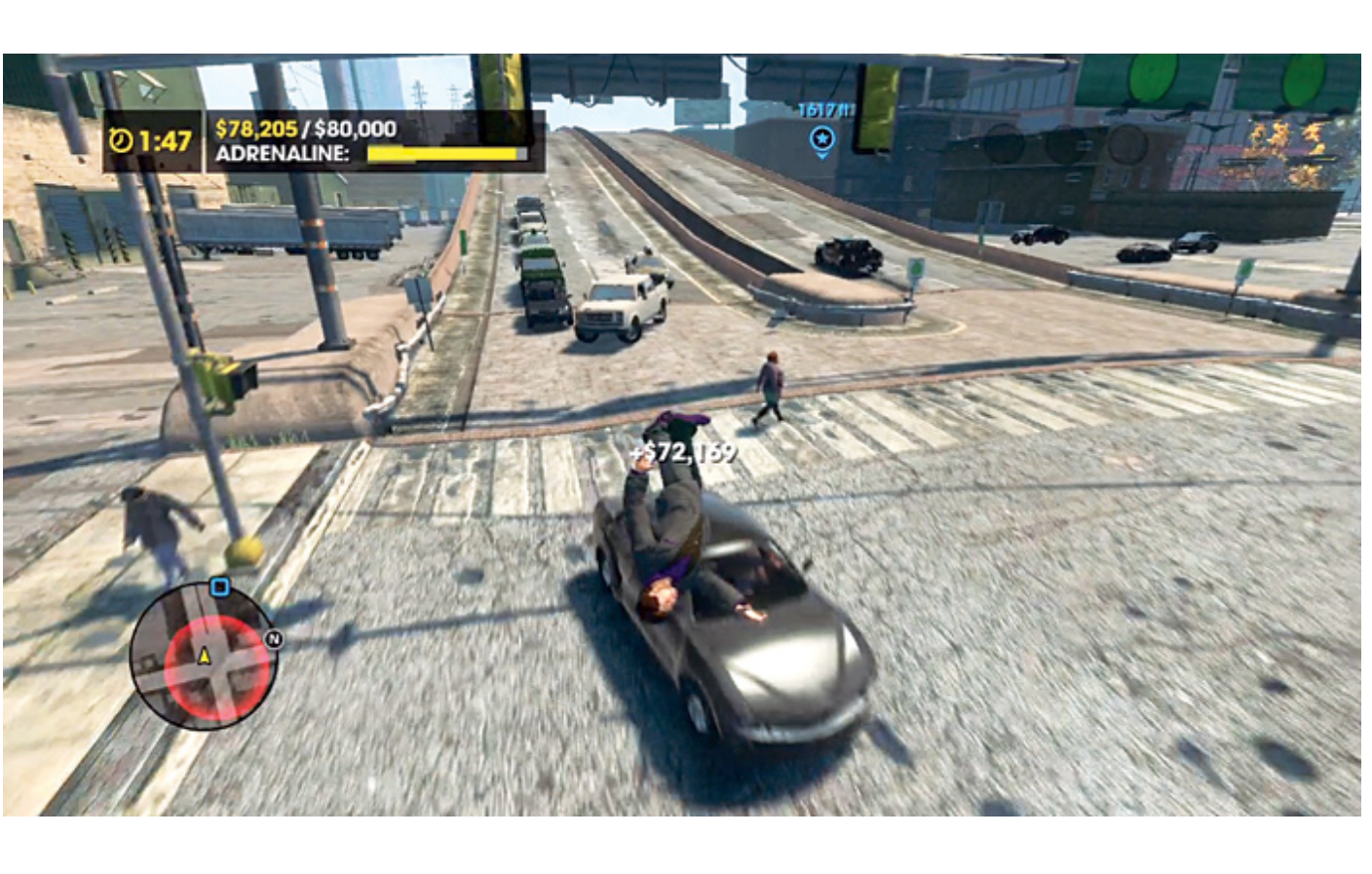
Now, wait for cars to come at you, and ragdoll into them. If you're lucky, you can guide yourself in the air to another waiting vehicle, which further compounds the money value of the hit.


2:50
$1,504 / $80,000
ADRENALINE:
$77,301
GETTING HURT IN THIS BONUS AREA WILL EARN YOU EXTRA ADRENALINE

The other bonus zone is a bit farther, however. It is at the mouth of one of the highway bridges leading to the western island. This is where the real money is!


2:18
$33,564 / $80,000
ADRENALINE:
ADRENALINE MODE ACTIVE
LAST HIT TOTAL
$4,708

Now, charge, on foot, into the oncoming traffic coming off the freeway.


1:47
$78,205 / $80,000
ADRENALINE:
+$72,159

The vehicles will be moving at great speed, so the potential for something hilarious and profitable is high here.

Trail Blazing (Angel's Arc)

Cash Earned: $2,000

Respect Earned: 200

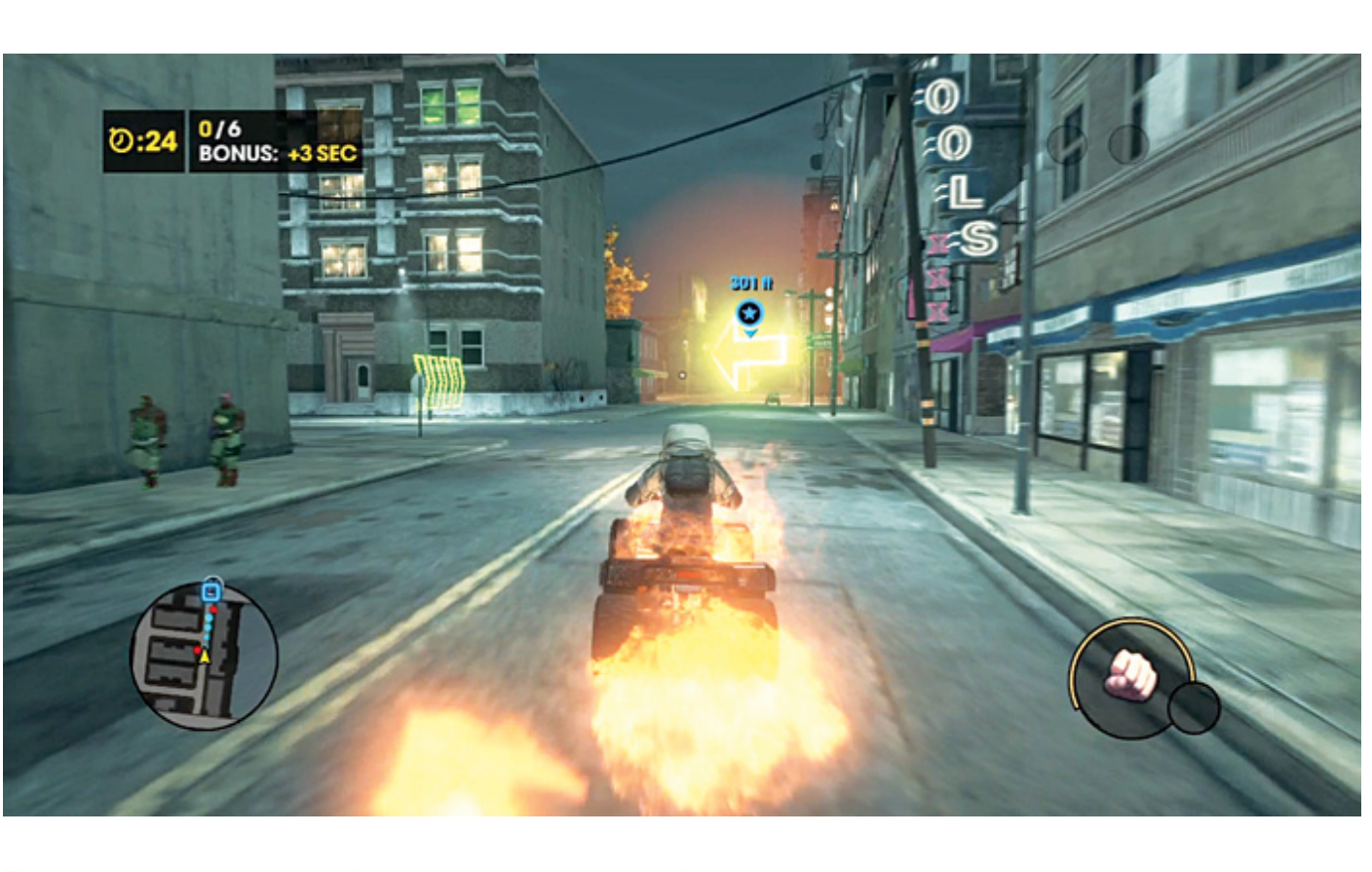
Unlocks: Additional Trail Blazing activities

Rewards: 1% Luchadores district control—$58 per hour

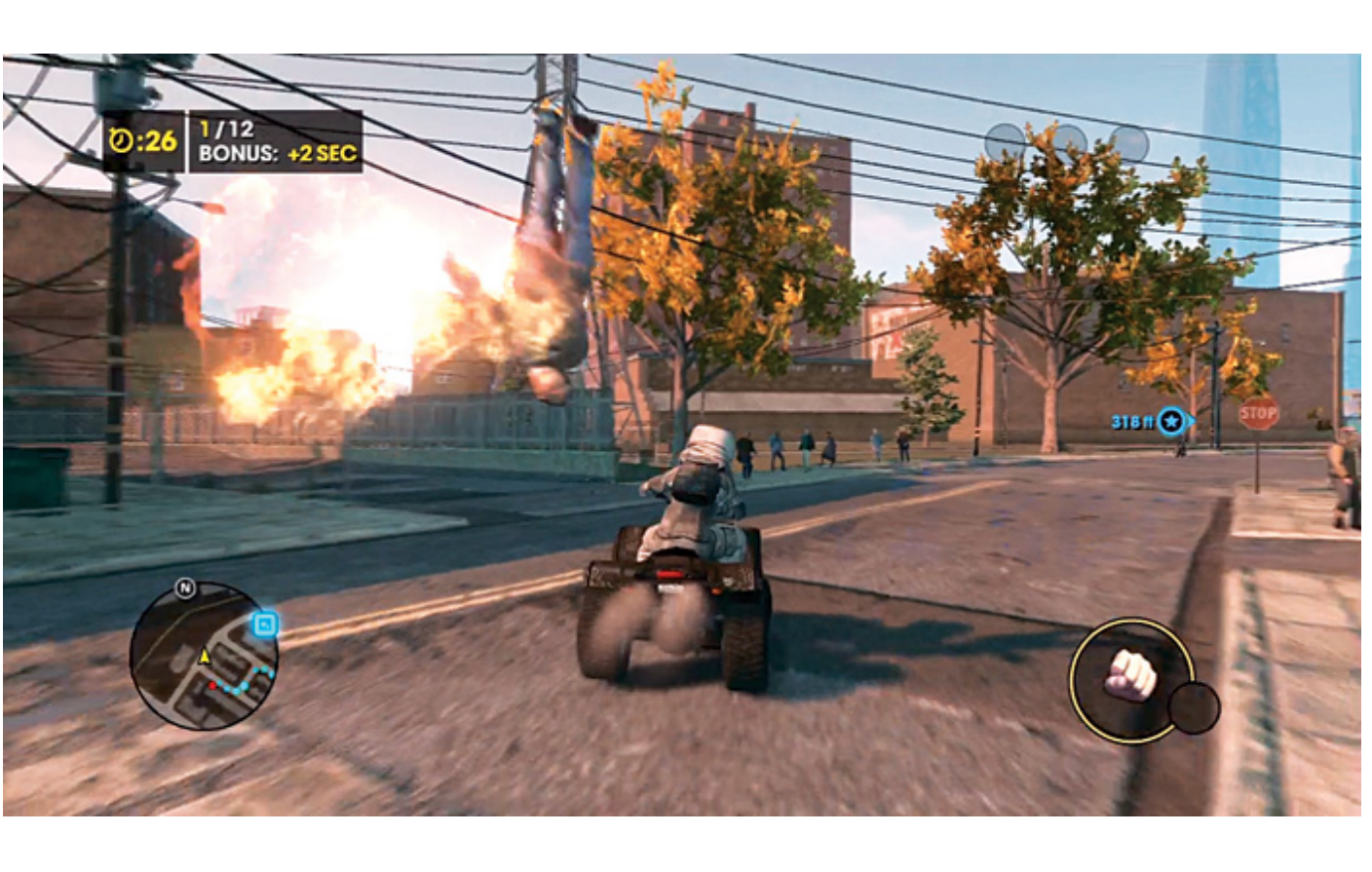
Activity Objectives: Reach six checkpoints in 30 seconds

Burn Rubber and Everything Else

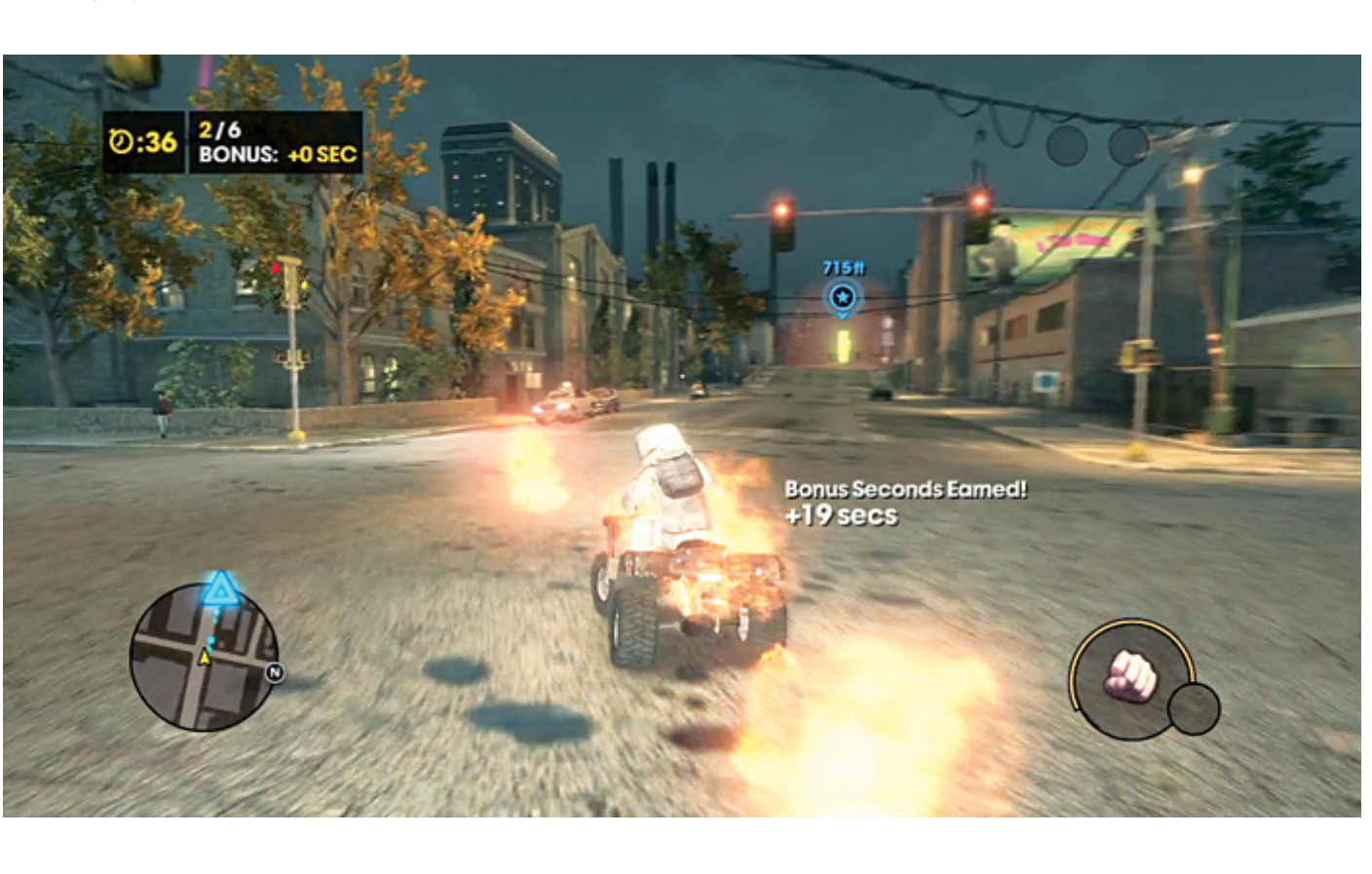
Angel believes you are still not a bad enough dude to handle the Luchadores, so he has a special training session in mind for you. Equipping you with a heat-resistant space suit, and sticking you on a quad bike that trails hot flame as you drive it, he wants you to drive through the streets and cause as much havoc as possible.


:24
0/6
BONUS: +3 SEC

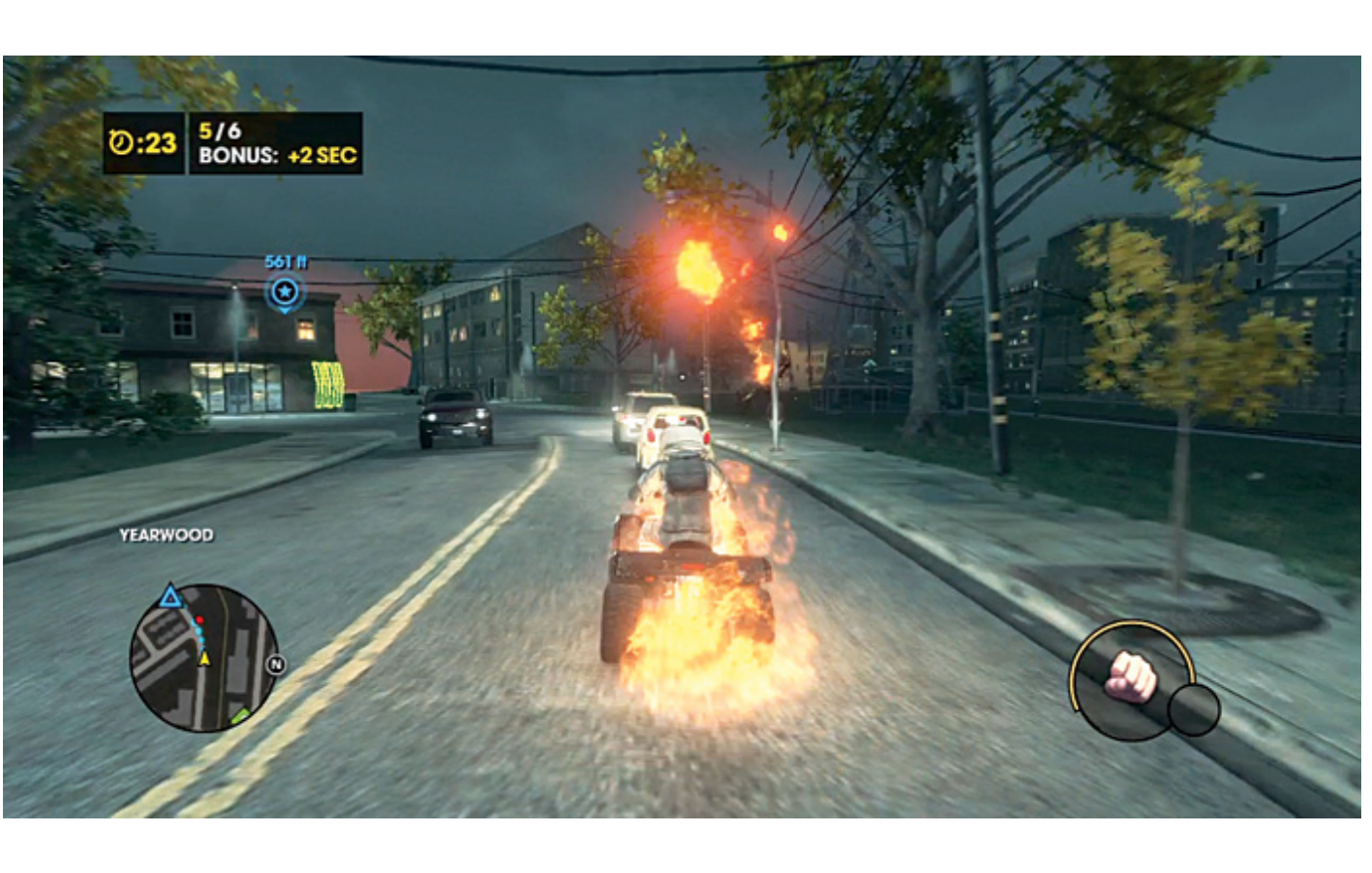
The objective is to get through all the checkpoints in the time allotted, including any bonus time you earn. You have a small starting time limit that can increase by driving through cars . . .


:26
1/12
BONUS: +2 SEC
STOP

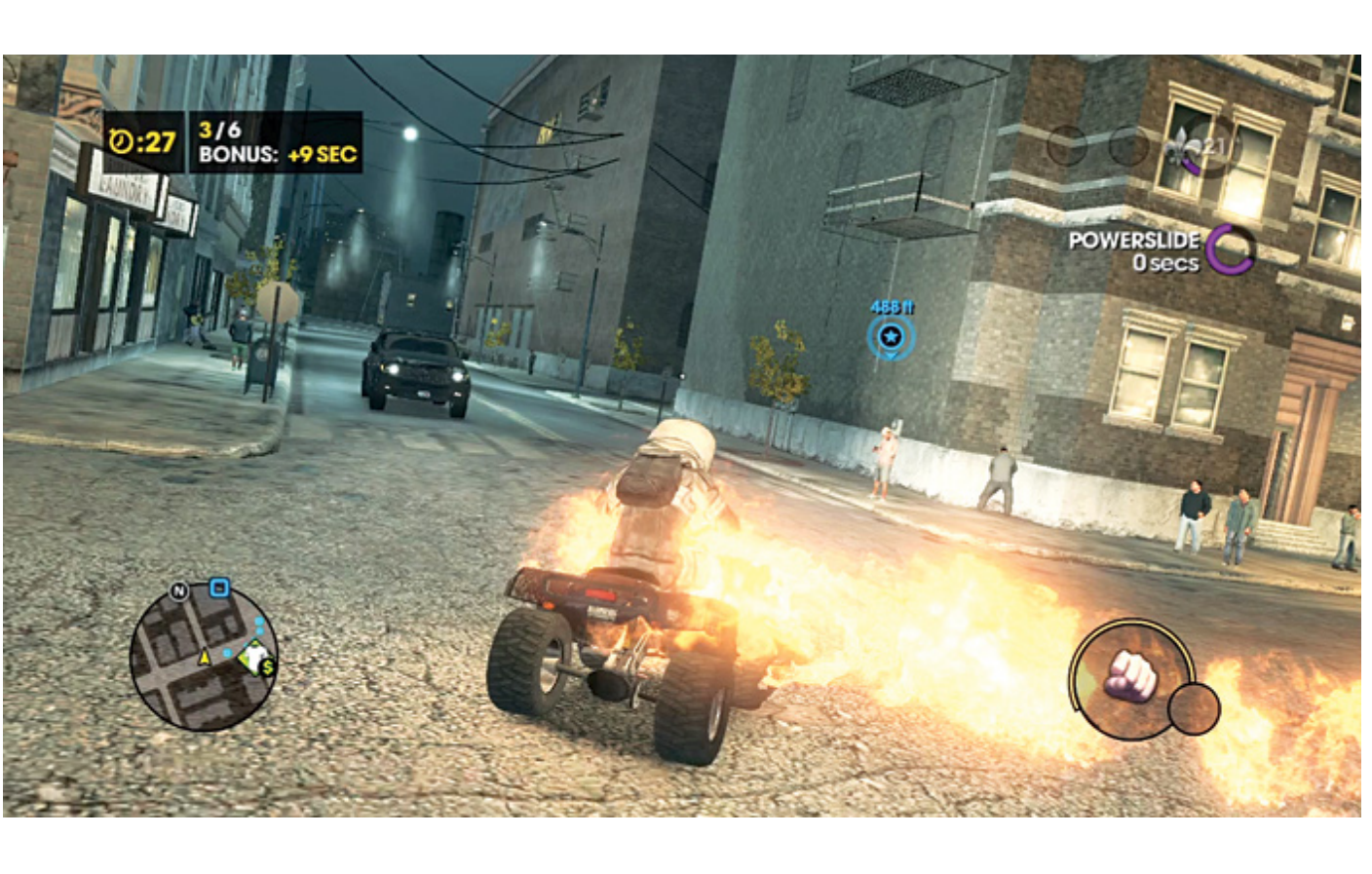
. . . and people.


:36
2/6
BONUS: +0 SEC
+19 secs

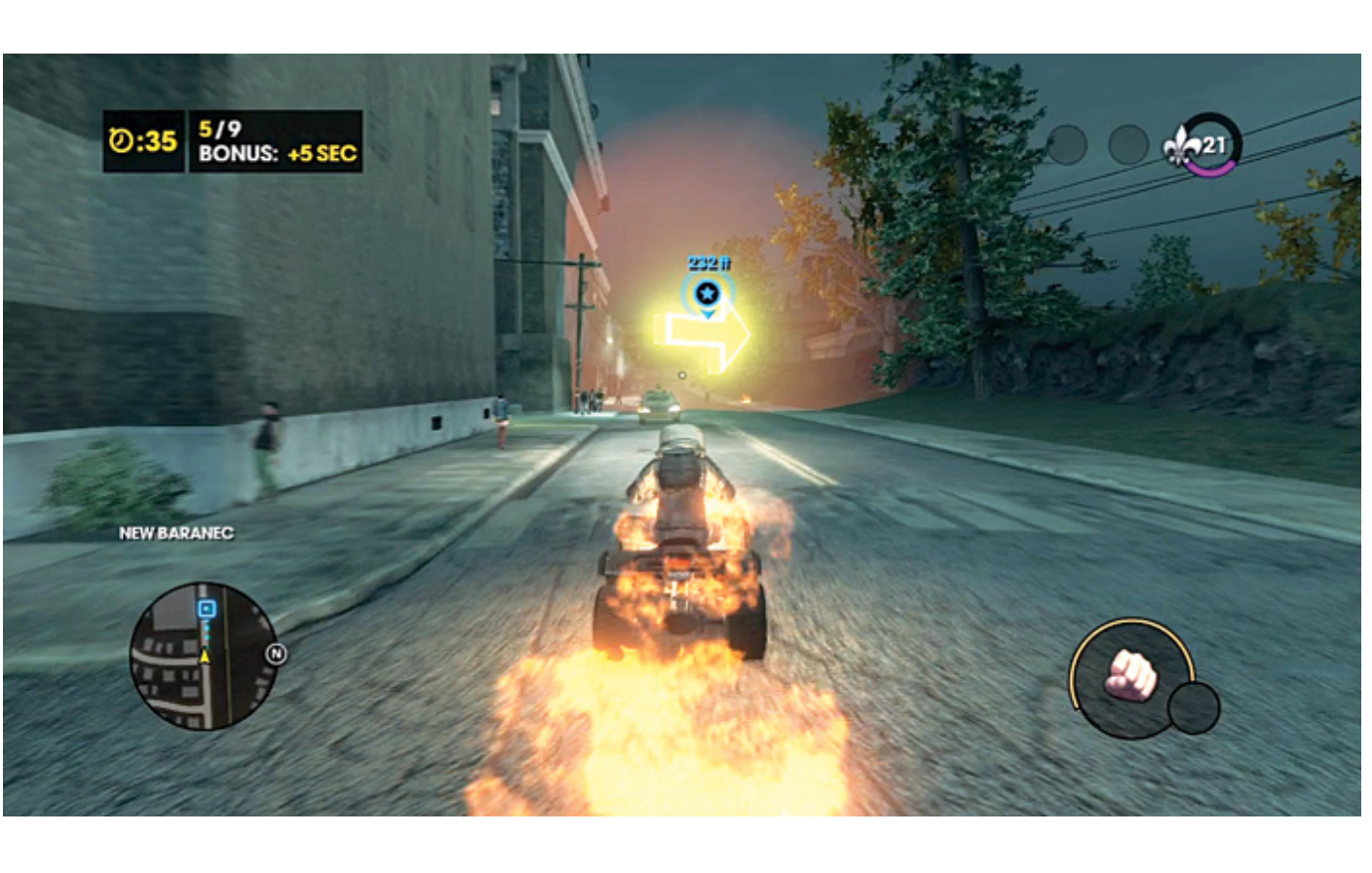
You can improve your destructive ride through the city by picking up small patches of flames, which literally become homing missiles that rip apart clusters of vehicles you miss running into.


:23
5/6
BONUS: +2 SEC
YEARWOOD

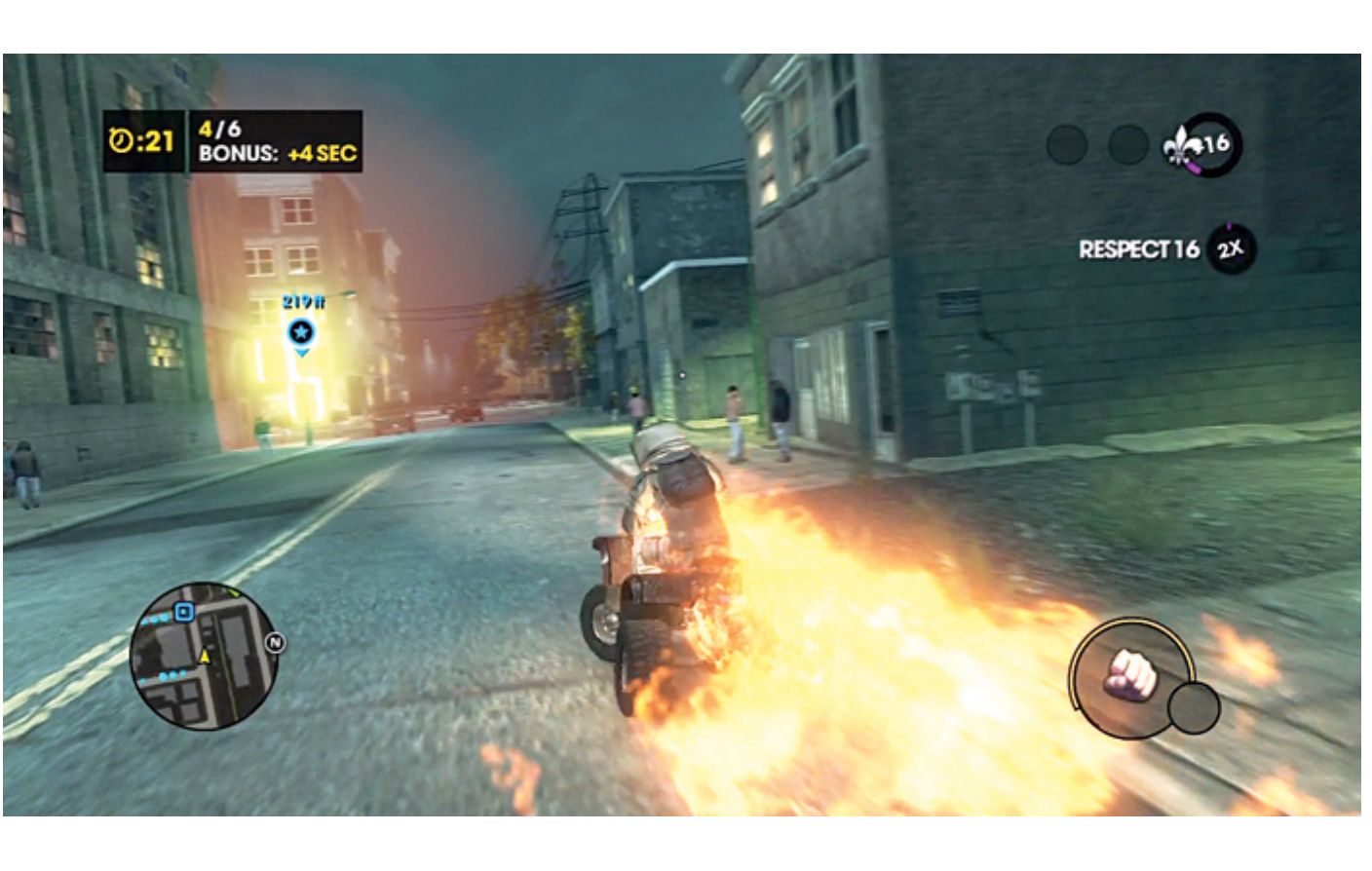
Each instance of Trail Blazing works on a checkpoint system but there is a lot of space to play in. Each checkpoint is marked by arrows that basically tell you what direction you should travel in to get to the next checkpoint. Once you get to a checkpoint in this mode, you get your time bonus, and it is reset to zero, meaning you must keep up the destruction between checkpoints if you want to have enough time to reach the end.


:27
3/6
BONUS: +9 SEC
POWERSLIDE
0 secs

You should make a serious effort to hit clusters of people. This can be difficult as sidewalk obstacles, combined with the impact of the bodies, can slow you down and knock you off course and into a wall, but the time bonus you get from hitting pedestrians is higher than what you get hitting cars. Any time you see a cluster of people, go for it!


:35
5/9
BONUS: +5 SEC
21
NEW BARANEC

As these races take place in the city, you have many side routes you can take to reach some of the check points, which can reward you with more flame missiles that hit more targets.


:21
4/6
BONUS: +4 SEC
16
RESPECT 16
2X

For this first race, you can find many alleys and side streets between the third, fourth, and fifth checkpoints, respectively, but you can still reach the goal in this and all other Trail Blazer activities by sticking to the main guide path. Take the time to hit as many targets as possible.

Eye of the Tiger (Angel's Arc)

Cash Earned: $2,000

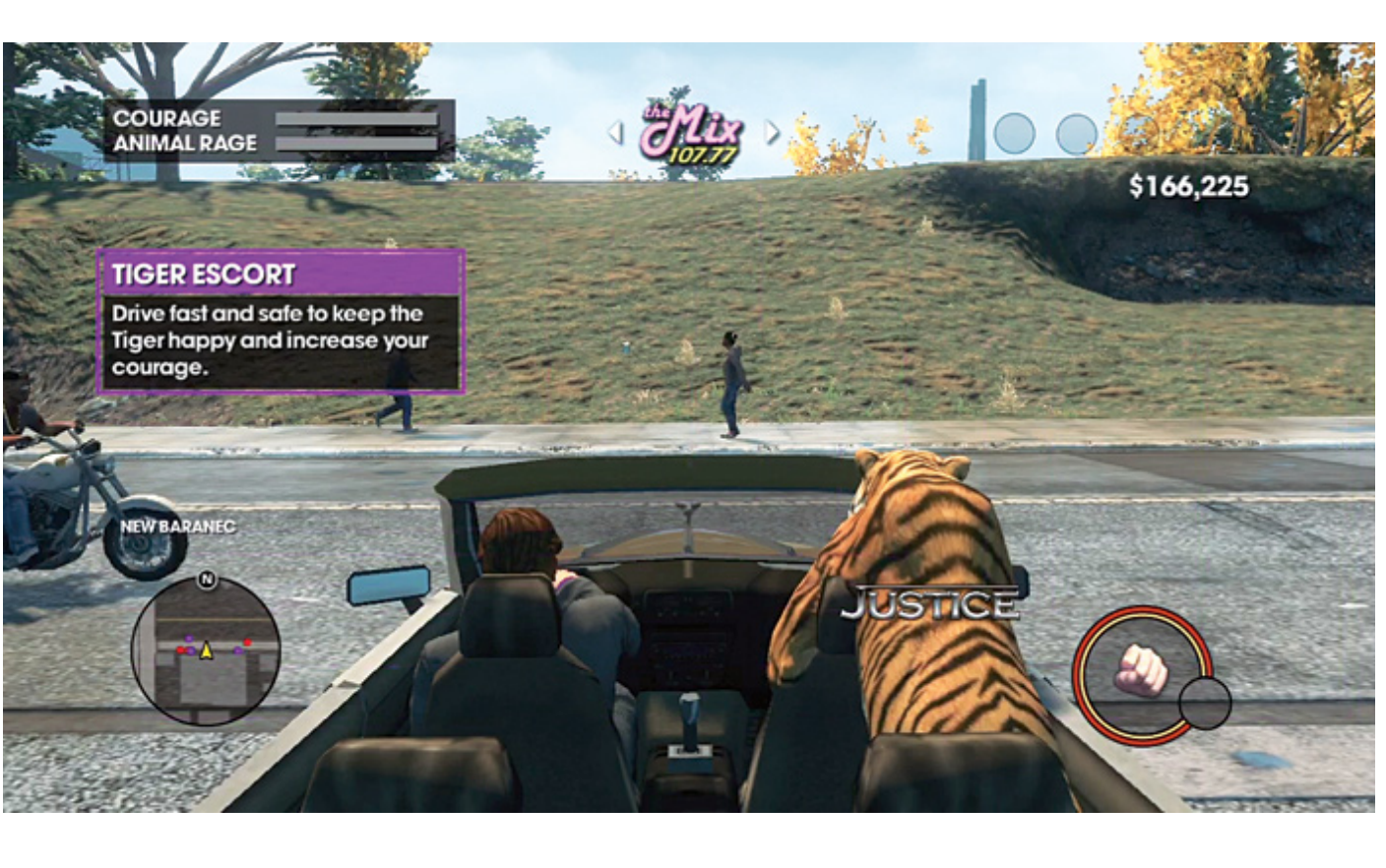
Respect Earned: 200

Unlocks: Additional Tiger Escort Activities; New Homie—Angel De LaMuerte

Rewards: 2% Luchadores District Control—$67 per hour

Activity Objectives: Fill the courage gauge while minimizing animal rage

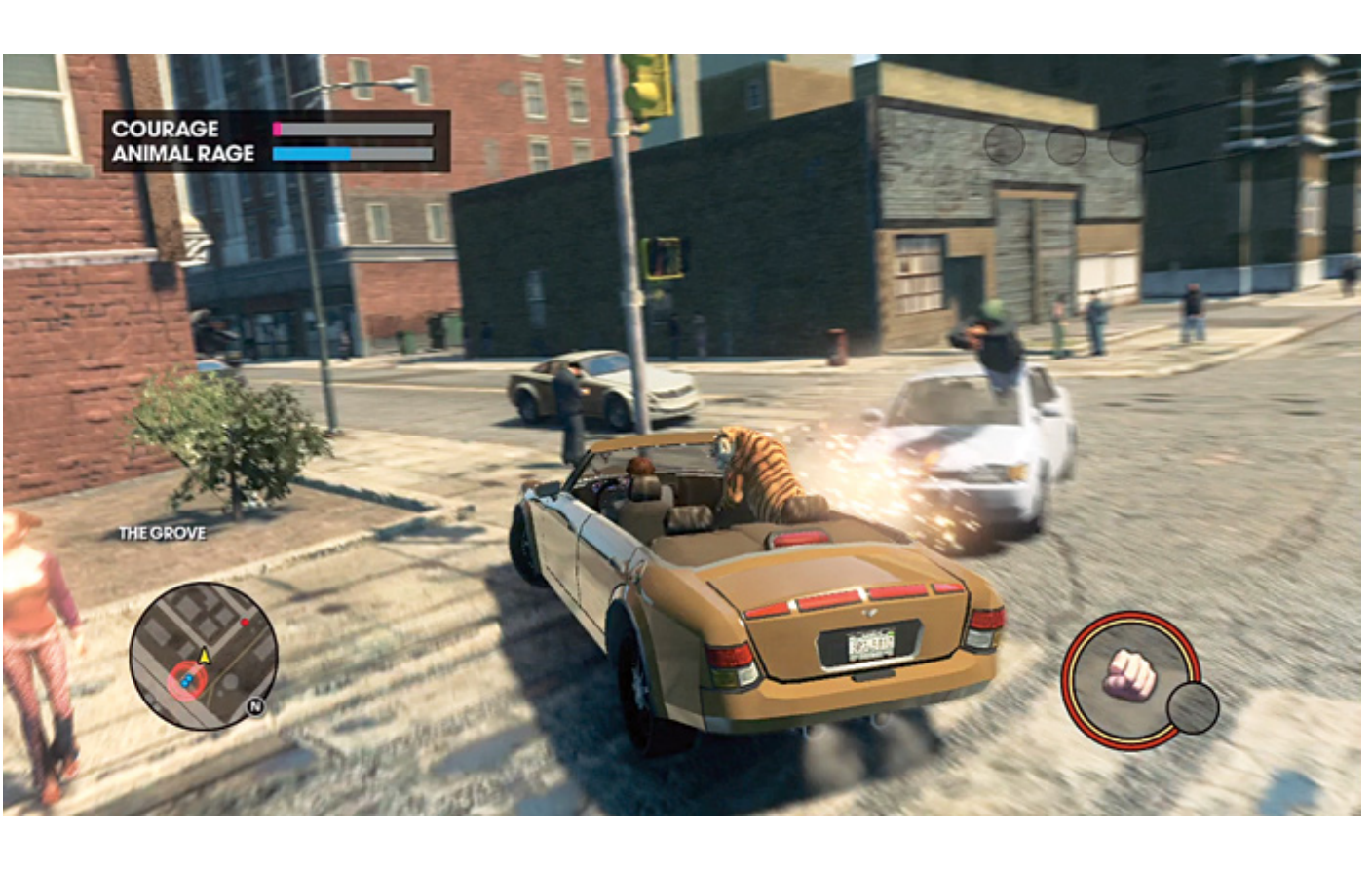
Tiger Tactics


COURAGE
ANIMAL RAGE
$166,225
NEW BARANEC
JUSTICE

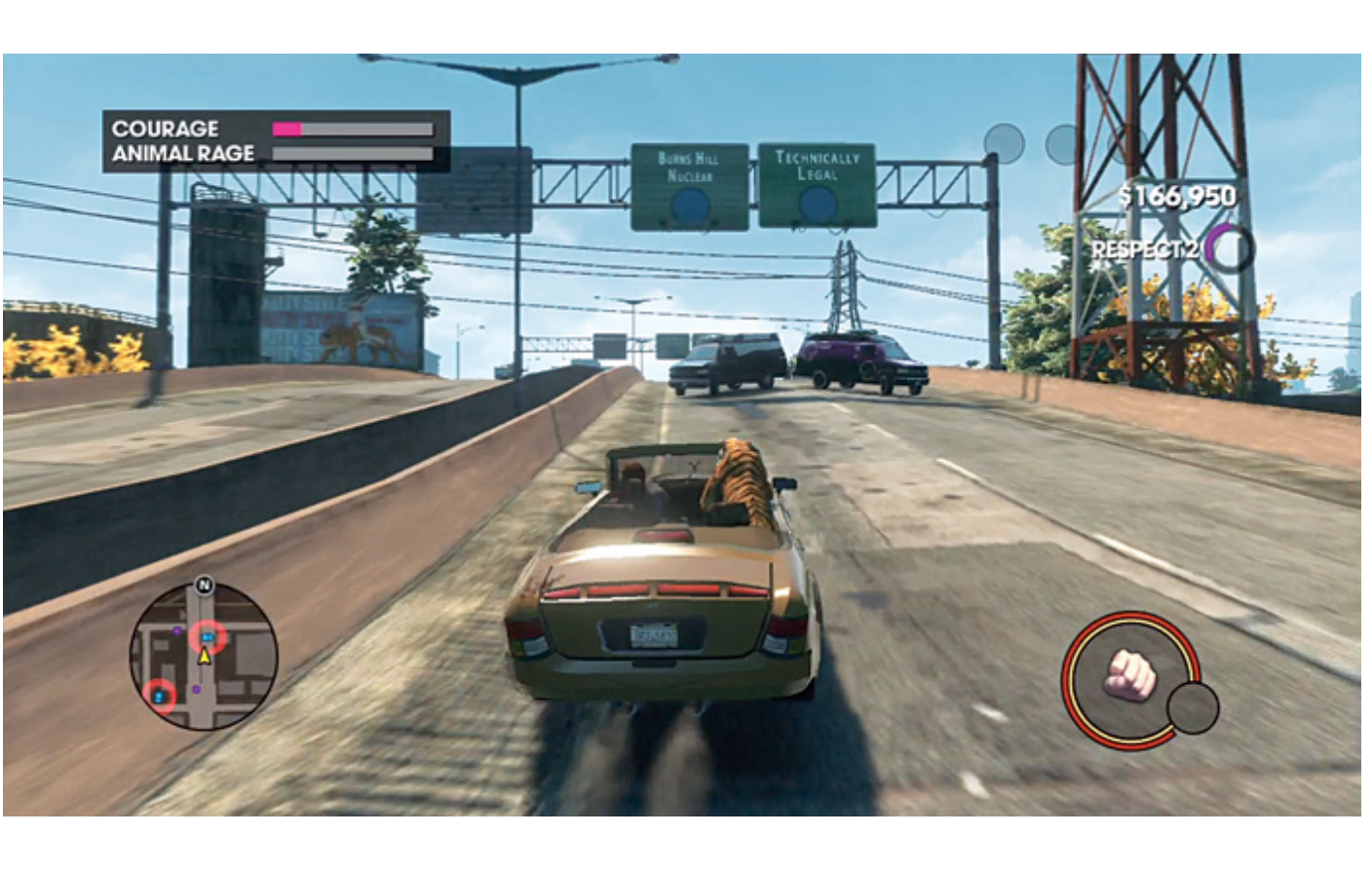
TIGER ESCORT

Drive fast and safe to keep the Tiger happy and increase your courage.

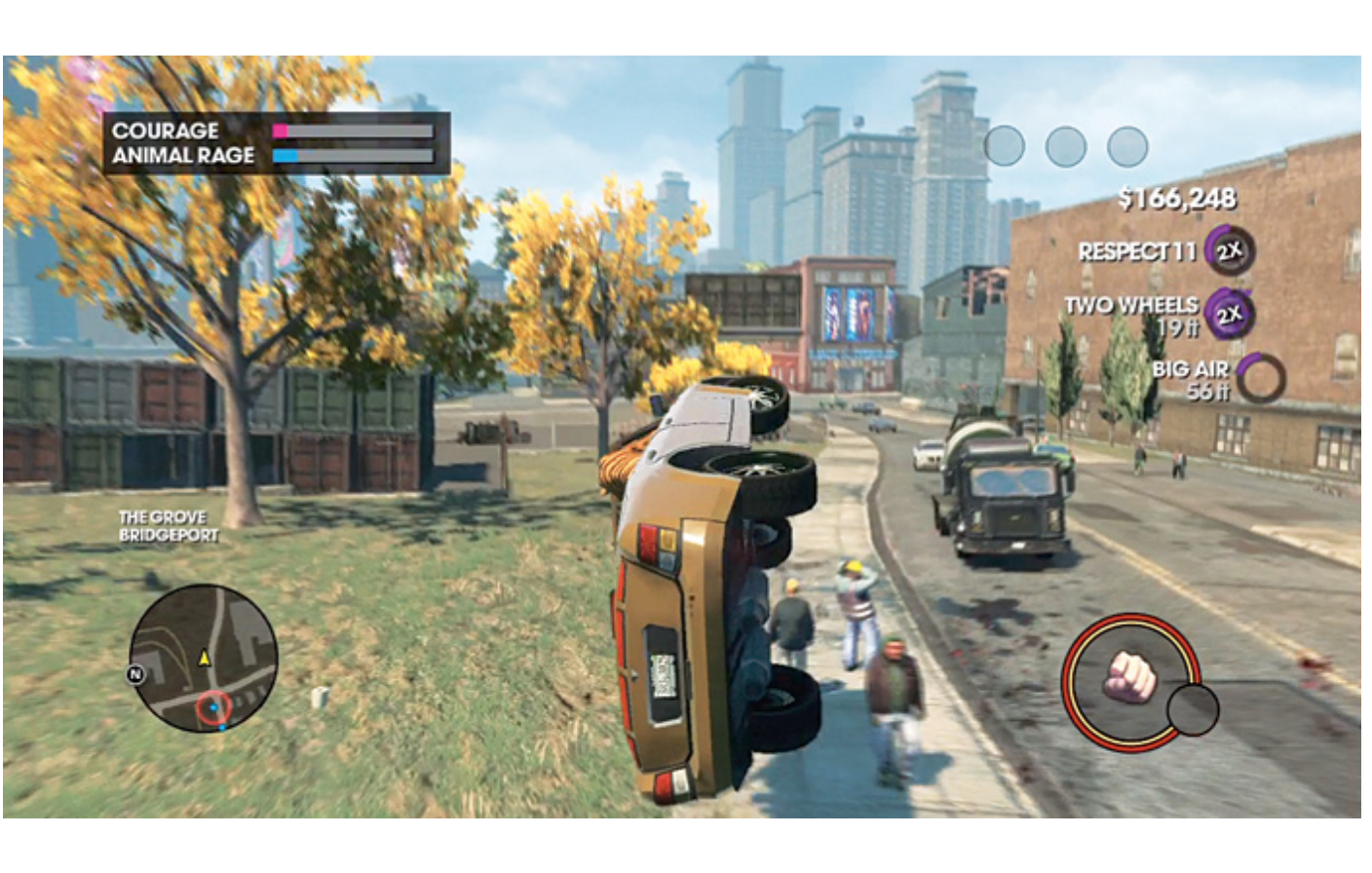
Angel has decided that you are still not tough enough to take on the top man of the Luchadores, which should have you wondering exactly what kind of monster you're gunning for. You need to learn how to overcome true fear to stand a chance. Conveniently enough, he has a pet tiger for you to drive around town for a little while.


COURAGE
ANIMAL RAGE
THE GROVE

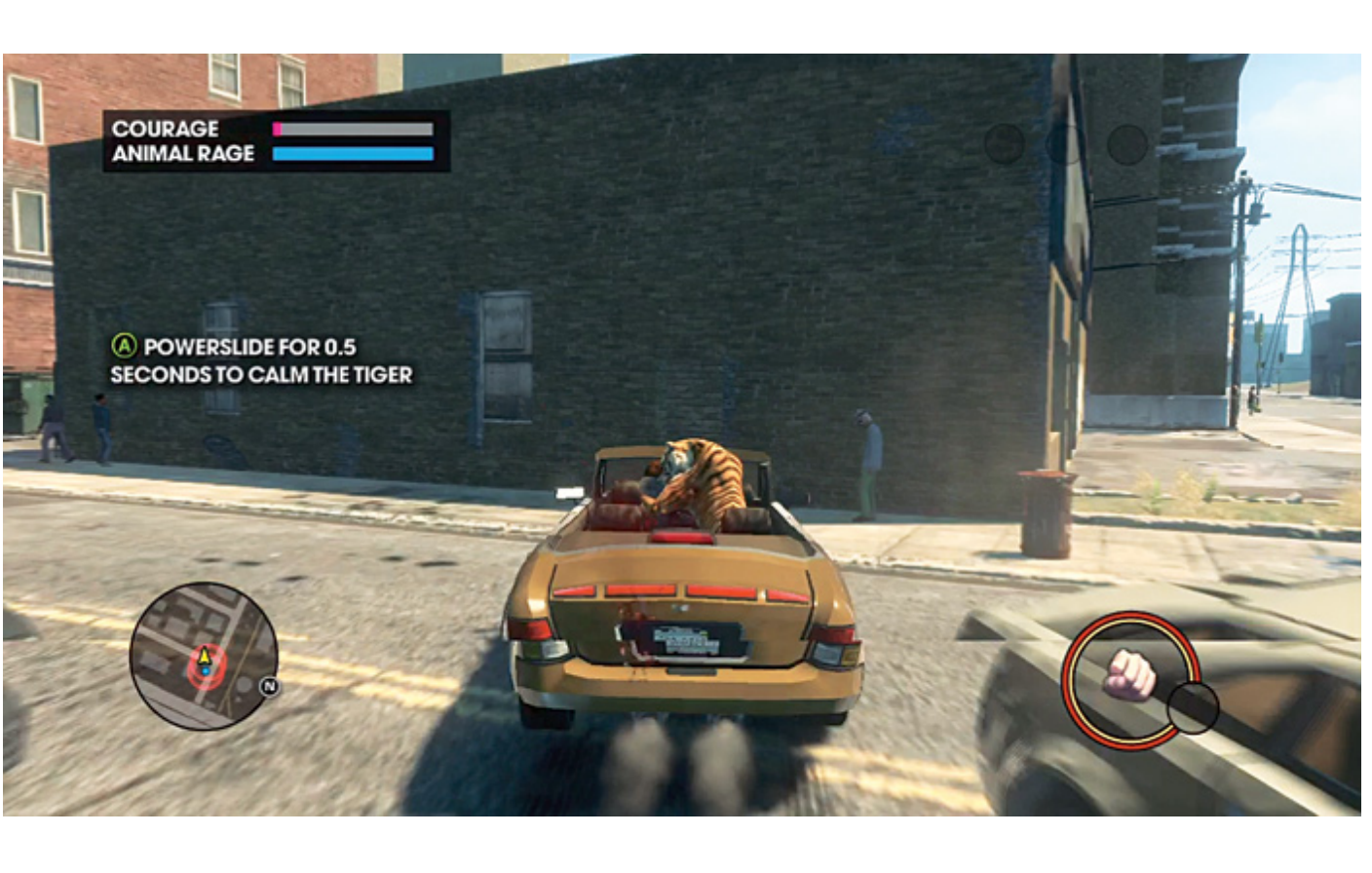
Driving a tiger around requires you to keep moving to please it, which will fill your courage meter. Drive fast, so that the animal rage bar does not begin to fill up.


COURAGE
ANIMAL RAGE
$166,950
RESPECT 2

If you slow down, stop, or hit other vehicles, the rage bar will fill up. Animal rights activists' vans will be chasing you around, similar to the Escort activities' TV vans, and being in their vicinity will cause the rage bar to fill up even faster than usual.

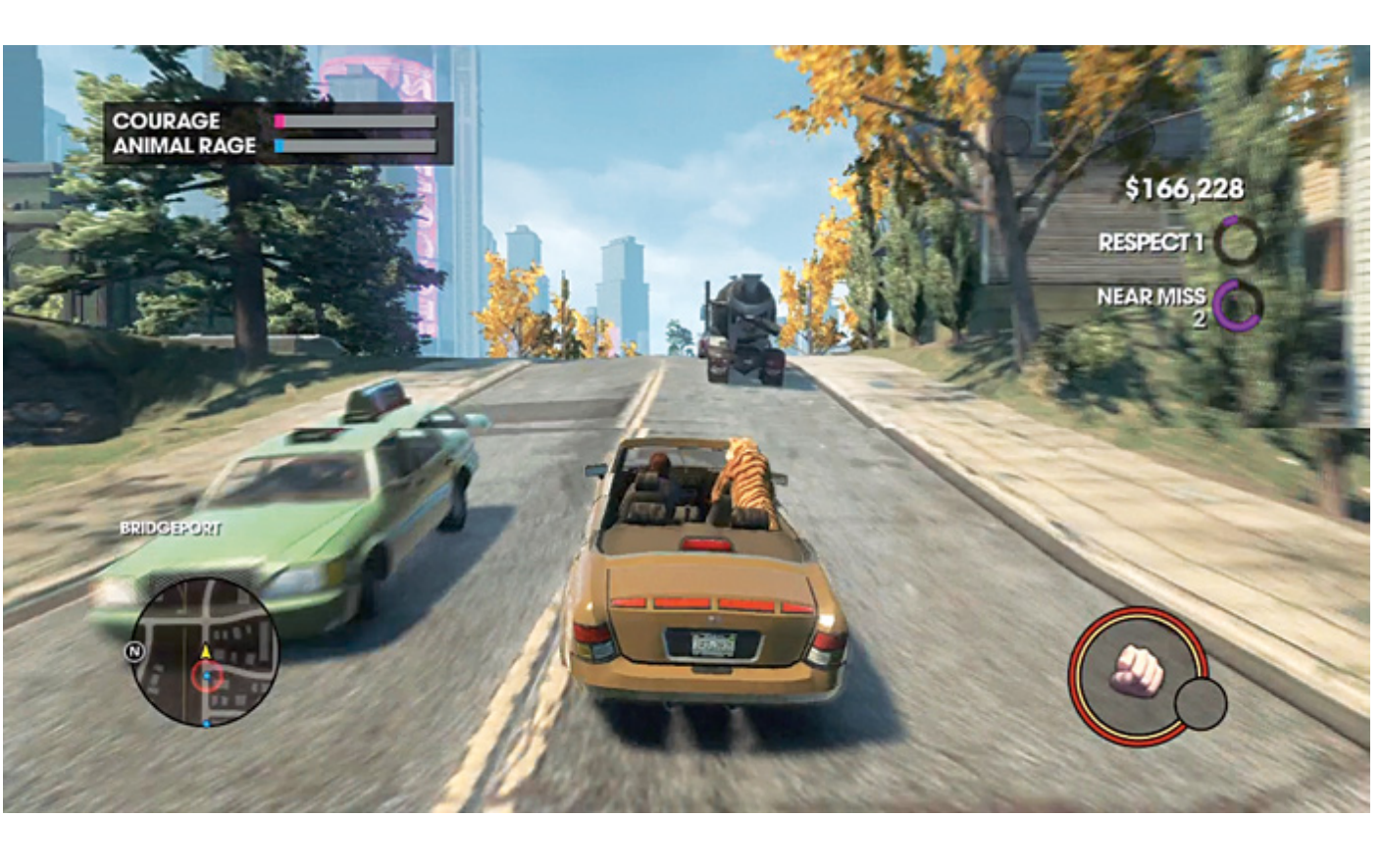

COURAGE
ANIMAL RAGE
$166,248
RESPECT 11
2X
TWO WHEELS
19 ft
2X
BIG AIR
56 ft
THE GROVE
BRIDGEPORT

Complicating all this is the fact that you have a flipping tiger in the car next to you. Being a tiger, he will paw at you at random, causing you to swerve violently to one side or the other. At high speeds, this can become a real tragedy real fast. It also means you will find that no street, no matter how straight and wide it seems, is truly safe. Traffic is suddenly a much greater threat than before, and one random swipe of the cat can send you crashing into cars, buildings, and other obstacles. If animal rights vans are nearby when this happens, this can max out the rage bar incredibly fast.

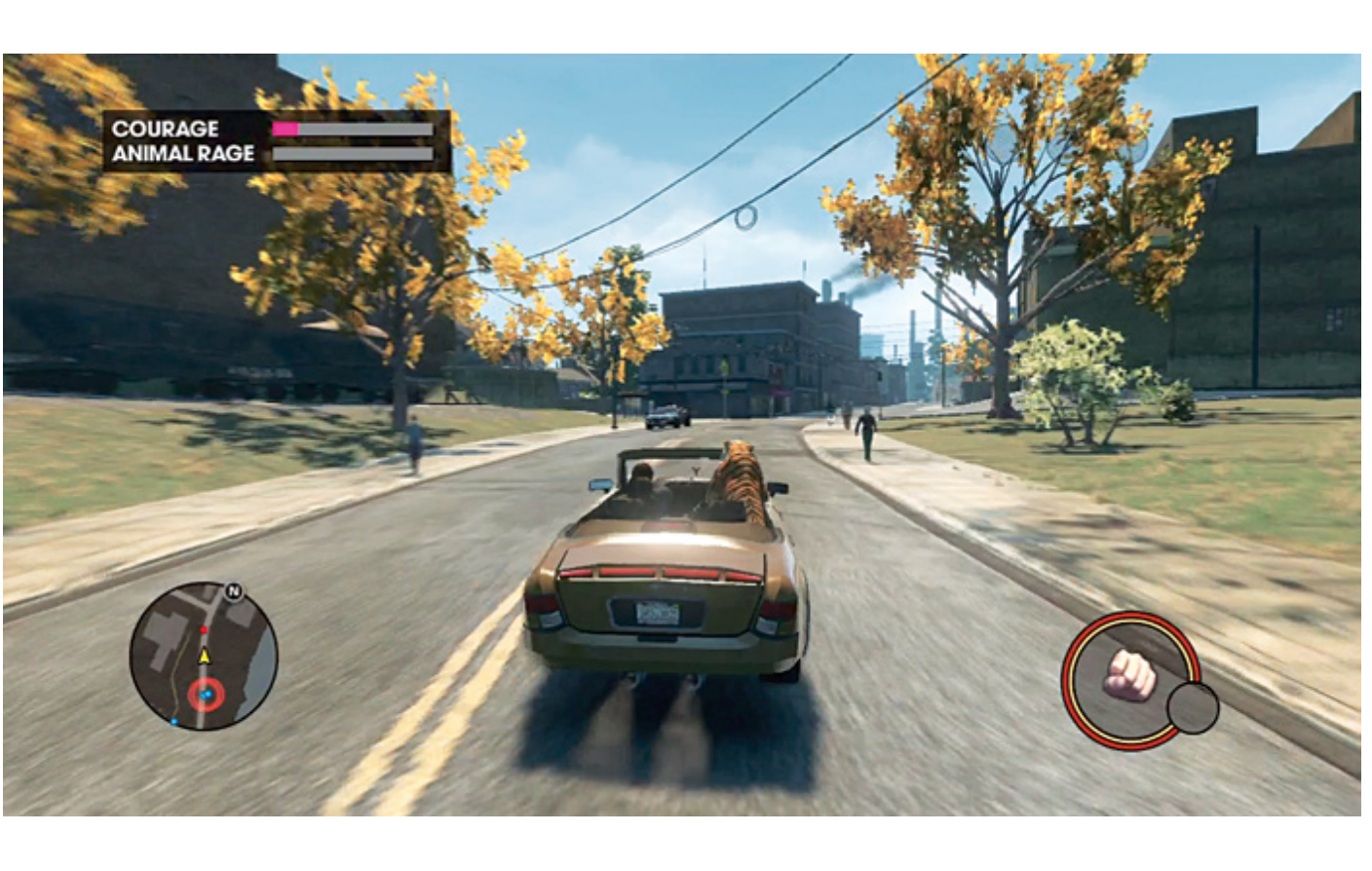

COURAGE
ANIMAL RAGE
POWERSLIDE FOR 0.5 SECONDS TO CALM THE TIGER

If the rage bar does fill, you're not out of the game yet, but things become more interesting. The cat will go tiger all over you as long as the bar is full, making driving a real pain, as you keep swerving all over the place. You'll have to drift to calm the animal down, and in general, you'll want to drift if you must take a turn, because maintaining your speed keeps the tiger less angry.

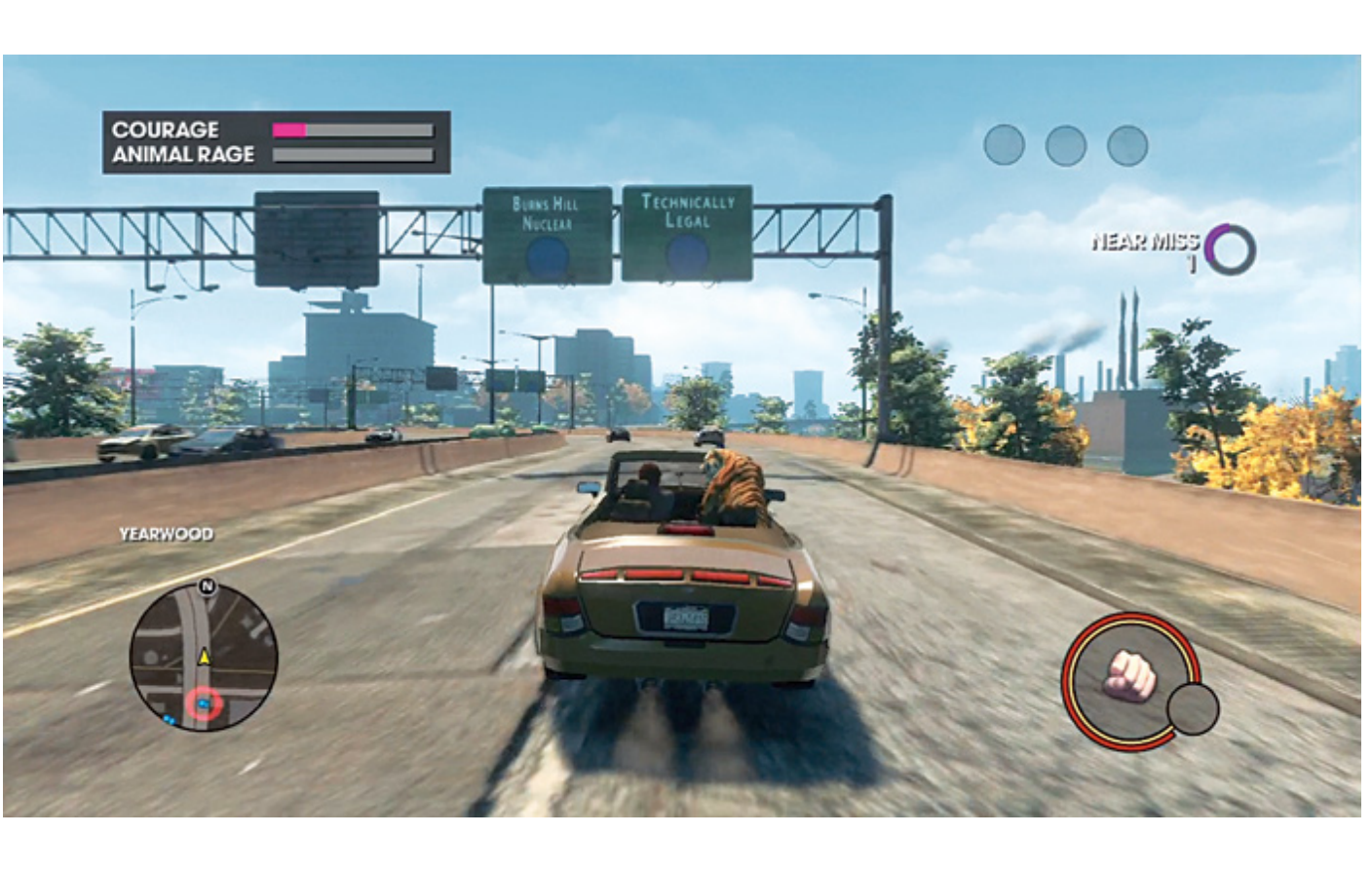
Take the Pussycat for a Ride


COURAGE
ANIMAL RAGE
$166,228
RESPECT 1
BRIDGEPORT

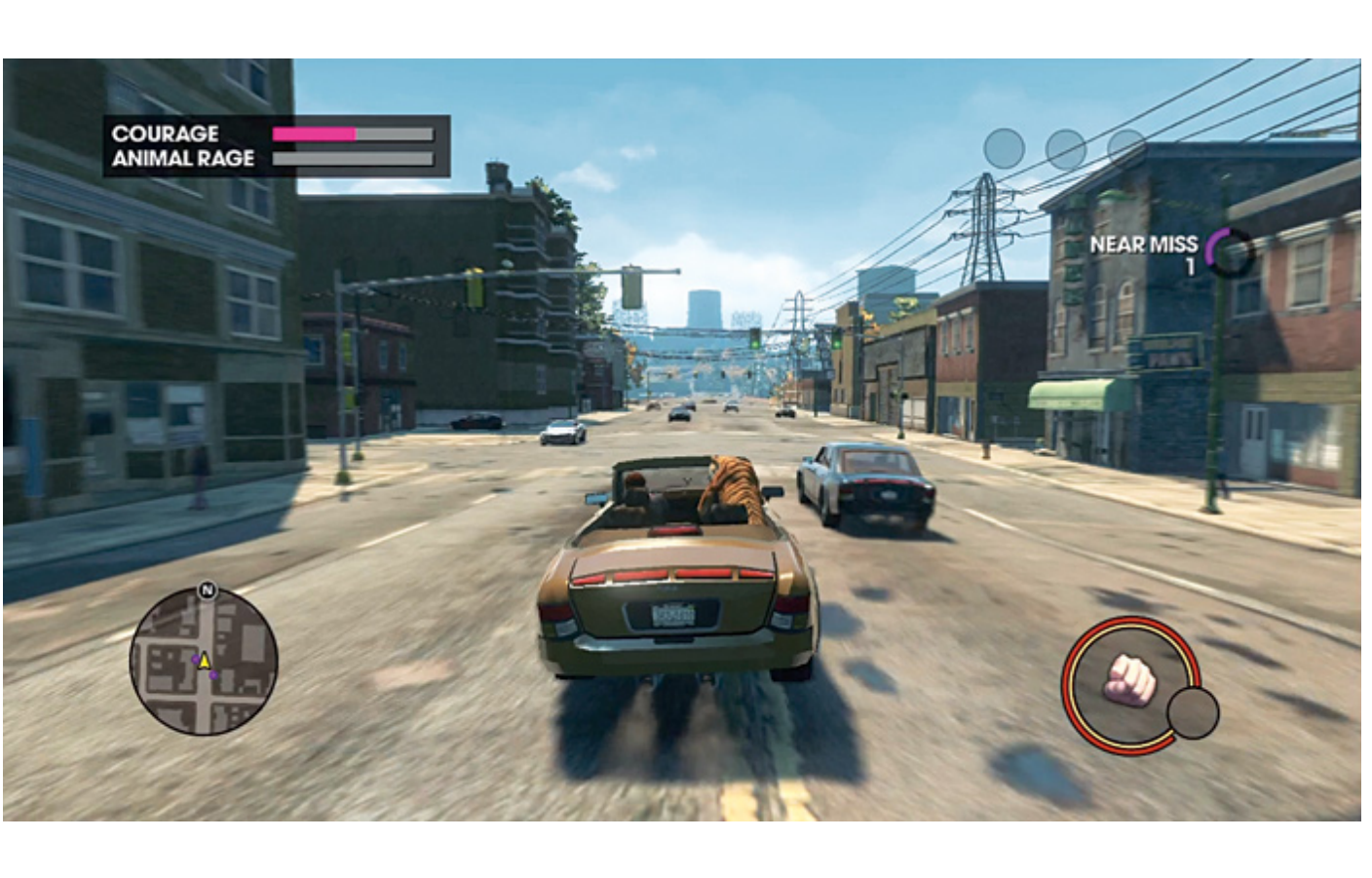
The first Tiger Escort is about as tame as the activities come. Later rides will send more animal rights vans right at you, the tiger itself will be quicker to swipe at you and go into a rage, and your courage meter will take longer to fill with each increase in difficulty.


COURAGE
ANIMAL RAGE

For this activity, the (relatively) safest route has you make a left immediately from your starting location.


COURAGE
ANIMAL RAGE
BURNS HILL NUCLEAR
TECHNICALLY LEGAL
NEAR MISS
1
YEARWOOD

This road is only two lanes, but once you reach the end of it, you can make another left that puts you on a very wide-open four-lane street.


COURAGE
ANIMAL RAGE
NEAR MISS
1

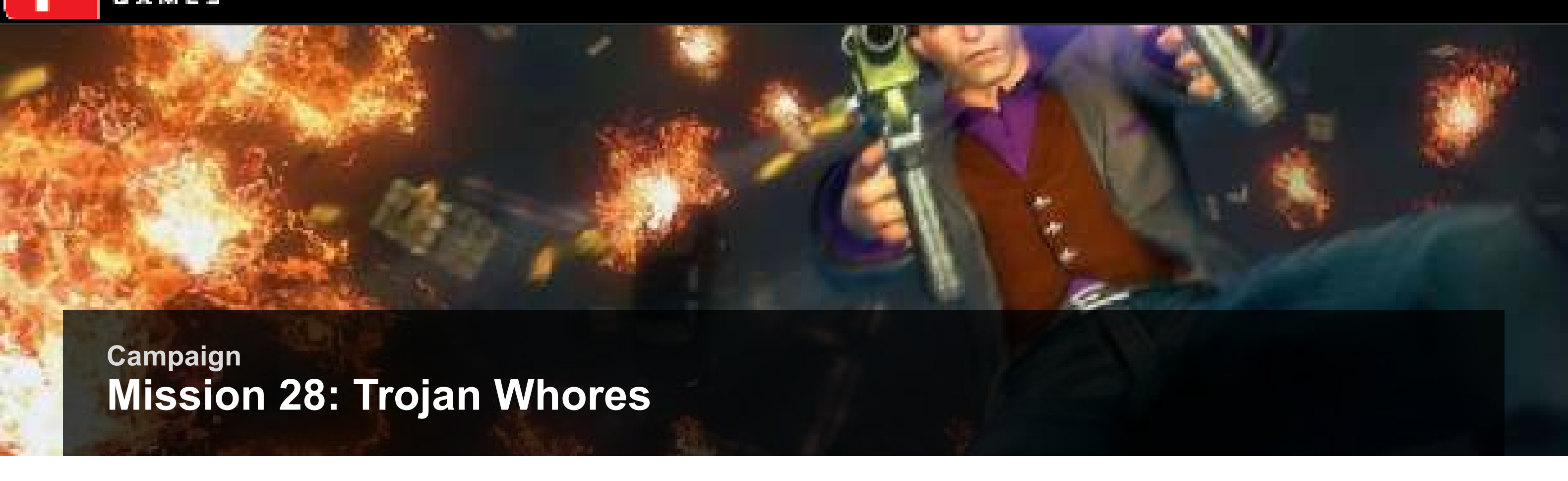
If you're lucky, the swipes from the tiger won't send you into other vehicles, and the wide lanes will give you a chance to react to activist vans that come at you head on. Your goal on every Tiger Escort is to get to those wide streets, and the central island has many surface streets that meet this need. If you can get onto the central highway, that can also be a good spot to loop around with relative safety.

Face Your Fear (Angel's Arc)

Confront Angel

Now Playing: a_z02

The last stunt with the tiger has left you in a pretty foul mood, I guess the Saints leader is not a cat person. Drive to Angel's casino and confront the man that has put you through more than the Syndicate in the name of training. As expected, Angel gets all philosophical on you about mastering your fear and not losing the message in the method. At least he is finally satisfied that you are ready to take on Killbane. Call him anytime there is a brawl with the Luchadores and he will have your back.



Campaign

Mission 28: Trojan Whores

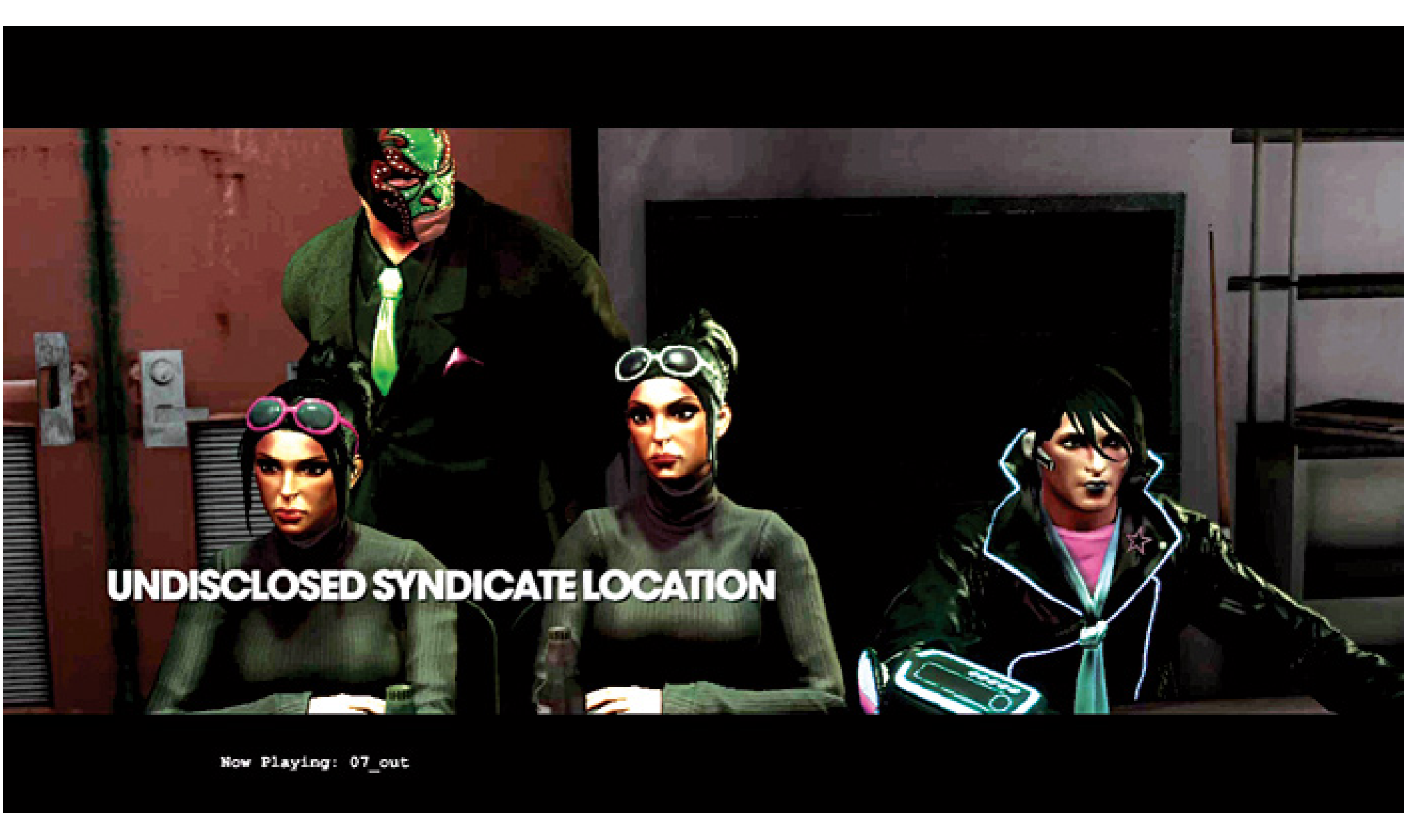
Trojan Whores

Cash Earned: $8,000

Respect Earned: 2,000

Unlocks: New Vehicle—Gunship

Trick Hos



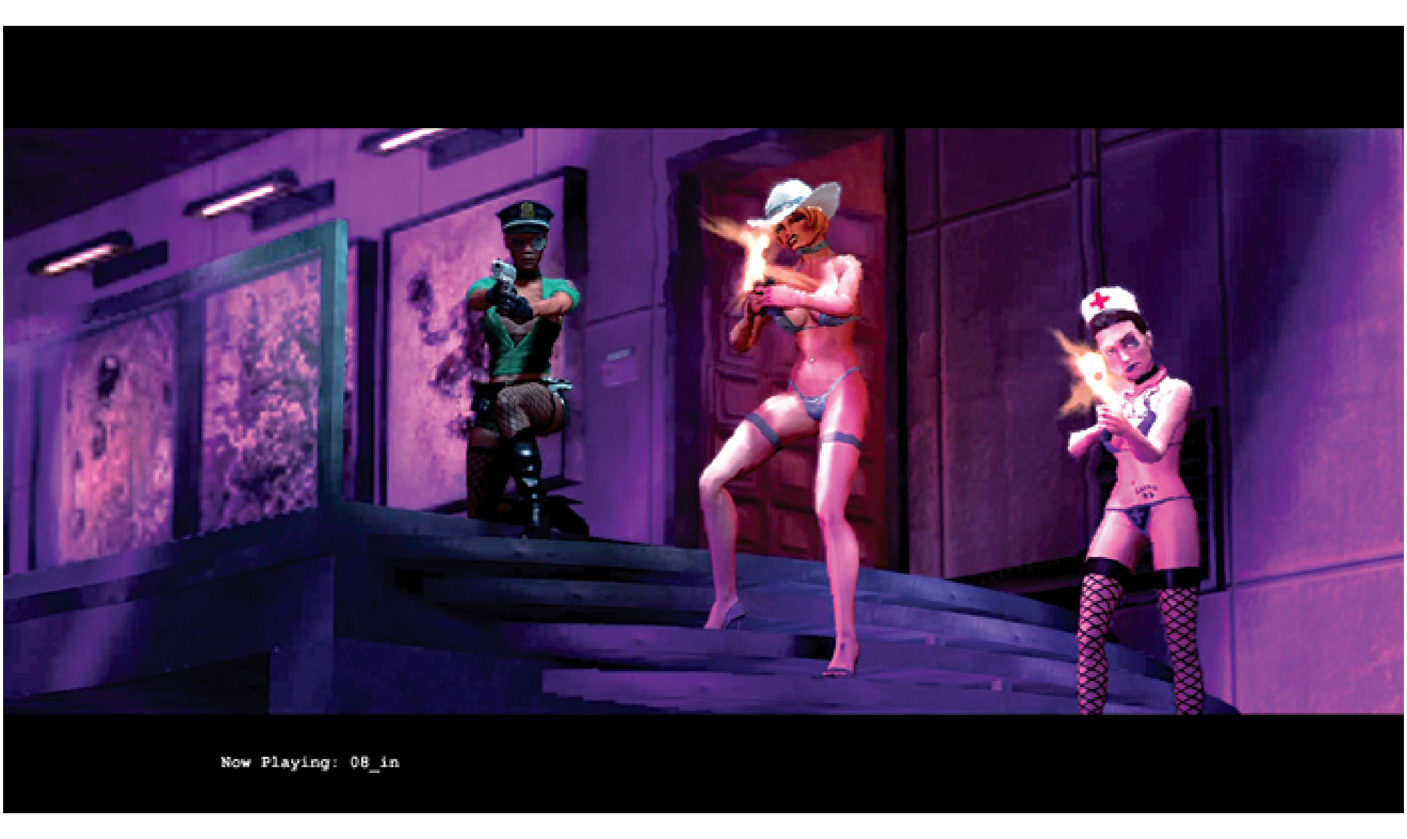
With Phillipe crushed under a huge metal rolling ball the Syndicate is leaderless.

Now Playing: 07_out

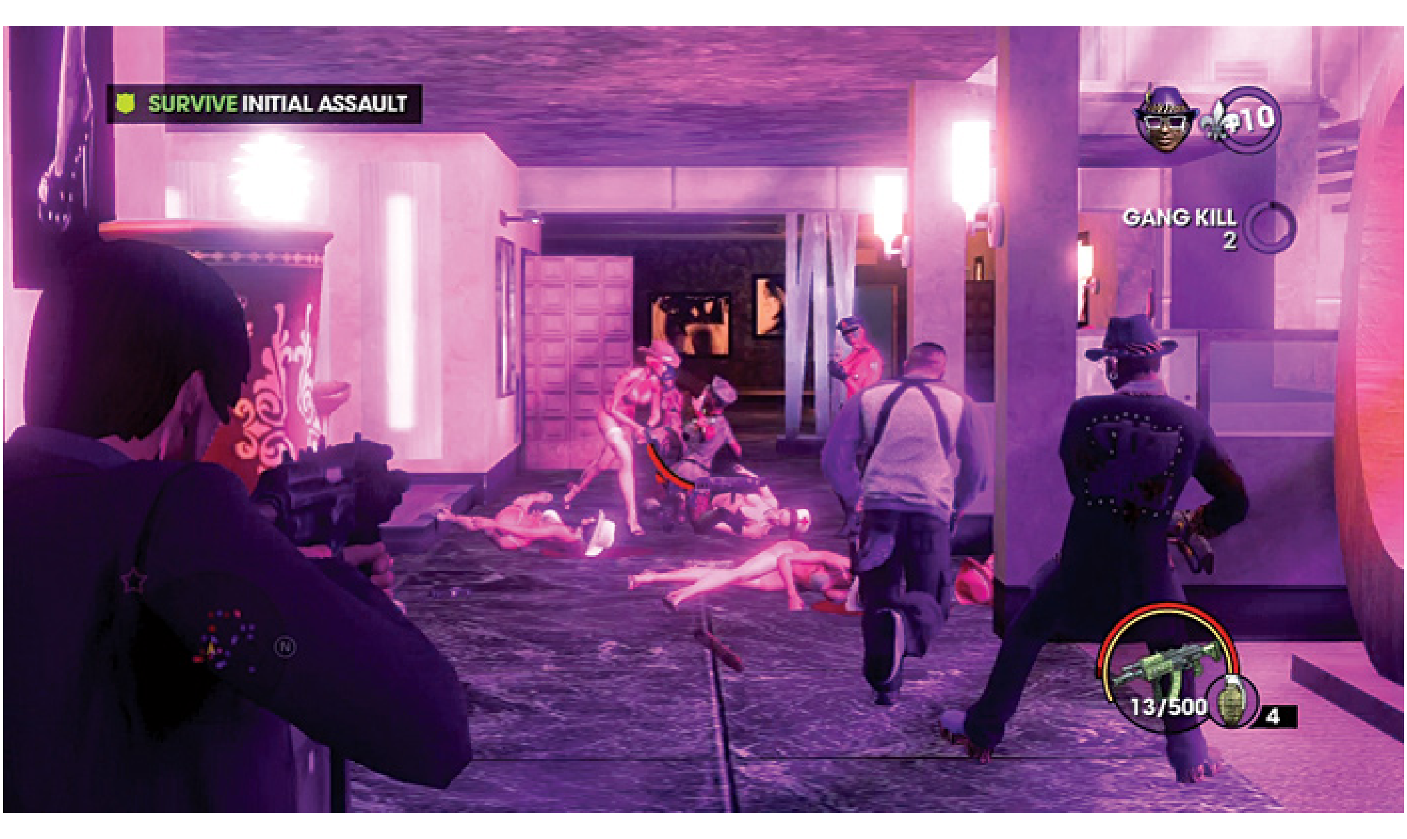
Killbane brings the leaders of the other crime organizations together for a friendly meeting. The logical choice to replace Loren would be the twin DeWynter sisters because they helped him run the business. When a member of the Deckers suggest the obvious choice he get a chair to the face from Killbane. The big Luchadores boss wants to be in charge and, at this point, the others aren't about to argue with him. He tells the sisters to come up with a plan to prove their usefulness. Meanwhile, the Saints also hold a meeting with their new Steelport partners. Now that they have some local backup and the resources they need it's time to wipe out the Syndicate and take over Steelport.

Now Playing: 08_in

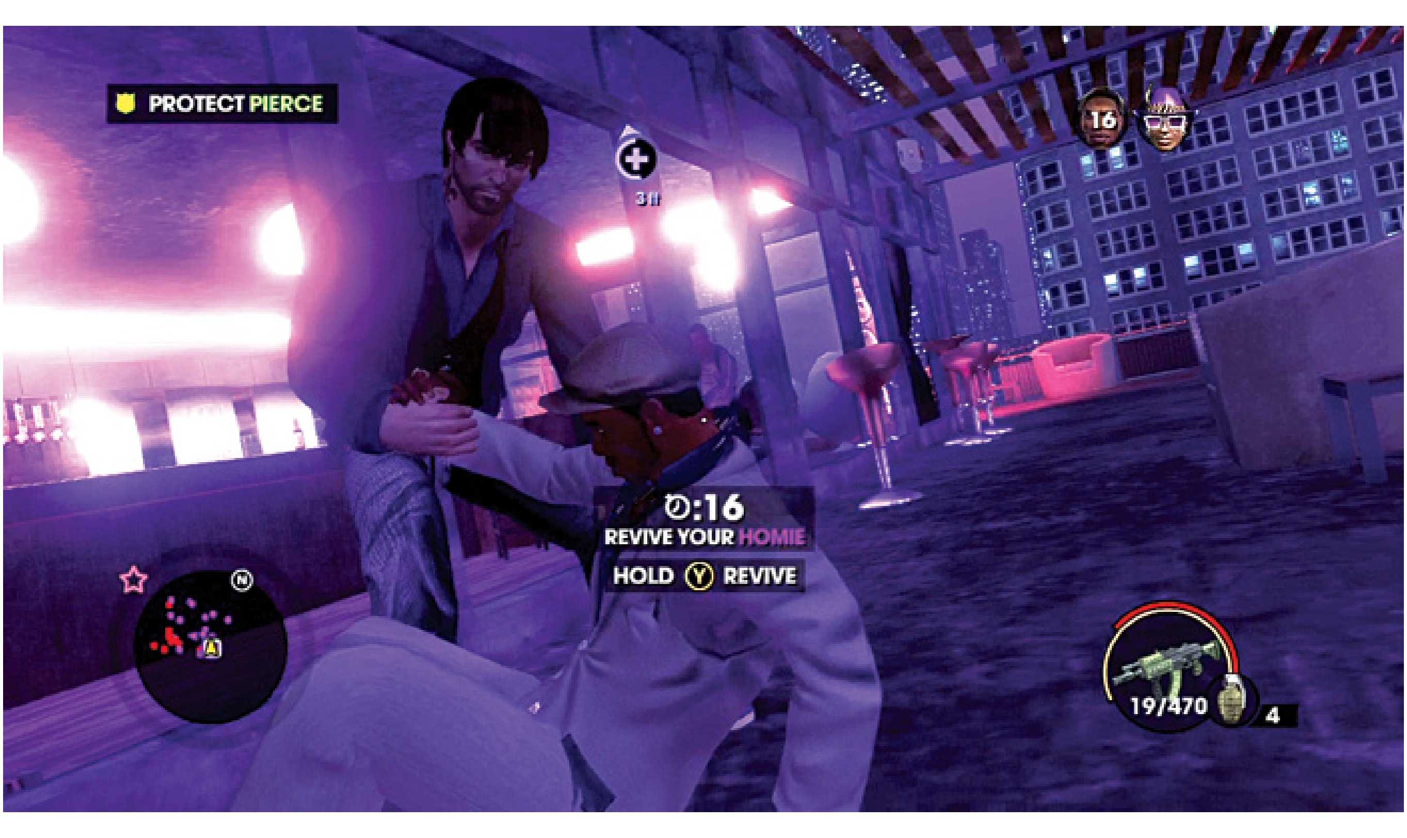
Pierce and Zimos are throwing a roaring party to revive moral at the Saint's HQ but Shaundi is not happy about it. The loss of Johnny still weighs heavily on Shaundi's mind and she is not cool with the Saints celebrating anything, including the limited success they've had in Steelport.



Courtesy of your new pimp buddy Zimos, the Saints HQ is packed with hos. But these aren't the hos you've been looking for. These trick hos were hired by the DeWynter sister to take out the Saints. The party goes from good times to survival mode as the hos whip out their weapons and open fire.

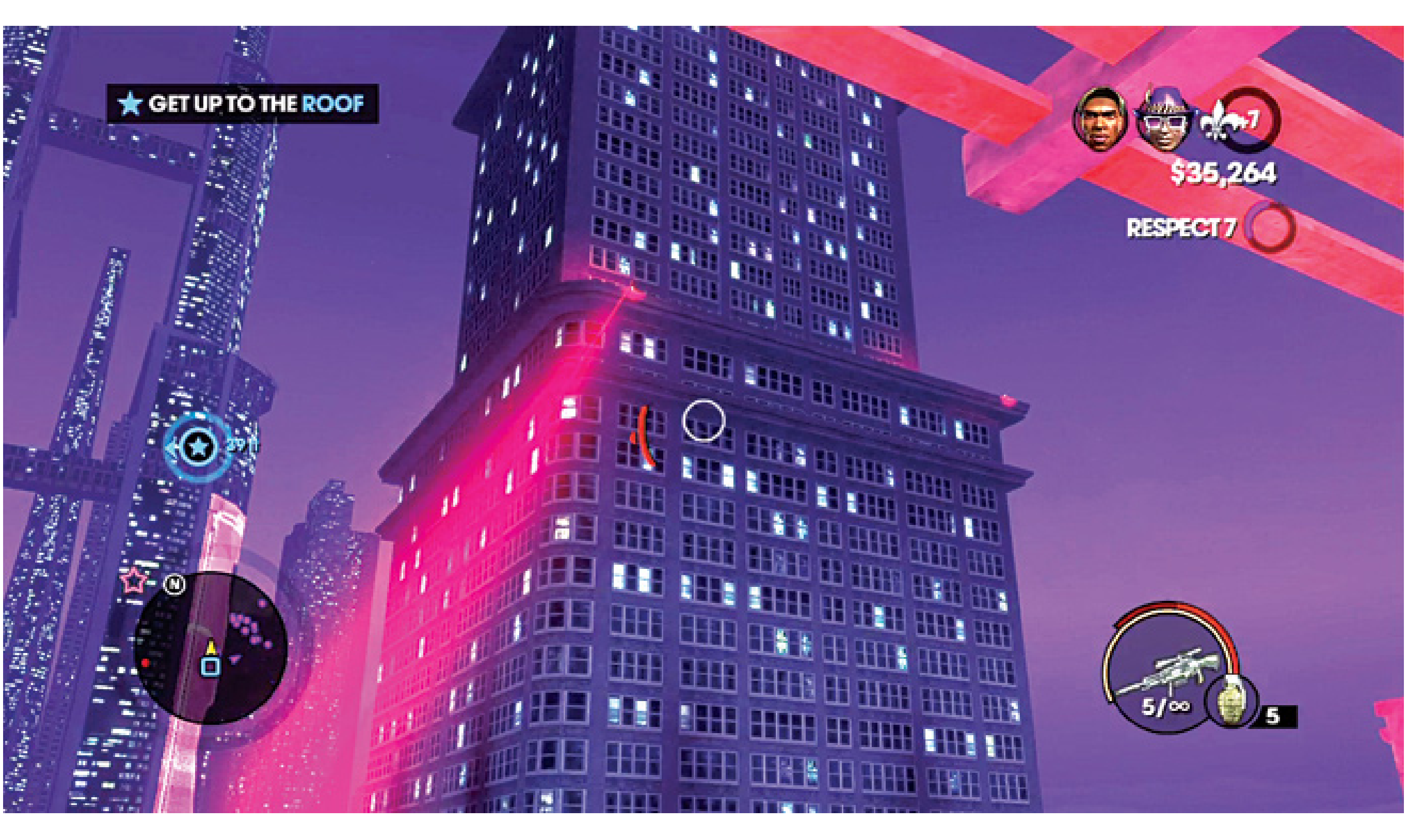


As exciting as it might sound to have a bunch of half naked women shooting high-powered firearms, it is a bad gig when you are the target. Plenty of Saints are at the party so this is not going to be a solo mission. Let your buddies help out while you grab a human shield or cautiously kill off as many hos as you can.

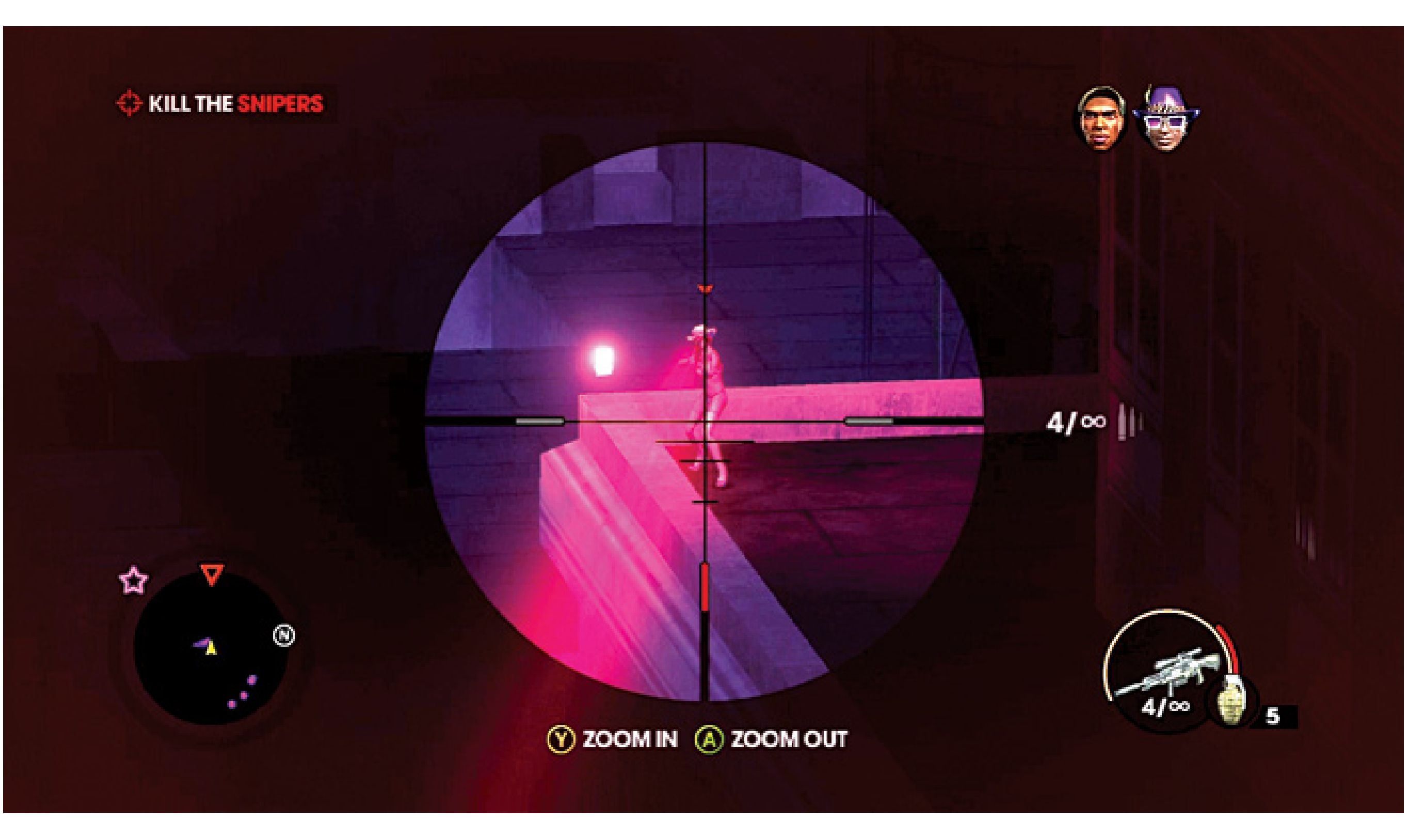


When most of the hos have been wiped out, Pierce gets himself into trouble and screams for help. A timer appears on screen, warning that you have 30 seconds to revive your homie. Drop whatever you're doing and go upstairs to the left to find your friend lying on the ground on the balcony behind the bar. When Pierce is back on his feet protect him for a bit until the penthouse's power is cut.

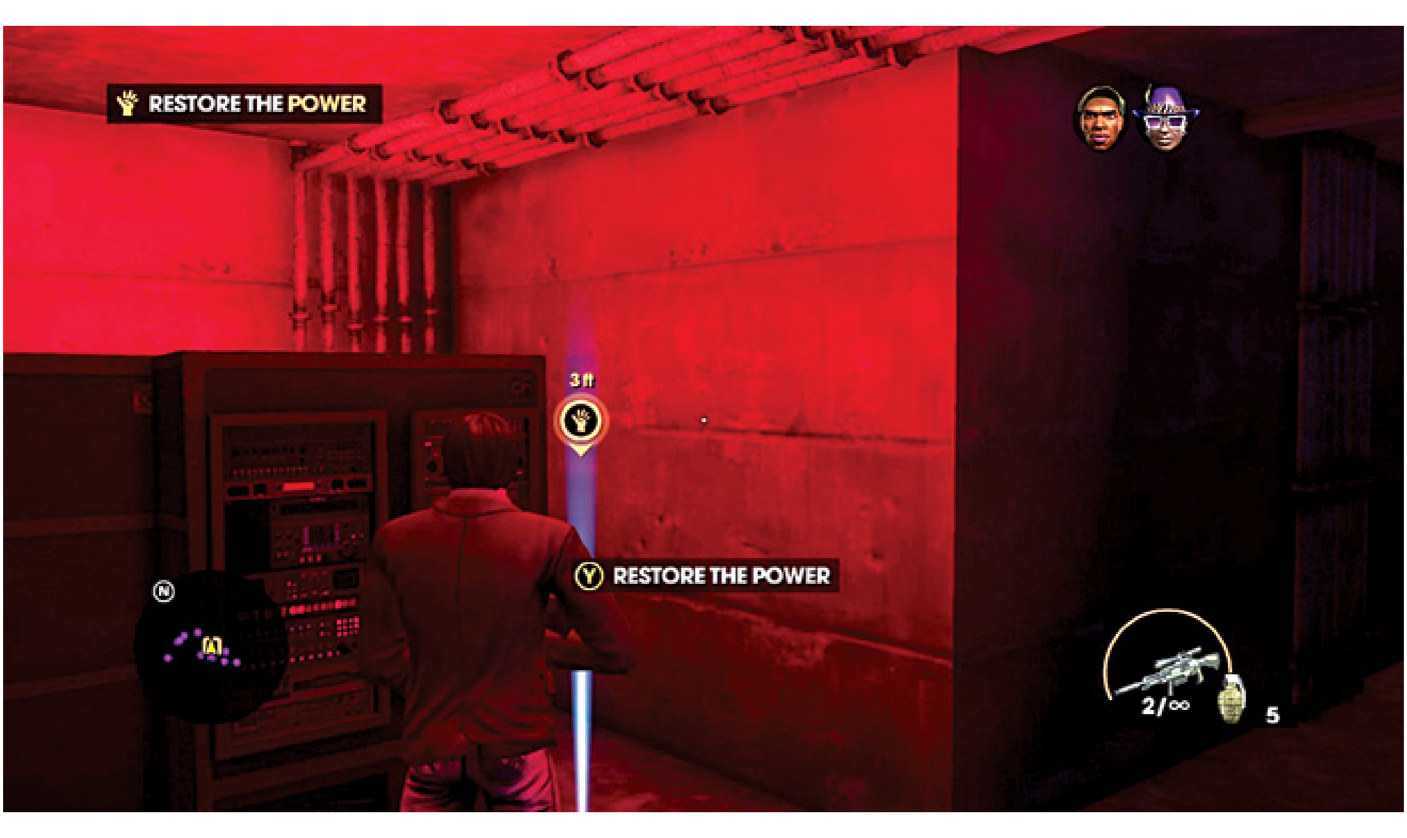
Defend the Saints HQ



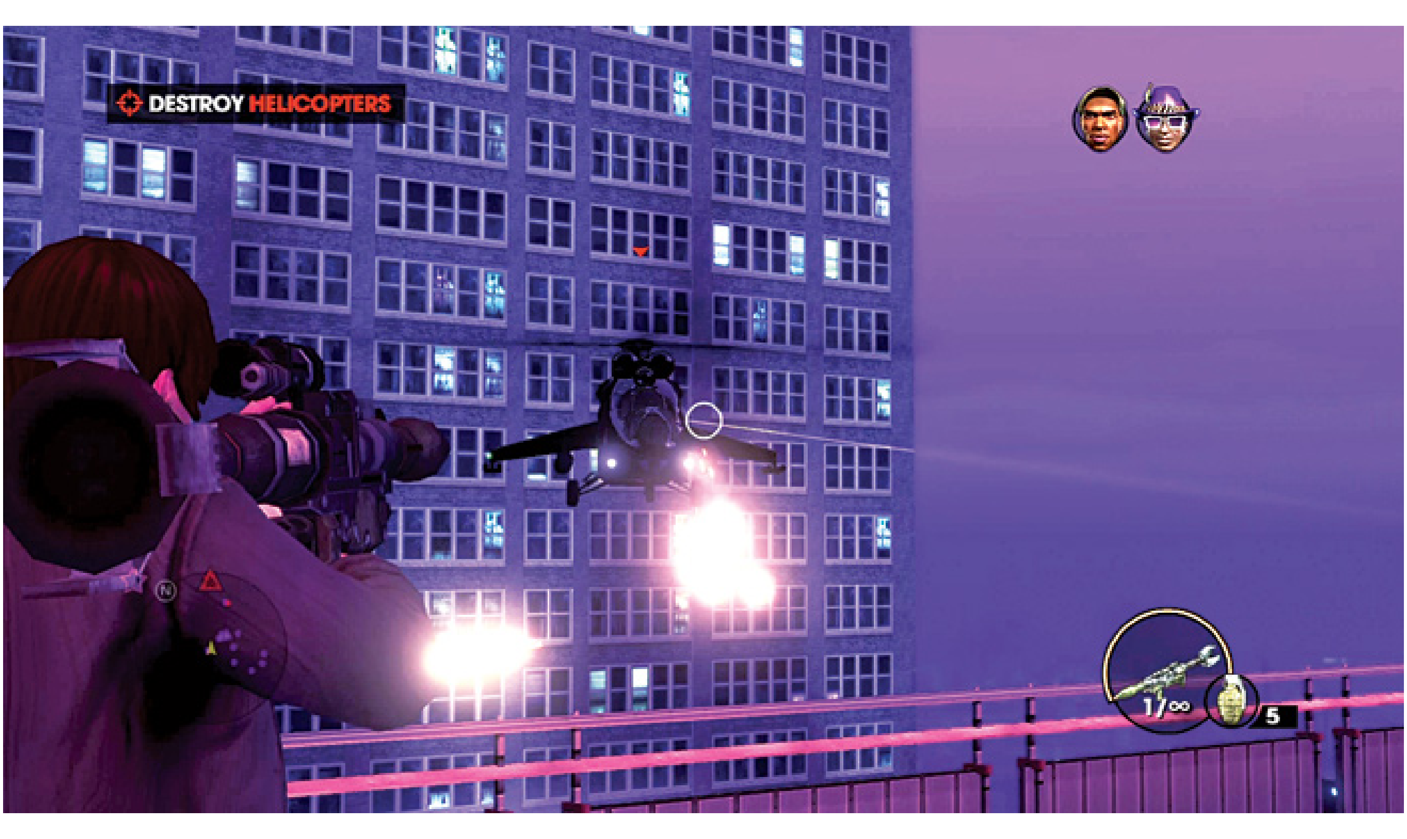
With the lights dimmed, several red lights, originating from above, become obvious. Red beams of light can only mean one thing—a laser scope on a sniper rifle. Get up to the top level, killing hos as you go.



Run out to the balcony and circle around to a staircase leading to the roof. If the roof gets too hectic without enough cover you can drop back down to the balcony and run inside to heal. Locating the snipers should be pretty easy. Just look for the areas lighted red. If that is not obvious enough, the red beams of light from their sights serve as a pretty simple way to tack the enemies. Press the button to aim the gun and scout the location of the enemy snipers, but make sure to zoom in close when you are ready to fire.



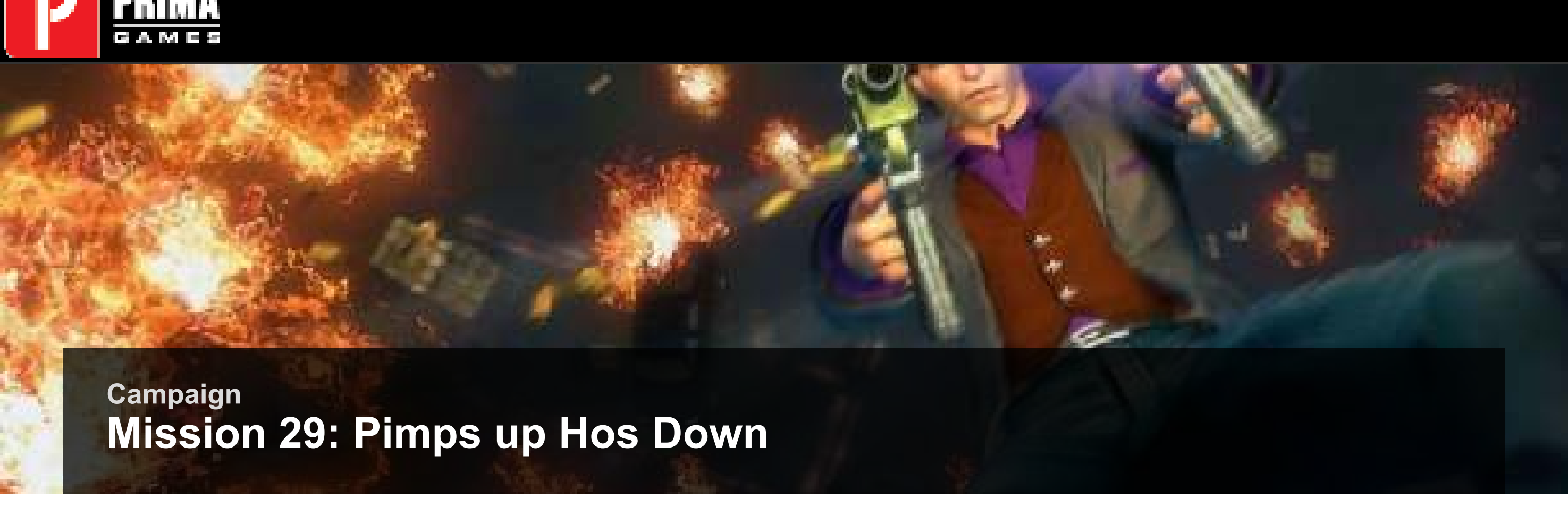
When the sniper threat is eliminated, it's time to get the power back on. Follow the HUD to return to the maintenance room where you let your homies in through the service elevator. In a small alcove filled with red light are the power lines. Fix the mess the hos made and bring your pad back online.



Oleg rings you up and warns that the party is a trap. He is a little late with that important piece of information but he was confident all along that a few helicopters couldn't stop the Saints. As soon as he speaks those words the place gets bombarded by attack choppers. Get back upstairs to the top level to locate the anti-air gun located by the piano. Pick up the RPG and go out on the balcony to shoot down the helicopters. The helicopters come appear in waves of two on the minimap but only one of them appears at a time. The choppers have a rather powerful machine gun, but there is only one to contend with and a single shot from your RPG can bring the aircraft down.

Now Playing: 08_out

Killbane does not take failure very well and he really doesn't like being called Eddie! The DeWynter sisters' plan to use assassin hoes was not a great idea and Killbane violently and permanently expresses his disappointment. Viola falls in line and agrees to see things Eddie's way, at least for now.



Campaign

Mission 29: Pimps up Hos Down

Pimps Up, Hos Down

Cash Earned: $8,000

Respect Earned: 2,00

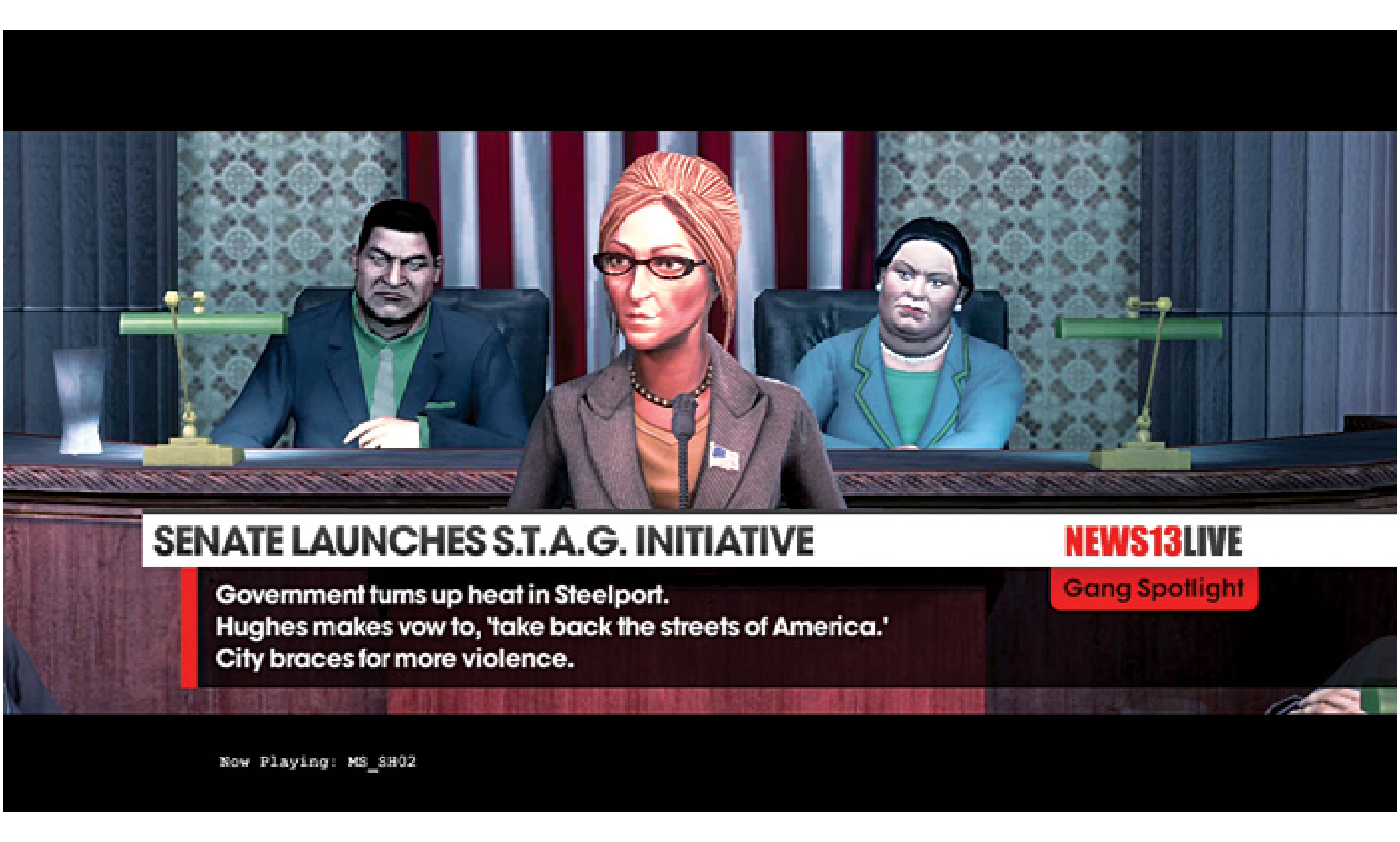
Unlocks: New Stronghold—Safeword

Rewards: Stronghold bonuses—respect bonus, Morningstar vehicles and Gang Customization, increased transfer limit, hourly cash bonus

Note

All of the Activity missions for Zimos (Zimos's Arc) must be completed before starting this level.

Naked Ambition

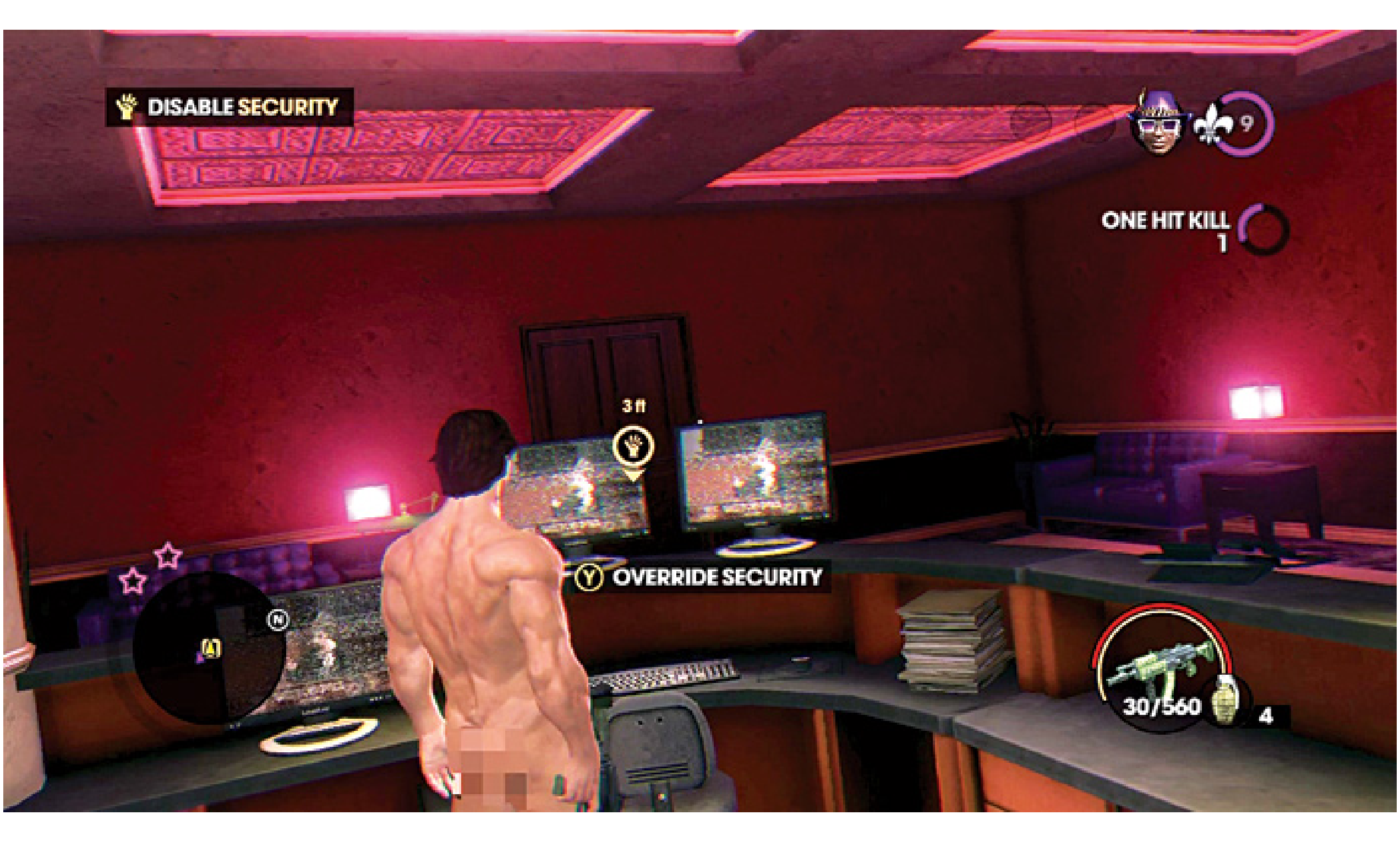

SENATE LAUNCHES S.T.A.G. INITIATIVE
NEWS13LIVE
Gang Spotlight
Government turns up heat in Steelport.
Hughes makes vow to, 'take back the streets of America.'
City braces for more violence.
Now Playing: MS_SH02

Senator Monica Hughes has had enough of the media's and youth's glamorizing gang violence and turning its high-profile gangs, like the Saints, into idols. In typical political fashion she invokes the fear of gang terrorism to motivate the masses. The violent interruption of her bridge dedication to her late husband has given her the resolve to push forward the STAG initiative, which is a full military offensive targeting all gangs.

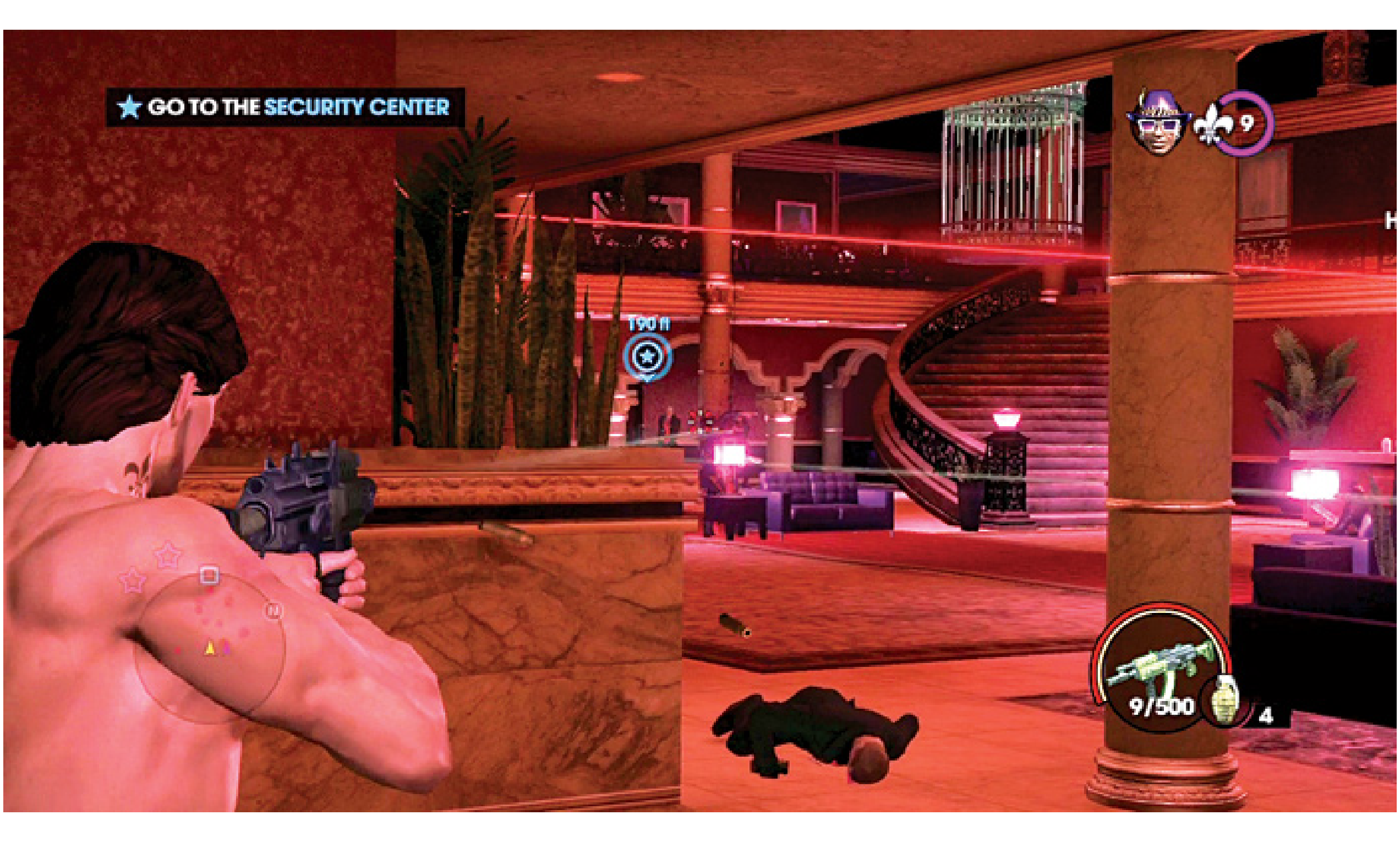
Now Playing: MS_SH02

Not sure why you should trust Zimos after the party he threw almost wiped out your gang, but he has a plan to hit the Morningstar and revenge is all the motivation you need. Leave it to a pimp to devise a scheme where you must act as a auctioned sex slave to get close to your target. This crackpot plan puts you in a very compromising position!

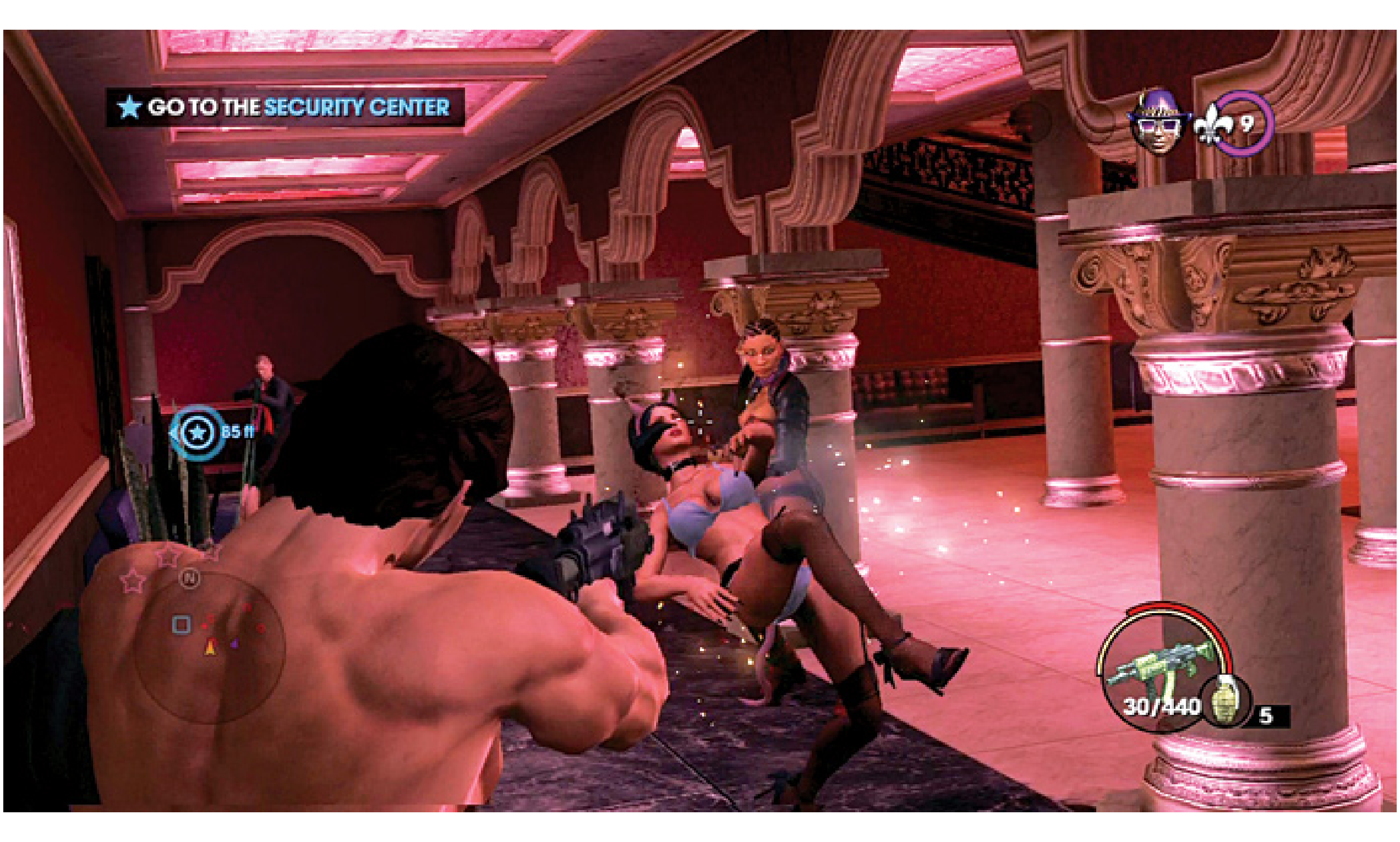
Get to the Security Room


DISABLE SECURITY
ONE HIT KILL
1
3 ft
Y OVERRIDE SECURITY
30/560
4

It's a pretty rough start to a mission when you wake up drugged and naked in the enemy's stronghold. Somehow you manage to carry all your weapons and ammo—we just won't ask about where they were being stored. The effects of the drugs you were given make it difficult to walk and shoot. Do your best to stumble into the first room and take out the two guards. Go over to the terminal and override the security system to silence the alarms.

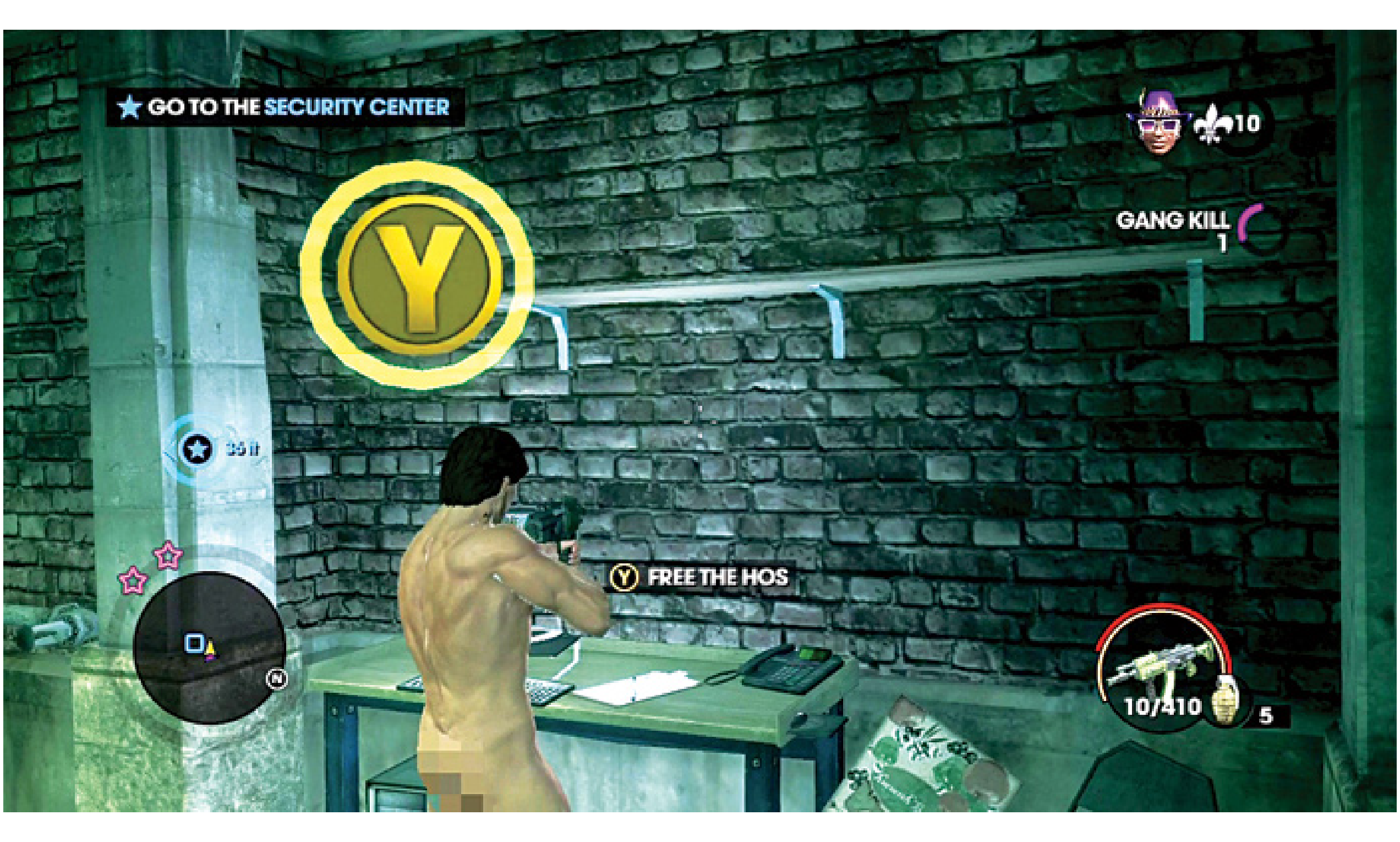

GO TO THE SECURITY CENTER
190 ft
9/500
4

Ironically, when the security system has been disabled, more guards poor into the room. At the same time, several hos emerge from another door and begin attacking the Morningstar. Don't waste any time or ammo on these hos because they are on your side. Be cautious when entering the next large room. It has multiple floors filled with guards and specialists. This might not be a terrible spot but the drugged state you are in makes it hard to aim very effectively. Take cover next to a wall where your backside is less exposed and try to cap as many guards as possible before streaking across the room.

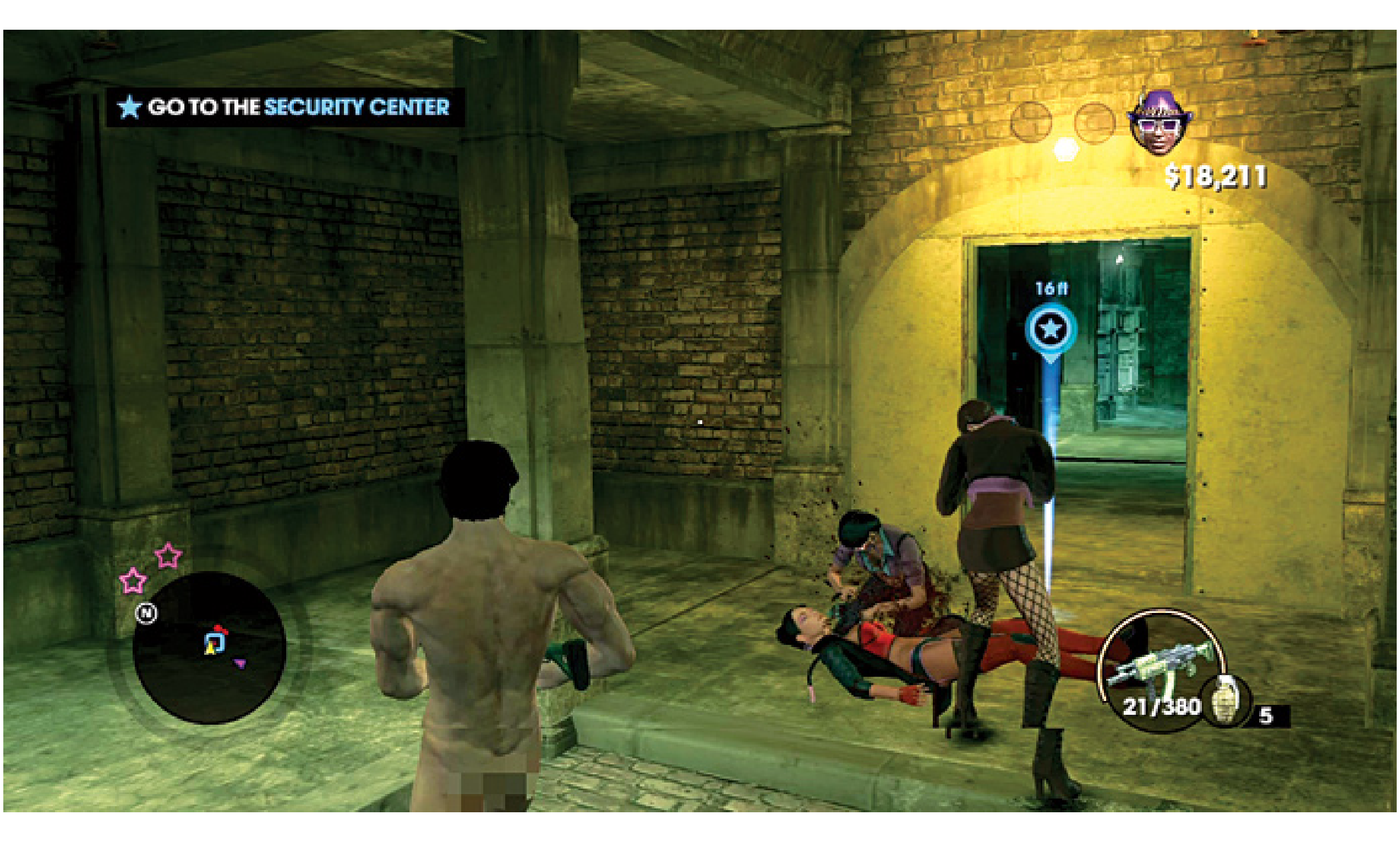

GO TO THE SECURITY CENTER
85 ft
30/440
5

The cool colors and rocking room you're experiencing are great if you're not in a gunfight. Your condition might make it too frustrating to try to nail these guards from afar. Sprint across the open room, staying close to the wall, and grab a human shield. Makes sure to stay out of the line of sight of the specialist on the upper level. The extra protection of your unwilling assistant is especially helpful when your aim has been partially hindered.

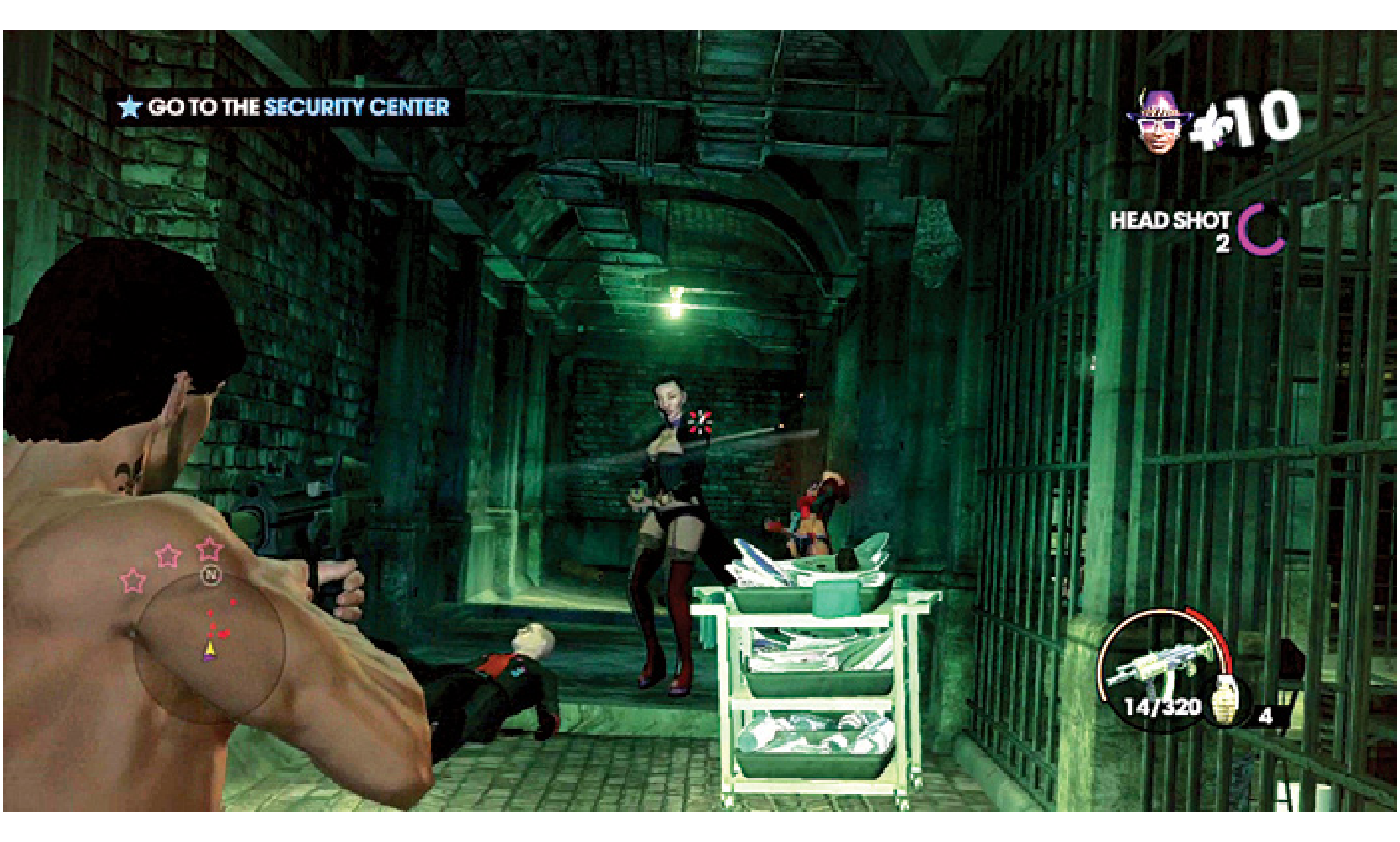
Free the Hos


GO TO THE SECURITY CENTER
GANG KILL
1
Y
Y FREE THE HOS
10/410
5

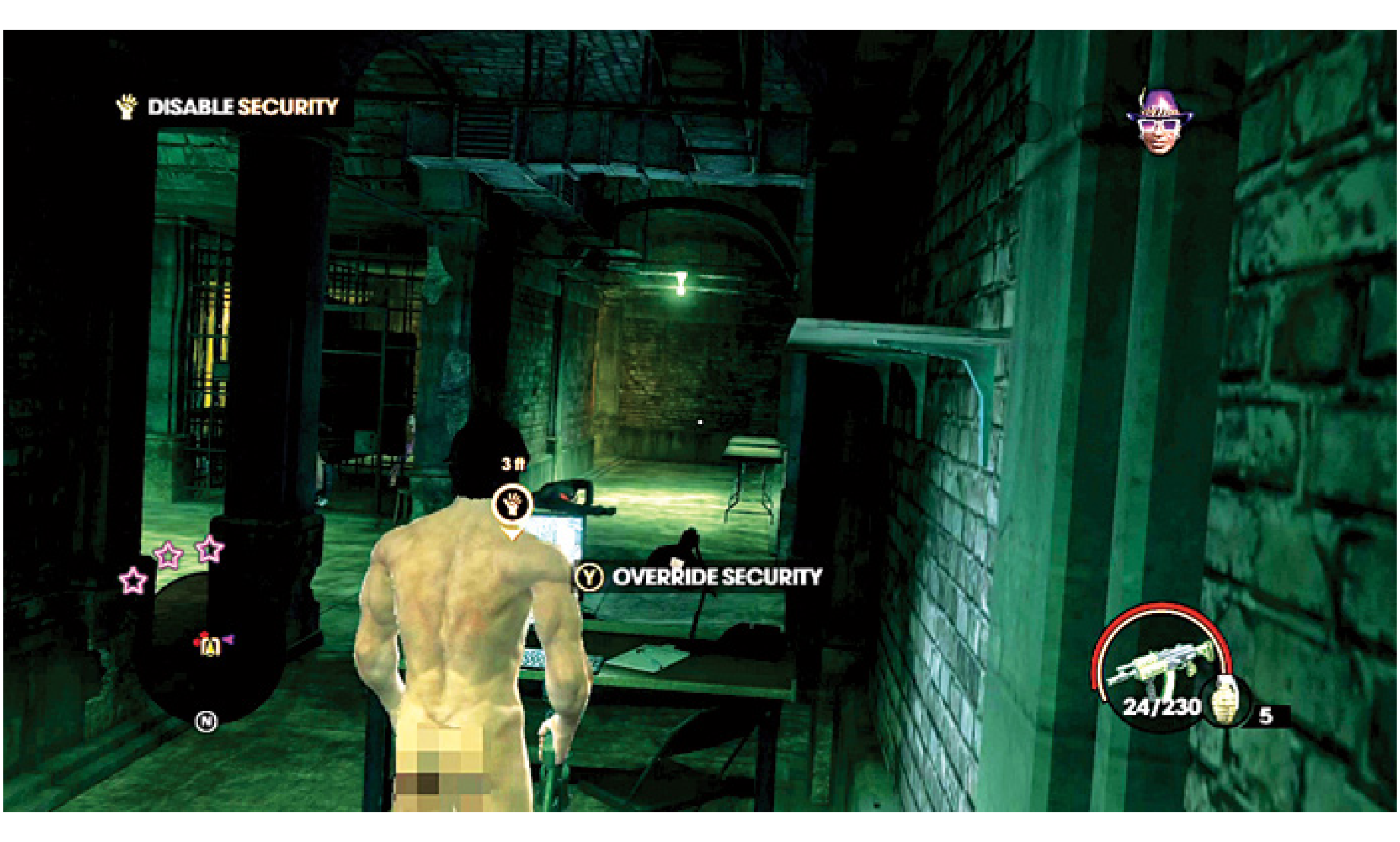
Follow the HUD to a hallway on the room's west end. Run down the stairs to the lowest level and confront some more guards in an underground, dingy holding cell. Around the corner is a computer that controls the cells where the hos are trapped. It's not mandatory to let them out but, if you spring the girls, they will join the fight against the Morningstar. The women aren't armed but don't underestimate how fierce they are when they turn on their captors.


GO TO THE SECURITY CENTER
$18,211
16 ft
21/380
5

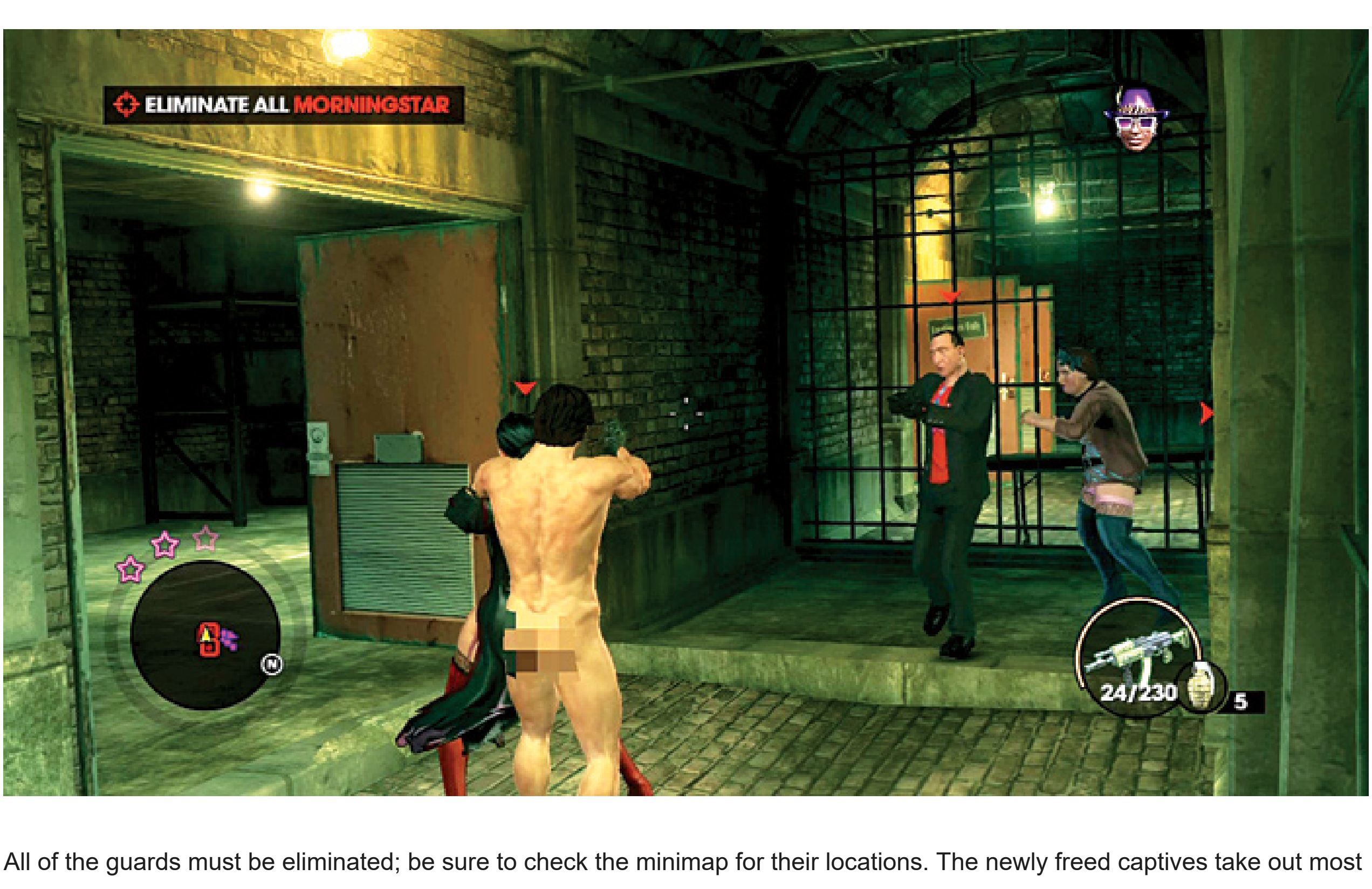
Let the ladies take the lead and provide some extra support while you search for the security center. Continue through the tunnels past several more cells, taking out the guards as you go.


GO TO THE SECURITY CENTER
10
HEAD SHOT
2
14/320
4

There is no rush. Take it easy and be a gentleman to allow the ladies their retribution. The security center is crawling with Morningstar and the opposition becomes a lot more intense. If the action gets too hot, simply run back a bit into an empty alcove and heal.

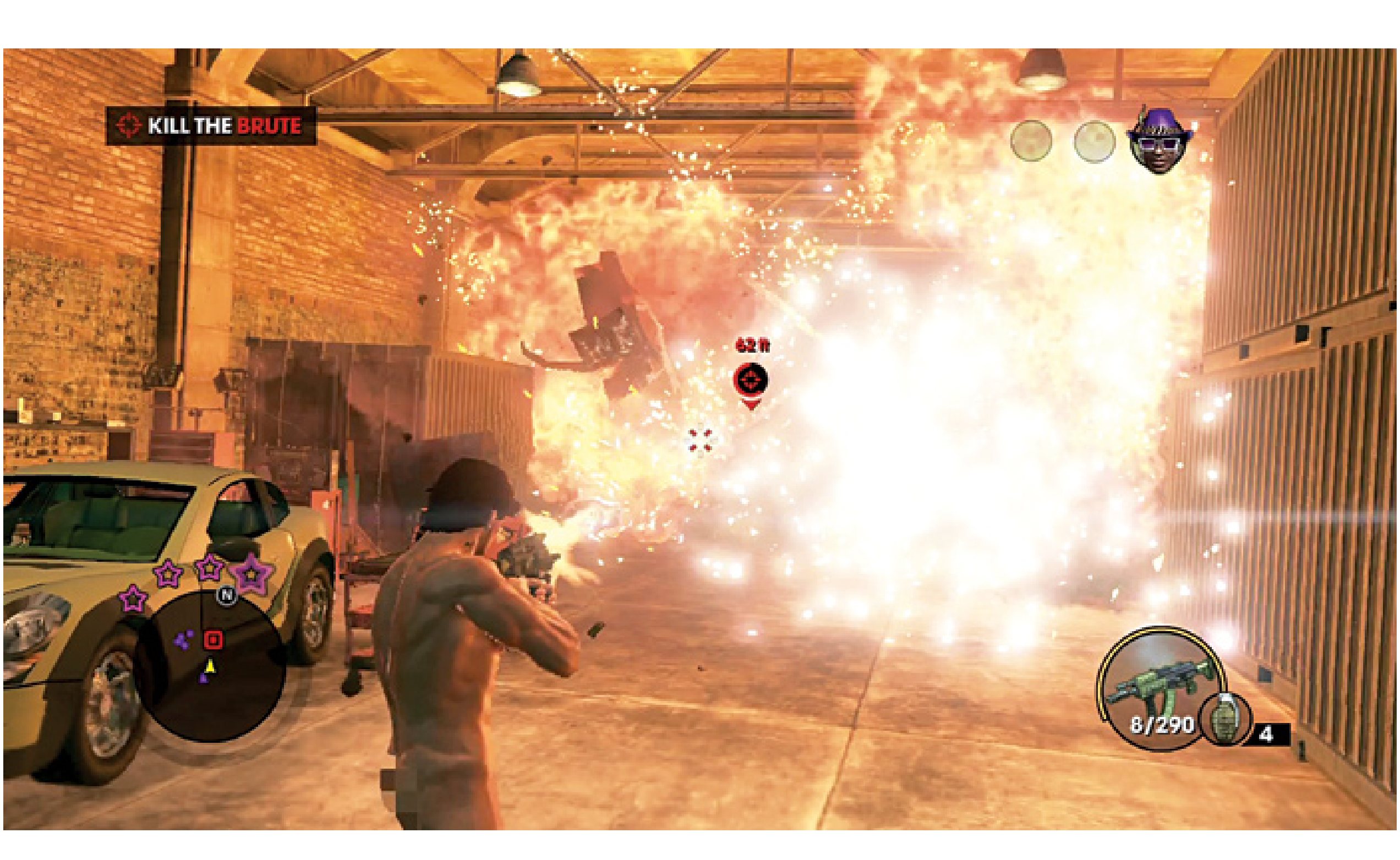

DISABLE SECURITY
3 ft
Y OVERRIDE SECURITY
24/230
5

Sprint around the perimeter of the security center to avoid leaving your flank exposed. In back, near the large opened double doors is another terminal to open all the cells in this area. Use the terminal. You hear a resounding click confirming that the girls are free. Unfortunately, a new wave of guards swarms the area.

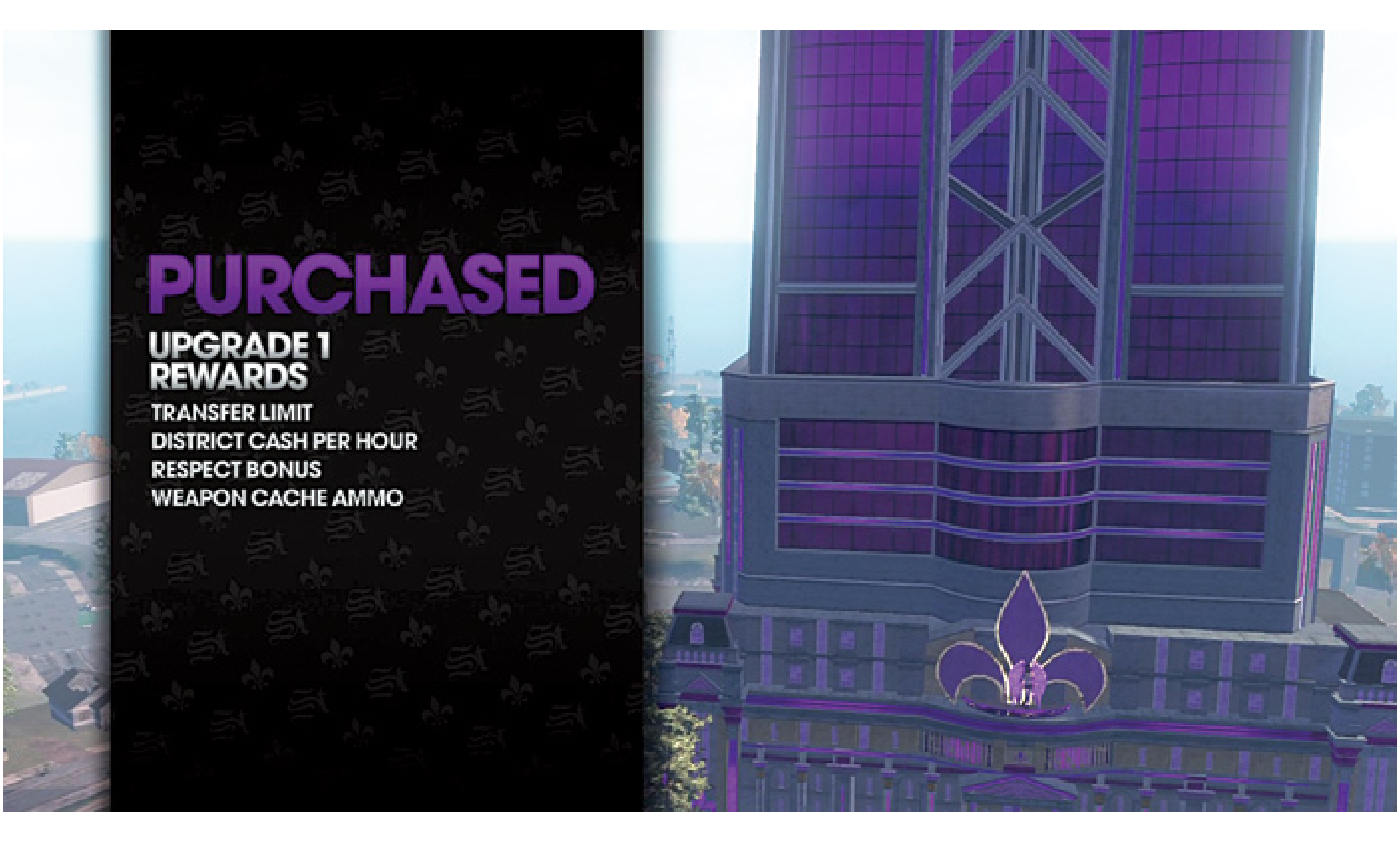

ELIMINATE ALL MORNINGSTAR
24/230
5

All of the guards must be eliminated; be sure to check the minimap for their locations. The newly freed captives take out most of the threats while leaving you the easy task of mopping up the rest of the guards.

Get Out Alive

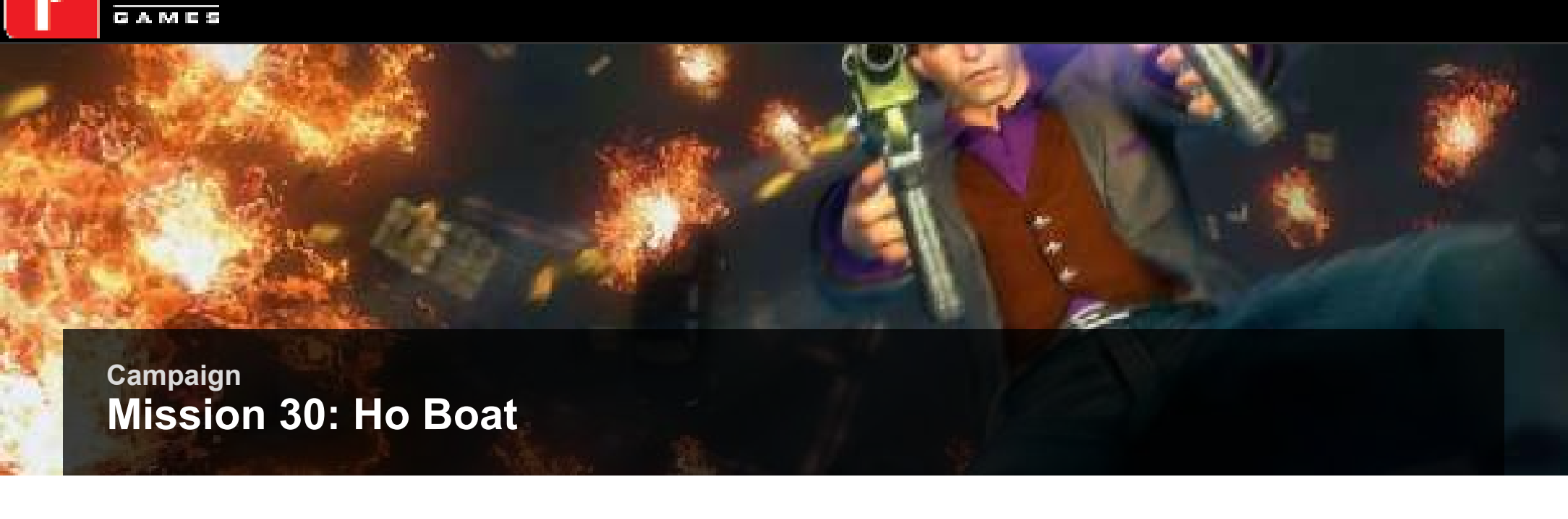

KILL THE BRUTE
62 ft
8/290
4

Go to the garage where a Minigun Brute is lurking in the back. The big guy is far away and provides you a decent amount of time to deal out damage. Remember that the Minigun Brute can't walk and shoot; as he tries to close the distance he is an easy target. The cars on the left side provide some cover—even better, they provide an explosive opportunity to deal major damage to the Brute. Without grenades this is going to be a lot more difficult and will require running back and forth in the narrow space to avoid the flood of bullets that the minigun puts out.


PURCHASED
UPGRADE 1
REWARDS
TRANSFER LIMIT
DISTRICT CASH PER HOUR
RESPECT BONUS
WEAPON CACHE AMMO

Safeword is now a Saints Stronghold. From inside Safeword you can access your crib to find the new option for Stronghold customization. This menu shows you the rewards you earned for taking over the Stronghold, which includes bonuses to cash and respect plus the ability the use of Morningstar vehicles and gang members.

This menu also contains the option to purchase two levels of upgrades to further increase your cash, respect and weapon caches bonuses. Upgrading the Stronghold to the first level is a costly proposition at $20,000 but the bonuses are well worth the money. Not only will the upgraded building create a unique visual impact, the first upgrades include increased transfer limit from your city income, a 10 percent bonus to hourly income in the New Colvin district, a 10 percent bonus to all respect earned, and 10 percent more ammo in your weapons cache.



Campaign

Mission 30: Ho Boat

Cash Earned: $8,000

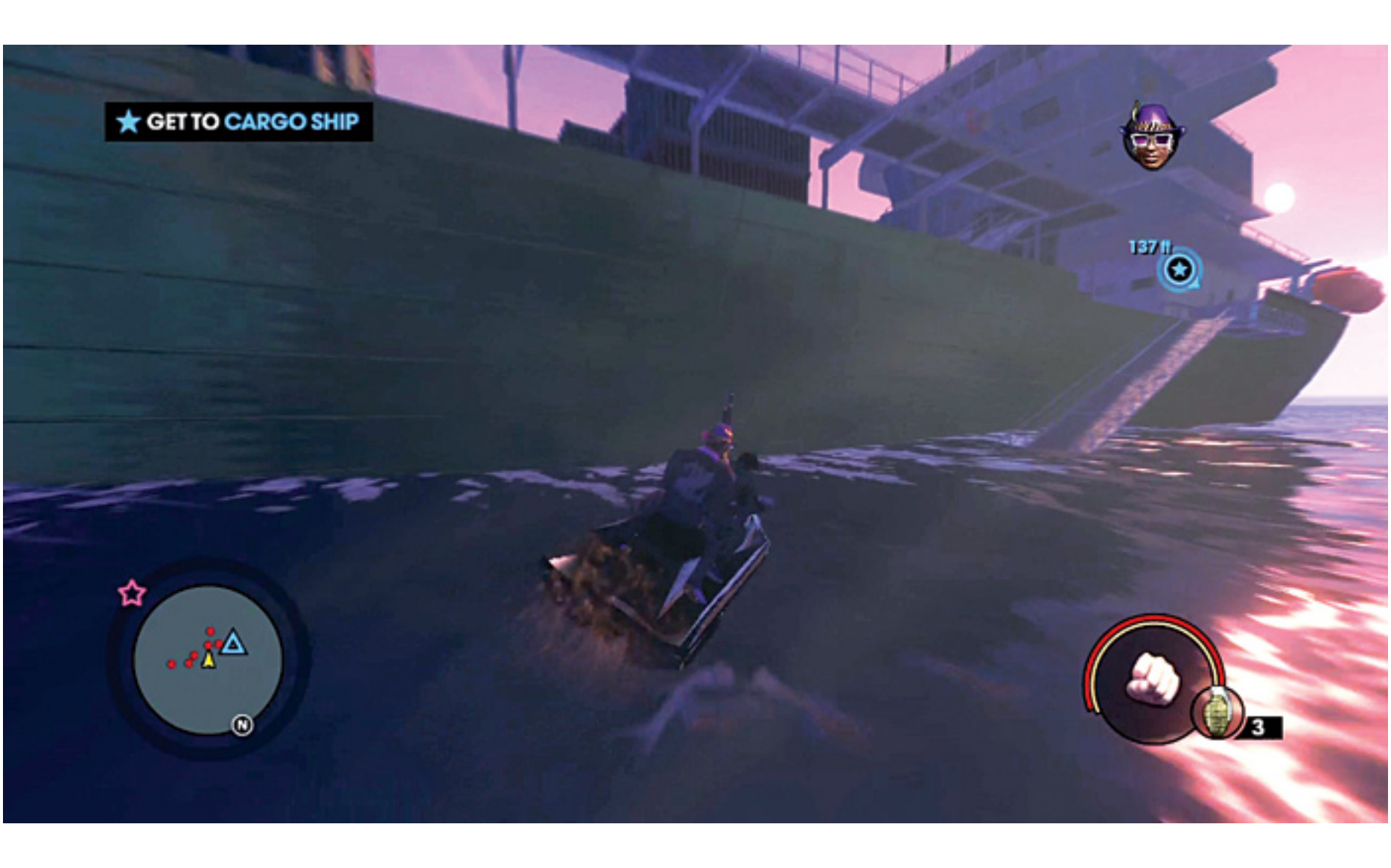
Respect Earned: 2,000

Rewards: Hourly bonus income of $1,000 or $25,000 lump sum

Get Aboard the Love Boat

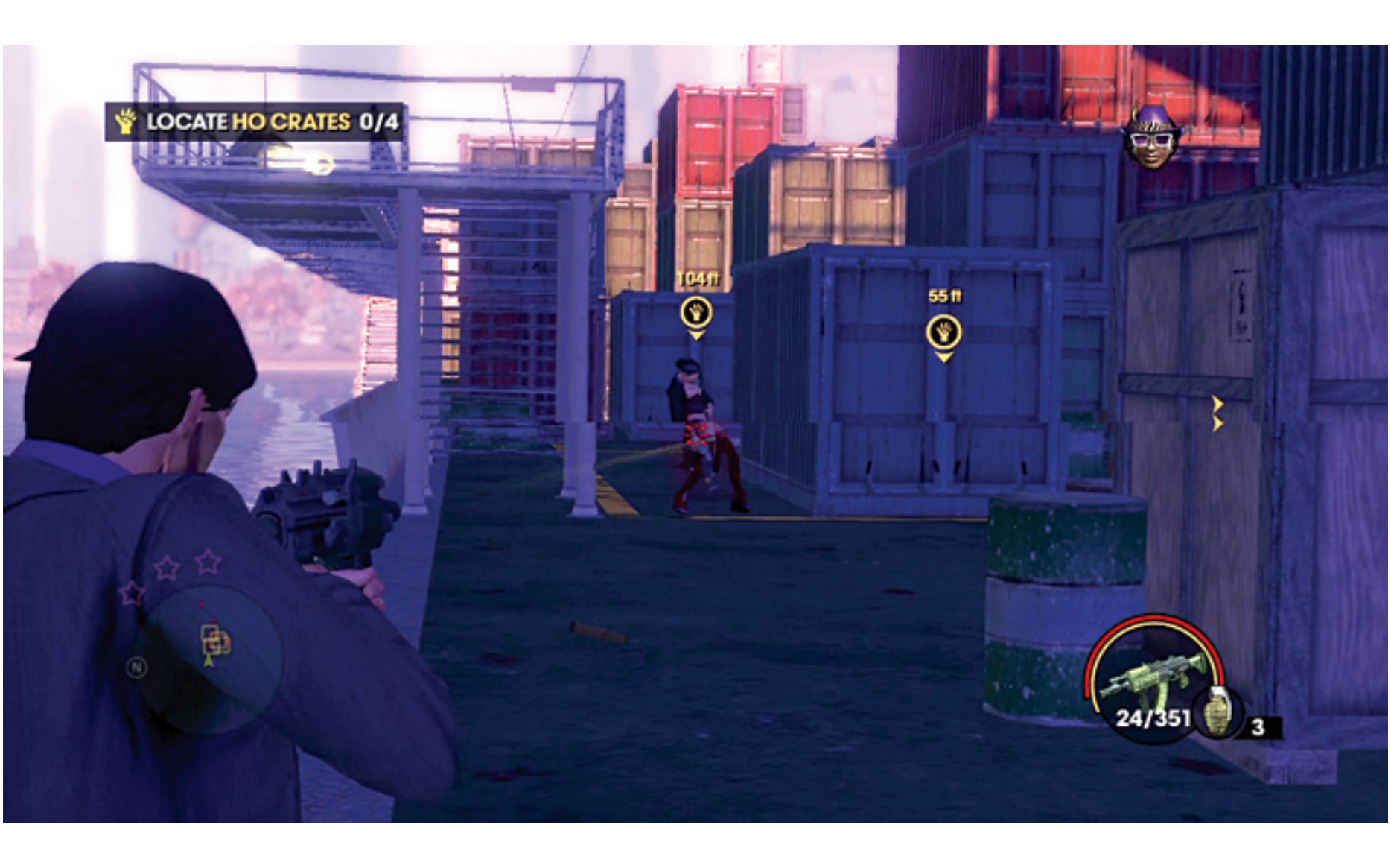
Now Playing: 09_in

You have a quick chat with Zimos and he is on board to hit the Morningstar. He is working on a plan when an important call comes in from the new head of the Morningstar, Viola DeWynter. The surviving sister provides an excellent tip-off about a boat full of hos that is being brought in to replace the ones from the failed assassination attempt at the Saints HQ. Make your way to the docks to locate and intercept the human trafficking cargo.

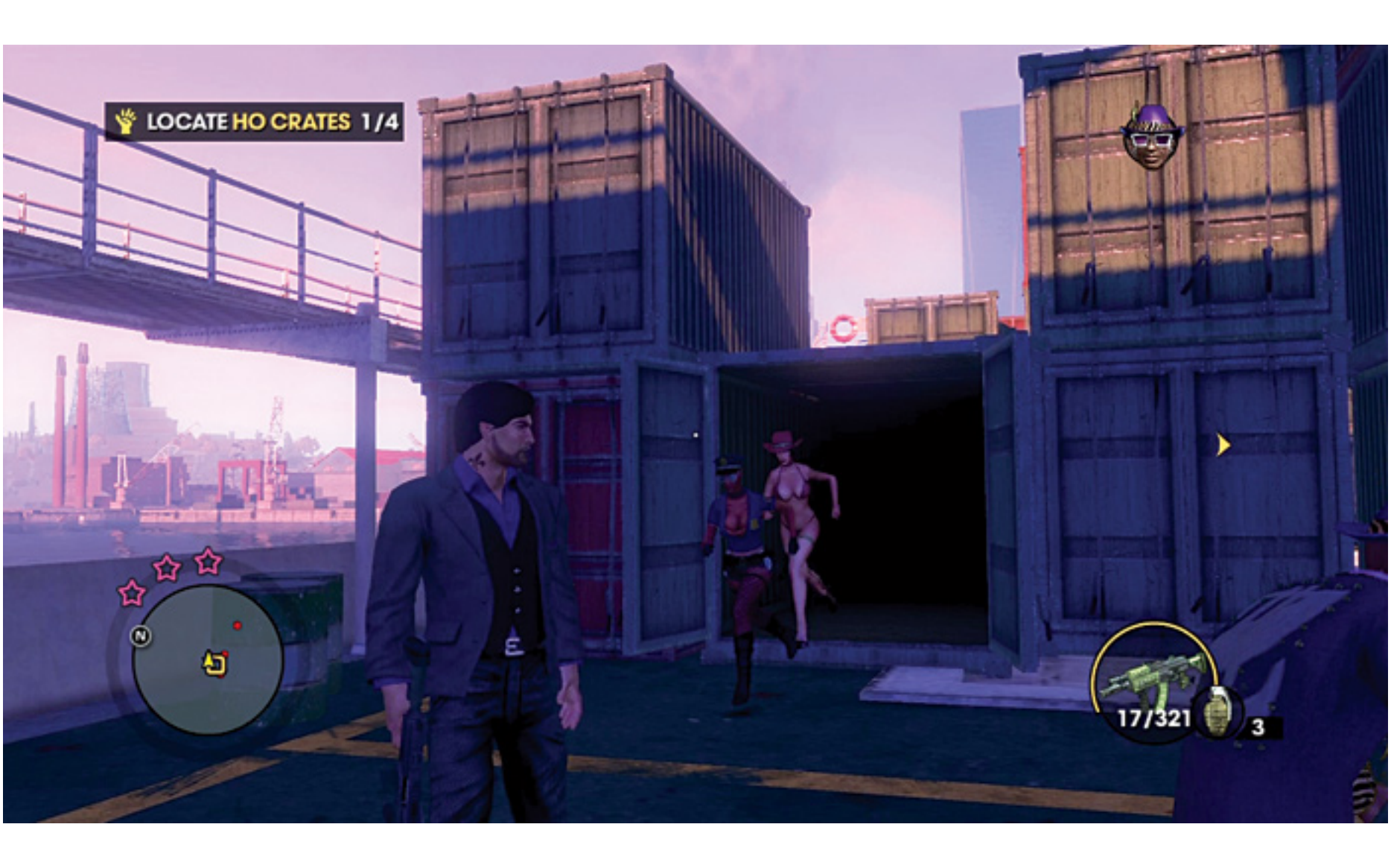


Ride the jet ski to the large freighter and go up the walkway to start the boat inspection. The hos are being held in large containers and it will take a lot of searching to find out what is inside all these massive crates. Fortunately, the HUD will guide you to a limited number of crates. There is some strange stuff aboard this boat but by now that comes as no surprise.

Find the First Crate

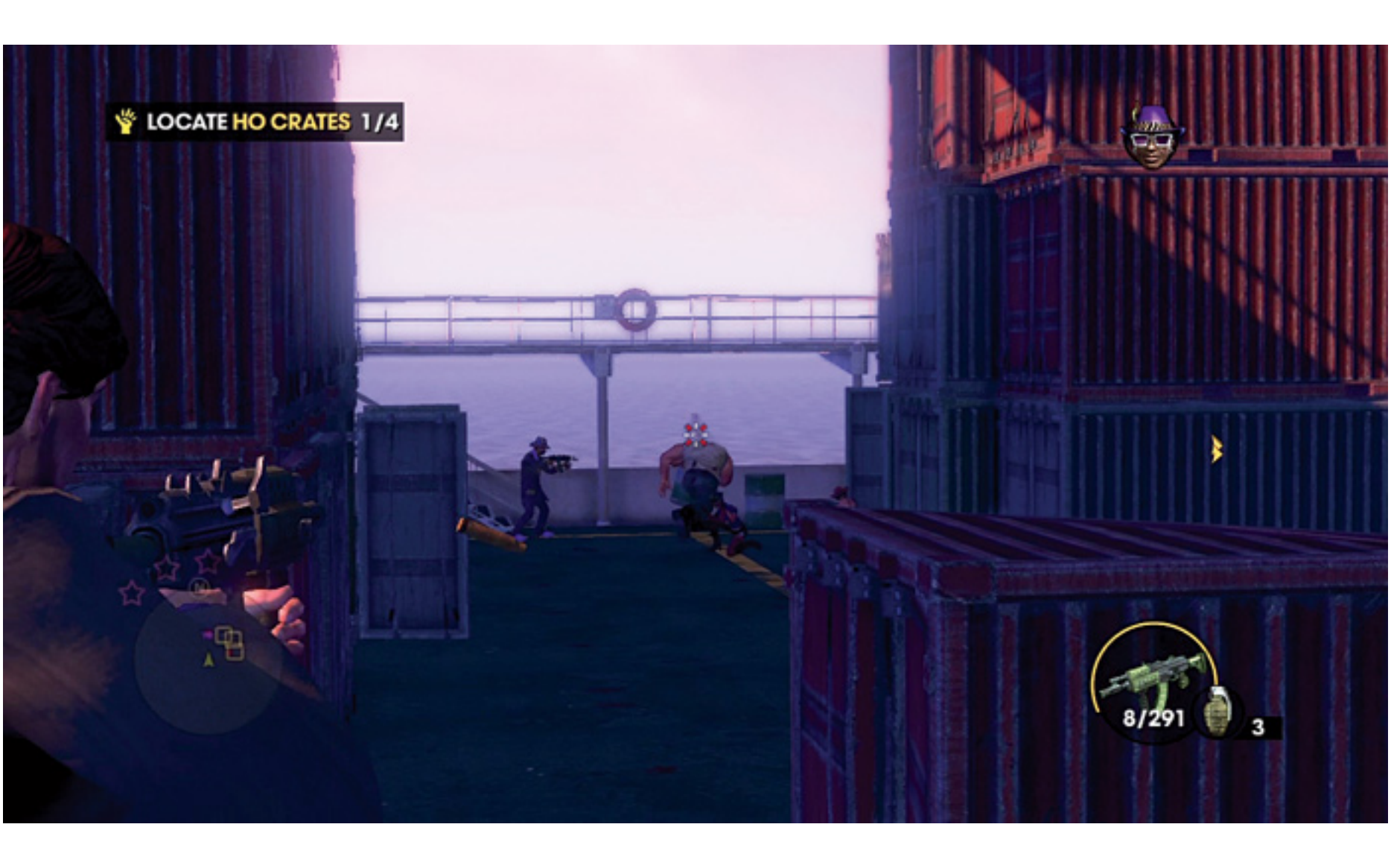


Morningstar guards are out in relatively small numbers. Keep en eye on the minimap and wipe them out whenever they get within striking distance. Look out for guards that are roaming around on tops of the containers. Their higher position makes them a problem and they should be the first to die.

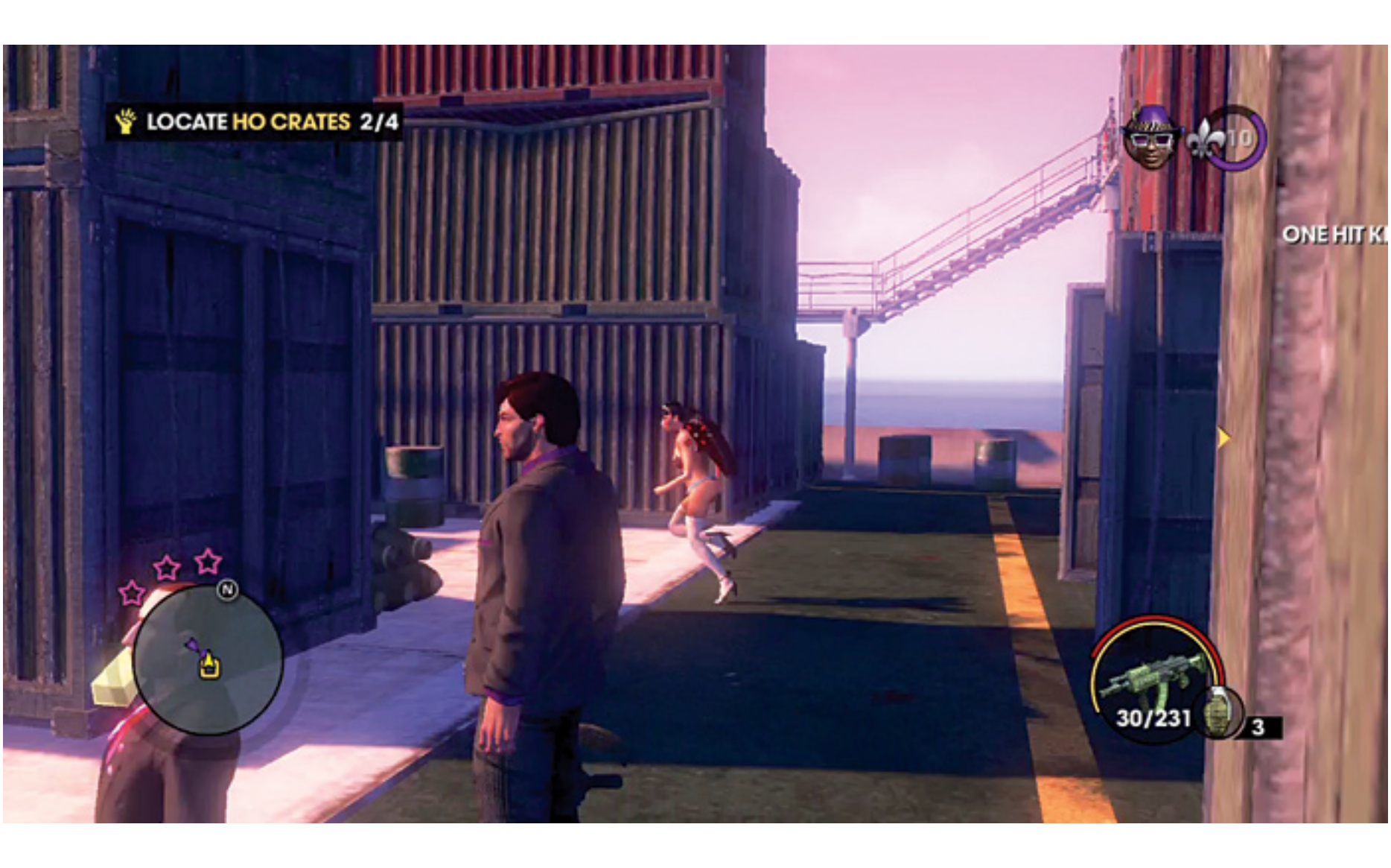


There are not that many crates to open and it is worth popping them just to make sure you don't lose track. As more crates are opened, additional suspicious ones will show up on the minimap. The first two crates are just distractions with guns and what not. Run around to the back of those first containers on the boat's north side, initially your left, to find the first group of hos next to a red crate and some green barrels.

Find the Second Crate

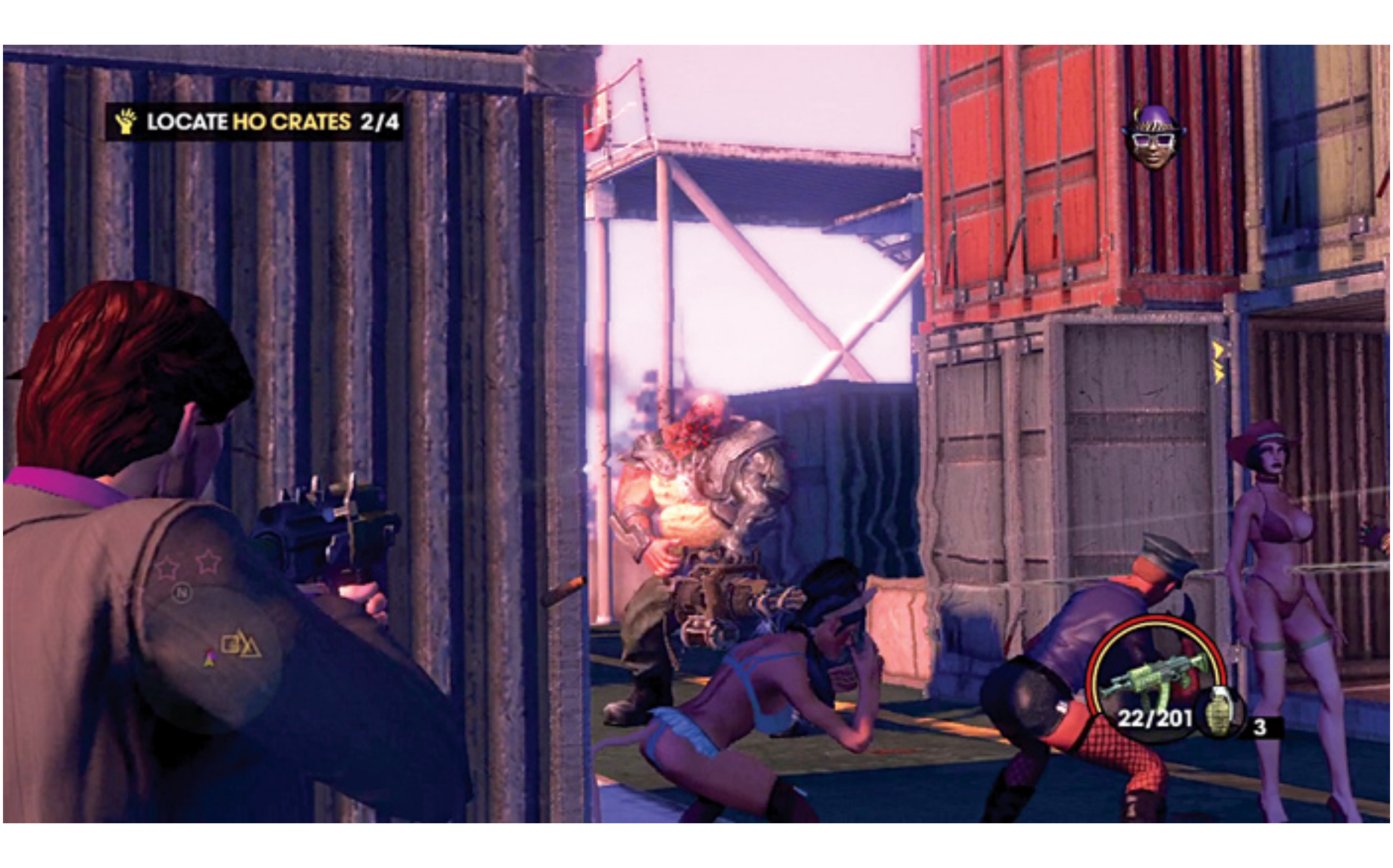


Before searching for the next group of hos, take out the guards that are lurking around. It's important to clear the area as quickly as possible before you advance. You hear a familiar sound of a deep growl coming from one of the containers in the distance. A Brute busts out of containment and is not very happy to see you. There are a few ways to take on the big guy, but staying close to him is not one of them. It's possible to lose him on the stairs or lead him to Zimos and let them play together. Get as far away as possible and shoot the Brute at long range. When the Brute goes down, finish him off and resume the search.



The next place to check is the crate directly behind the one the Brute was hiding in. Free the girls and wipe out any guards in the vicinity. The lower level should be clear and it's time to go up to the next tier to continue the search. Another surprise lurks in one of the boxes and conveniently waits for you to get to top level before emerging.

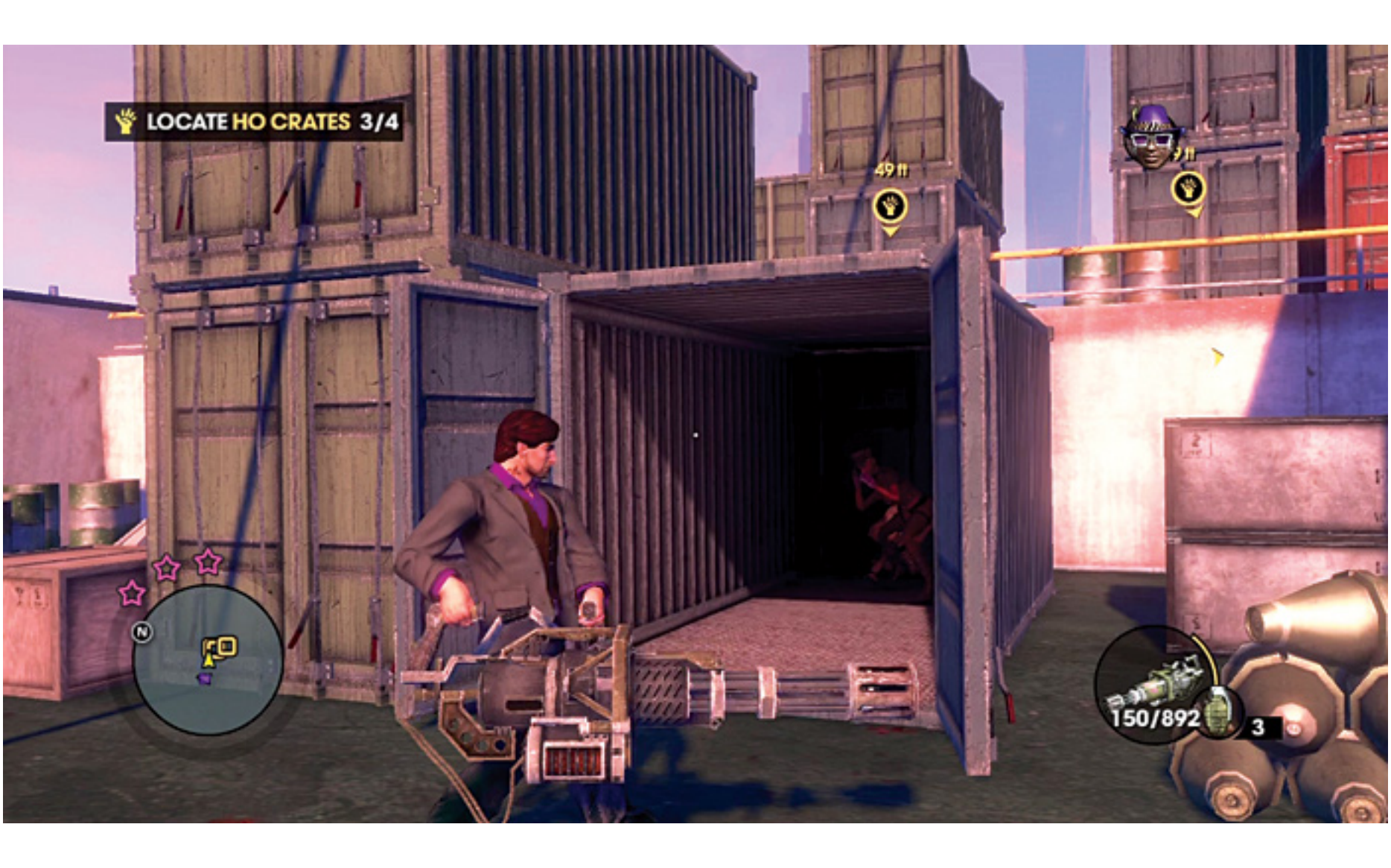
Find the Third Crate



Say hello to the Minigun Brute as he leaps out of the box. Remember that he can't haul that huge gun around while moving. Race around the lumbering foe and shoot him while partially protected by the crates. Use range and speed to outmaneuver the big guy or try a more interesting approach using a minigun. The gun is a lot more useful later in the mission but, after wasting this Brute, you can just take his anyway. It's pretty cool to stand toe-to-toe with the behemoth and mow him down with his favorite weapon.

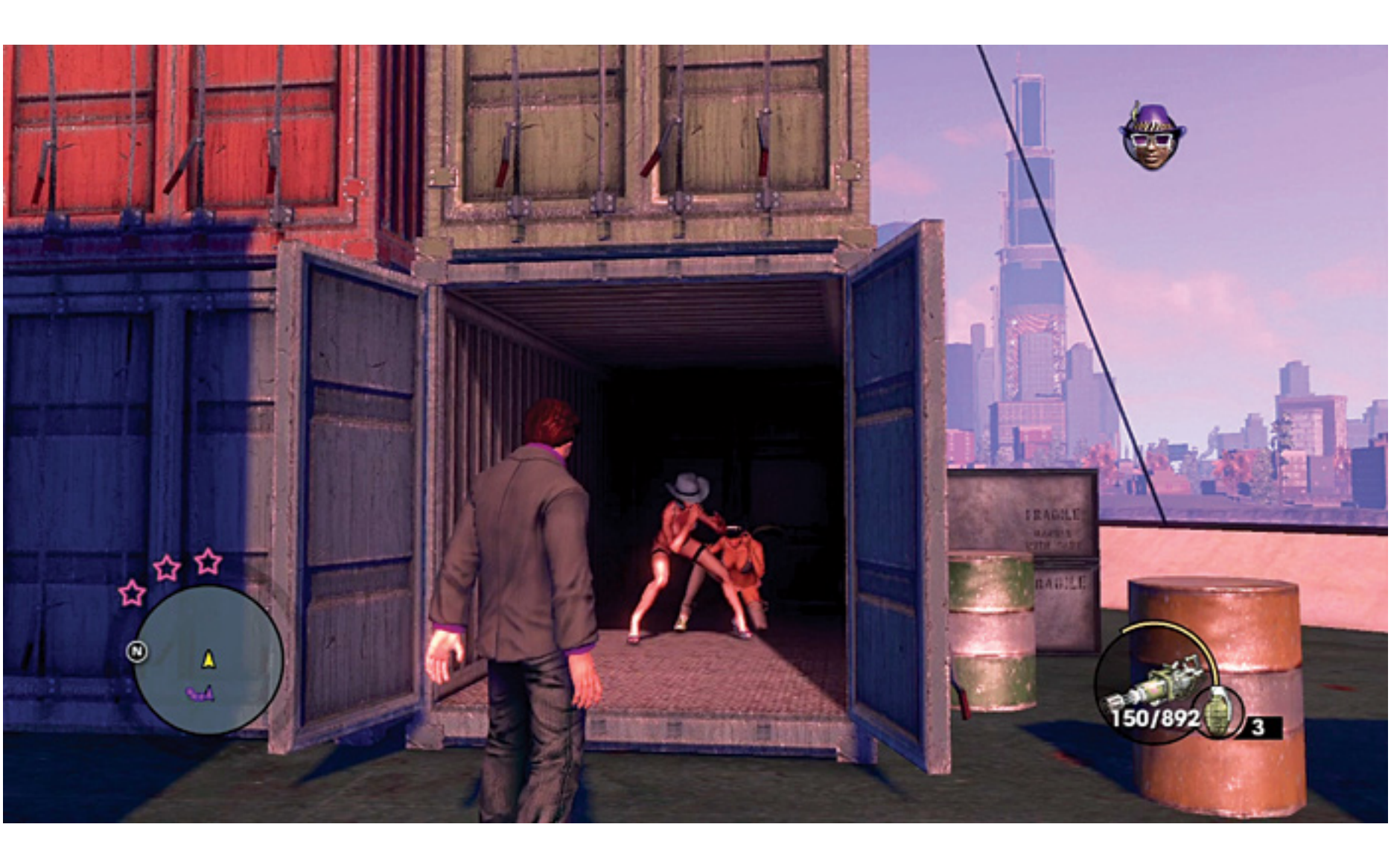
Tip

On top of one of the walkways is a minigun that lets you fight fire with fire.



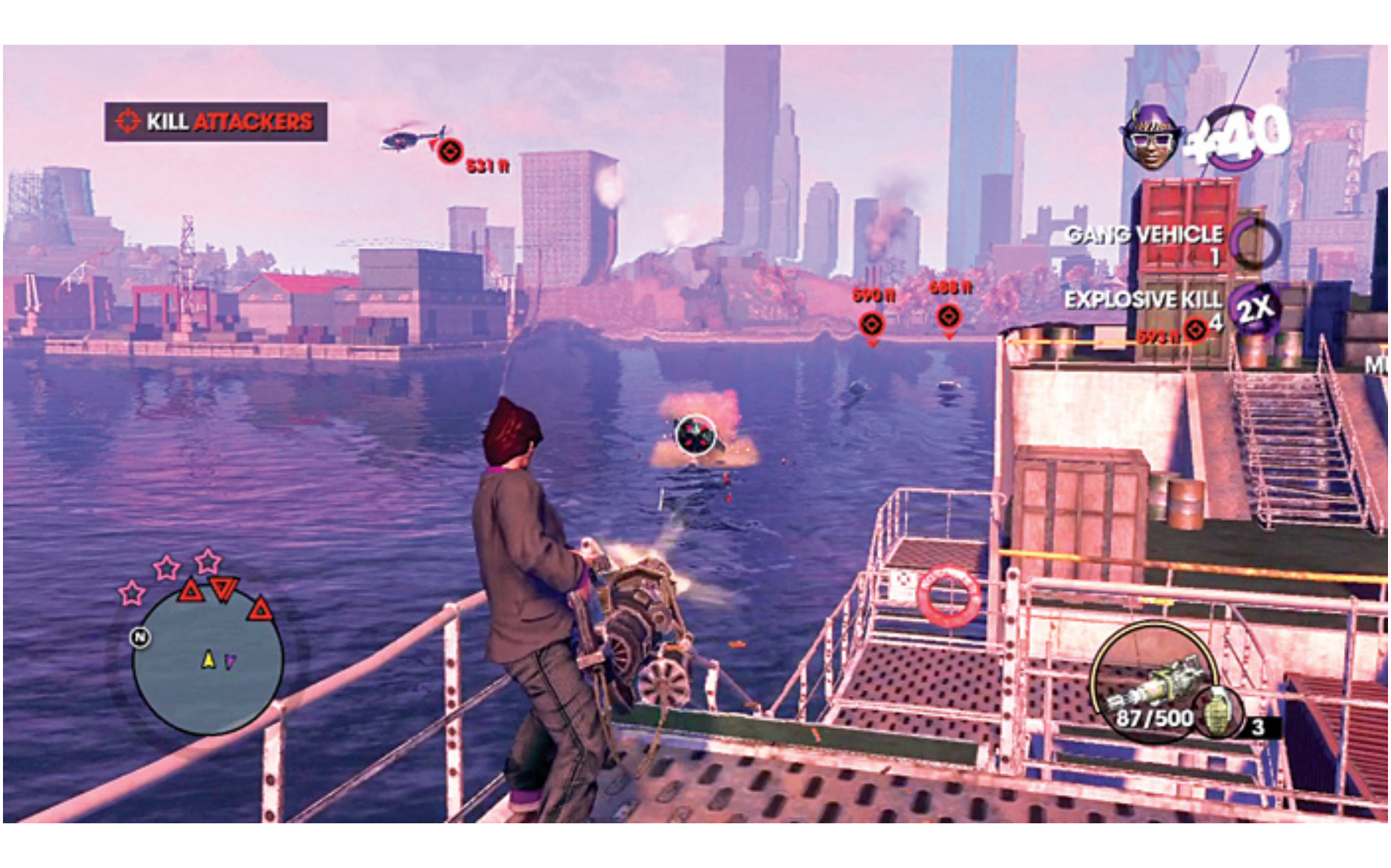
The minigun is heavy even for the Brute and carrying it around is a chore. It is tempting to grab the big gun off the fallen foe but it really impedes your movement and there will be a prime time to grab it in a bit. Go back to where the Minigun Brute popped out to find the third group of gals just to the left. Free the women and ascend to the top tier of the boat to investigate the last few containers.

Find the Last Crate

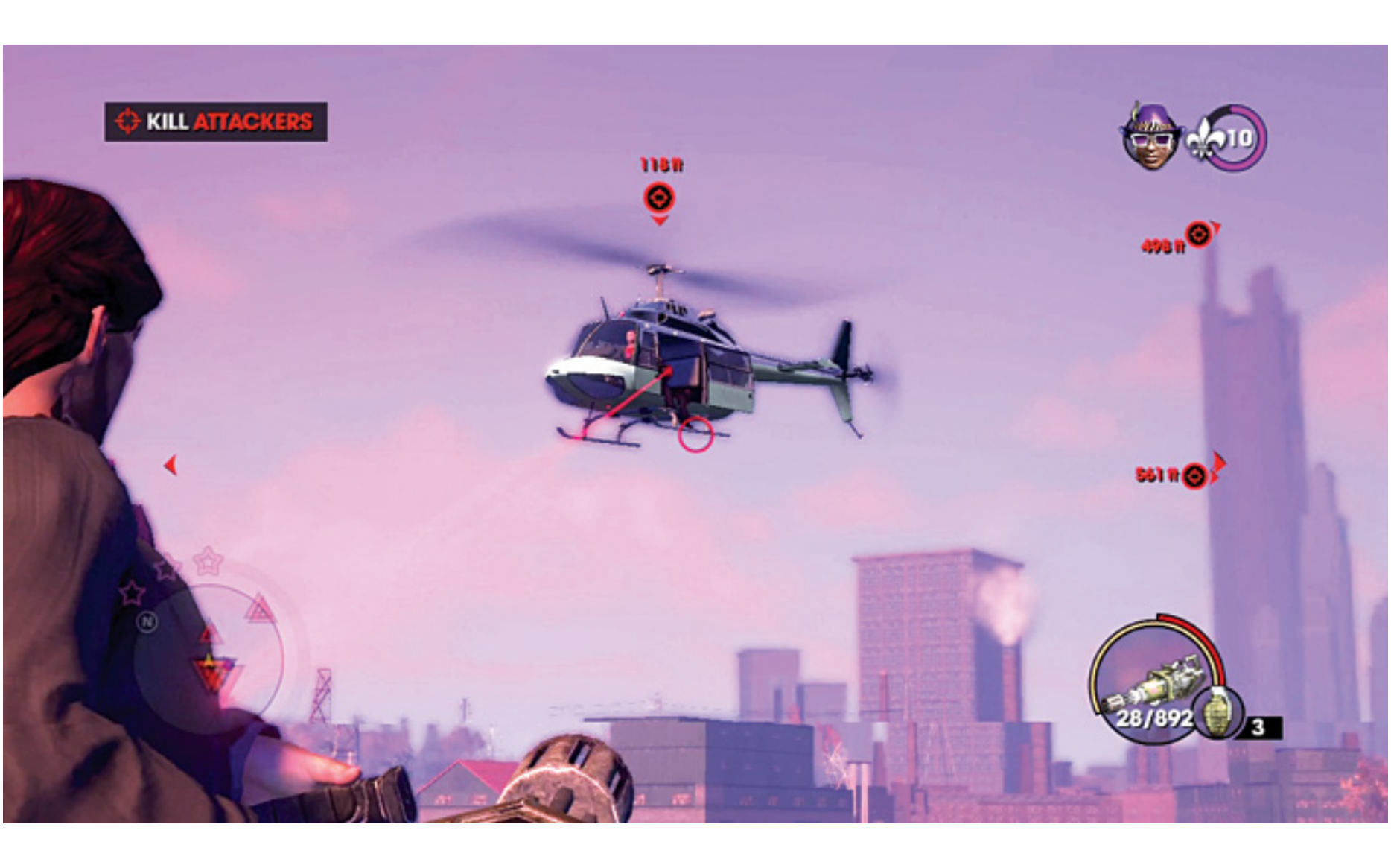


The final crate you need is in the top right corner. Spring the women. Now you only to have to deal with a multipronged attack by land, sea and the air. Pierce has a helicopter hauling a crate to pick up the hos but he won't stop by until the threat is neutralized.

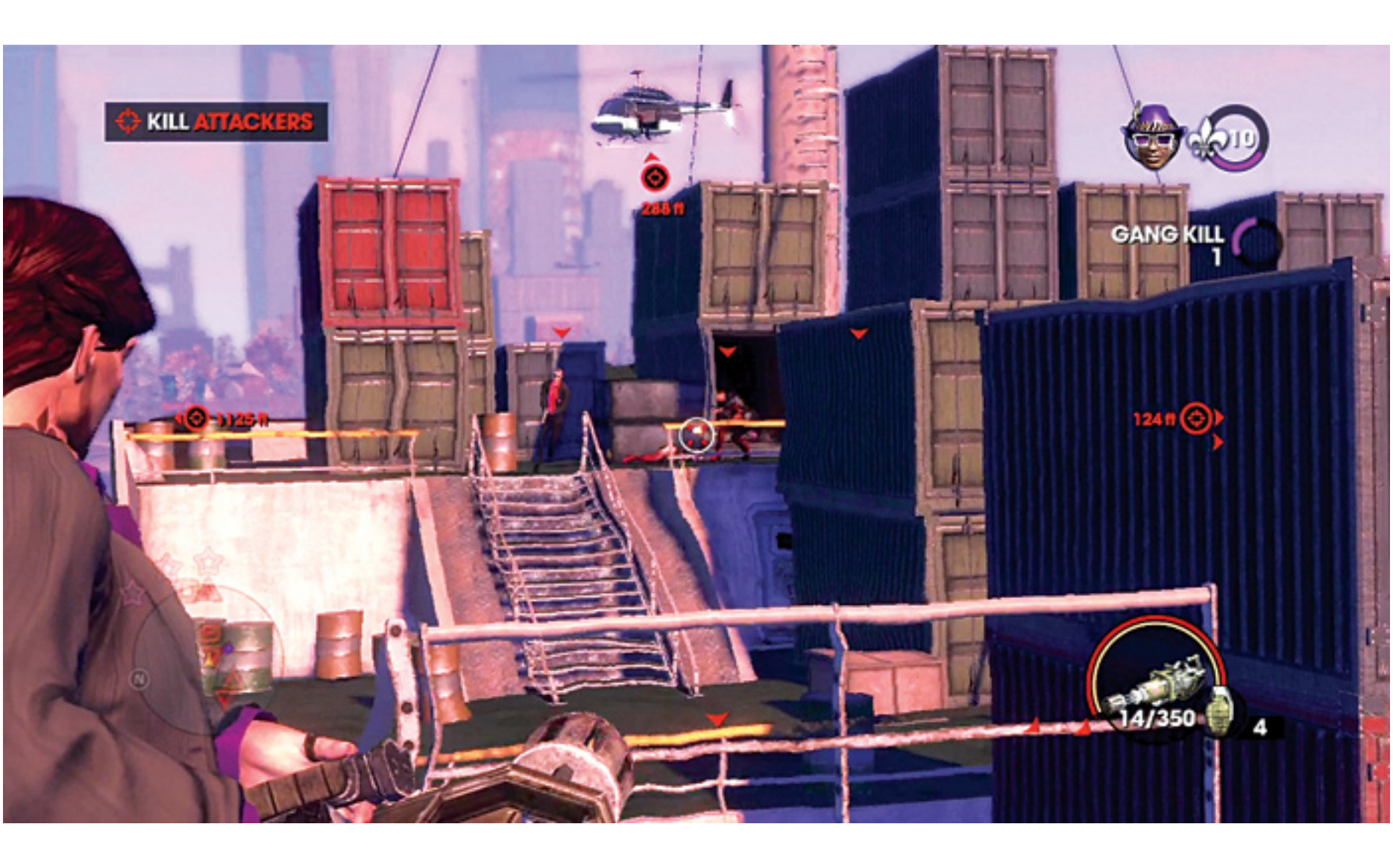
Kill the Land, Sea, and Air Attackers



Run to the north platform and grab the minigun on top. If you used it earlier, pick it up where you left it or use the one from the Brute.



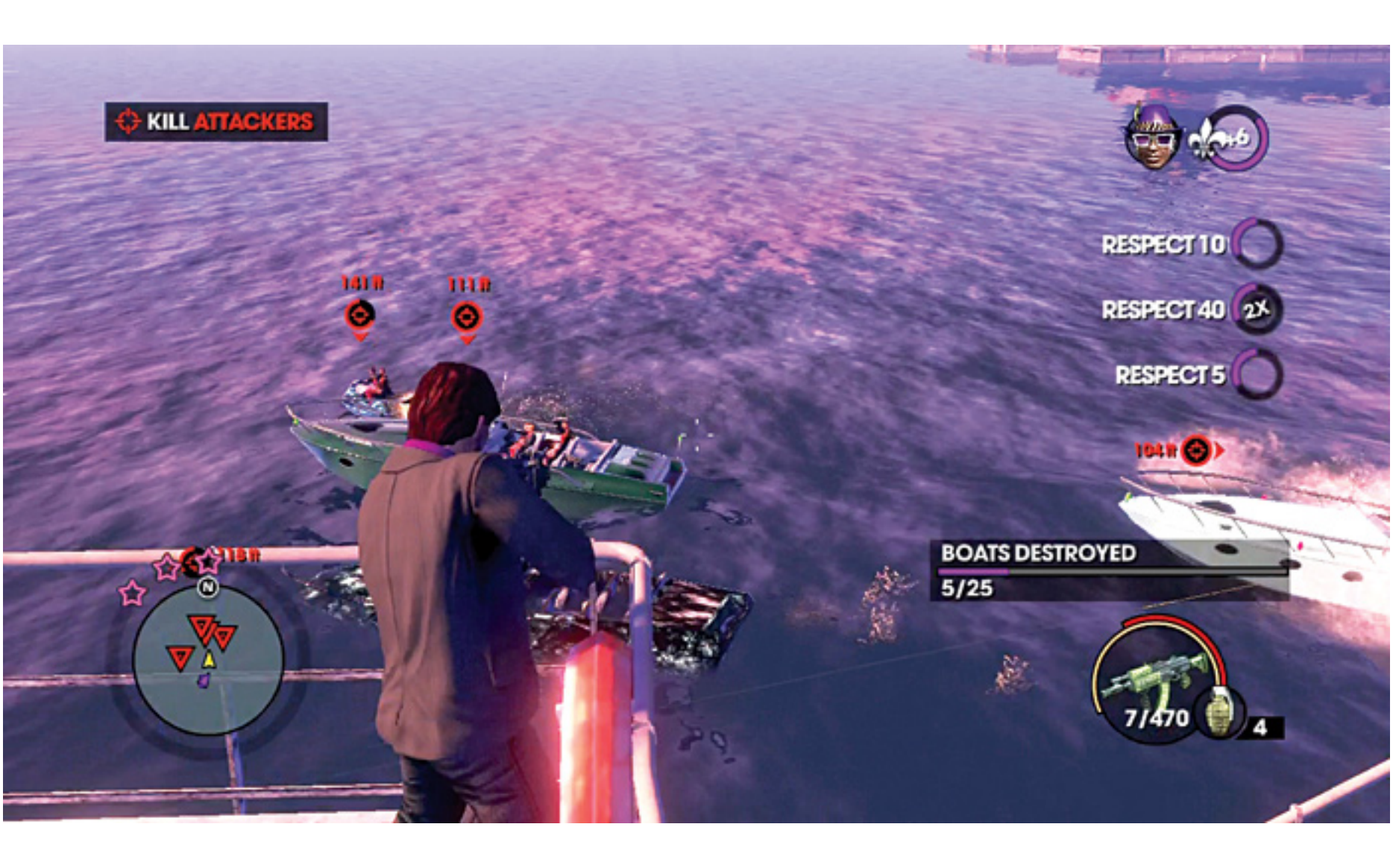
The objective at this point is nice and simple, kill all the attackers! The minigun has a lot of ammo but try not to hold the trigger down for too long or it will run out. Use short bursts to spray the boats and helicopters in the initial phase of the assault. One of the more lethal assailants is the helicopter with a specialist onboard. If you notice a laser sight on you, follow it back to its source and quickly blow the chopper out of the sky.



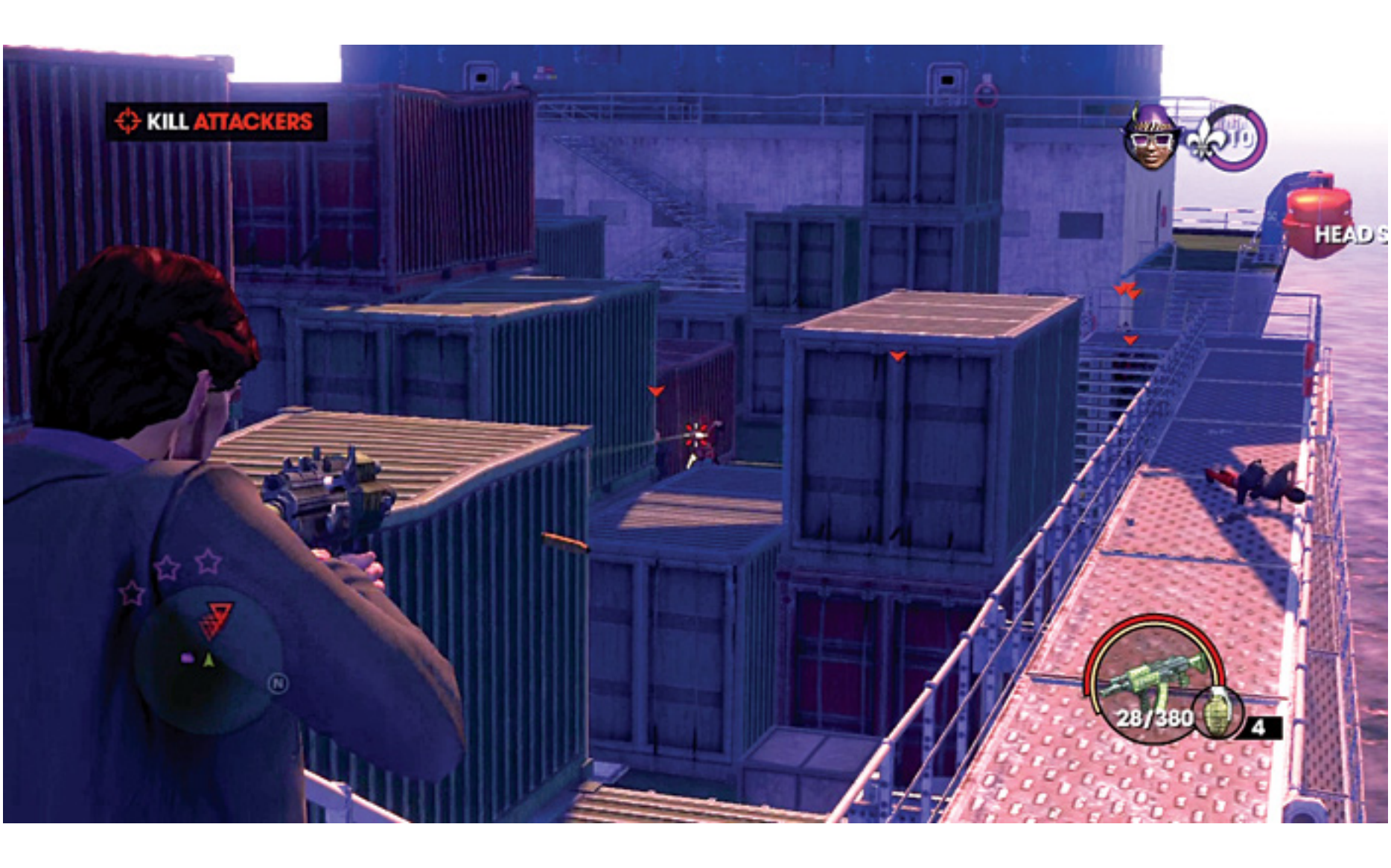
The minimap can be useful to keep and eye on all the enemies but the targets are a lot more obvious when you see the red indicators on the HUD. Any time you take damage, pivot in that direction and deal with the threat. The vehicles and aircraft take a few hits to bring down but make sure they are gone before moving on to the next target.

Note

Make sure to destroy all vehicles as quickly as you can to prevent any Morningstar from boarding the boat. If you do notice a strong resurgence of guards wipe them out and resume the attack on the vehicles.

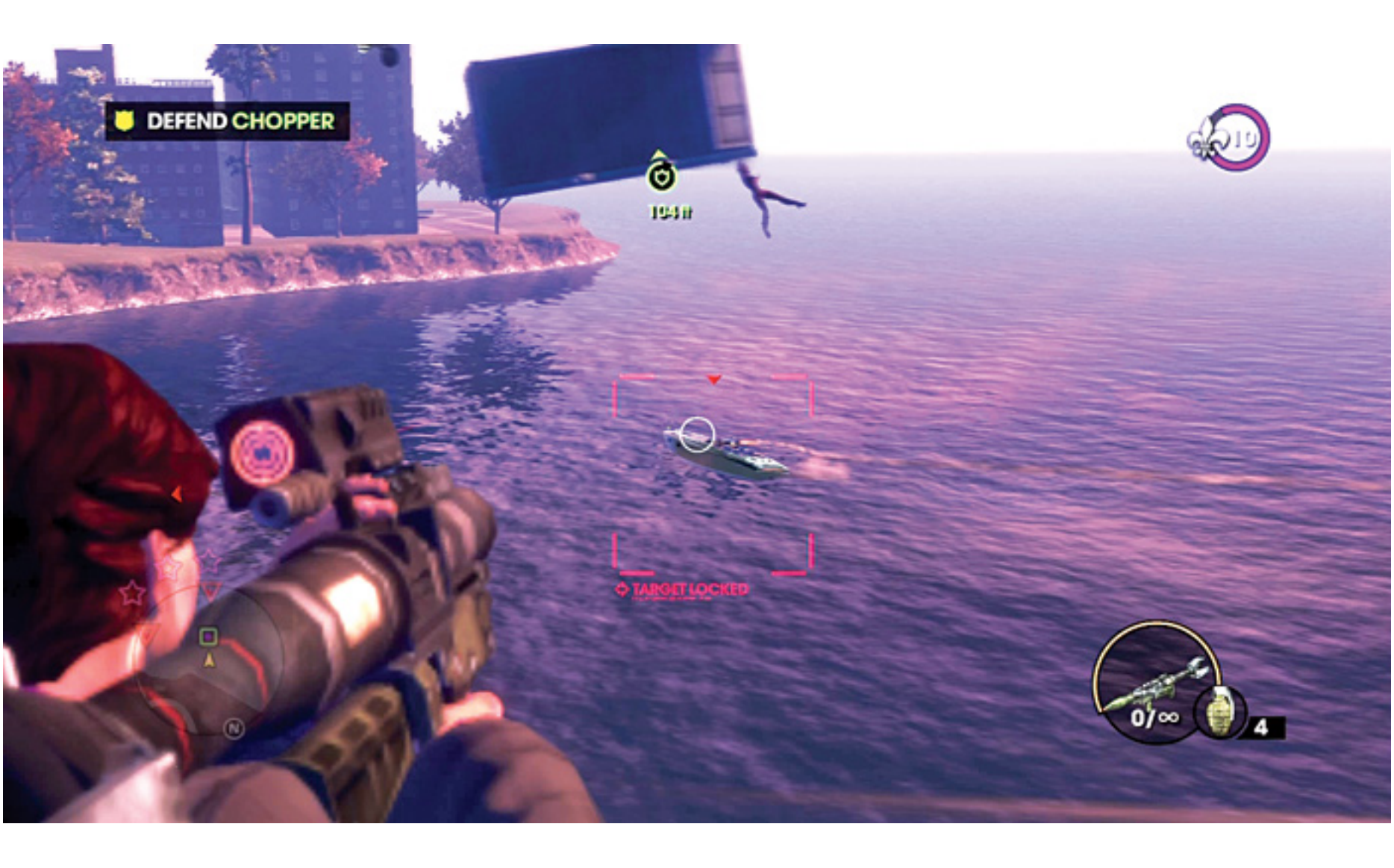


Pierce mentions he is almost at the ship and right around that time additional speed boats and jet ski attackers arrive. Blast them with the minigun to empty the ocean fast.

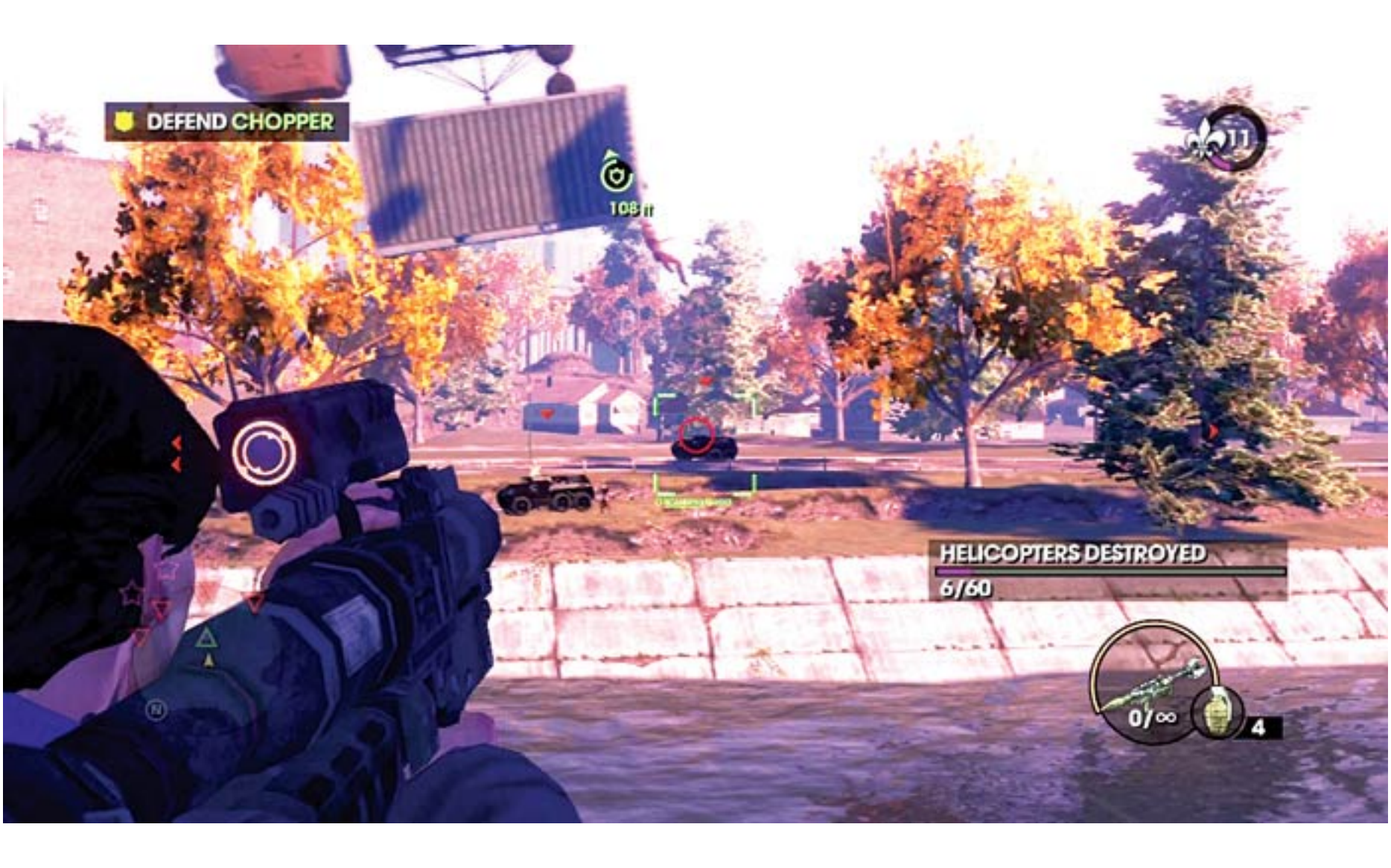


This should end the vehicle assault and allow you time to clear any roaming red gang members from the ship . Use the minimap to hunt them down and waste them all to allow Pierce to get close enough to pick up the hos. Run to the chopper when it lands to finally get off this love boat.

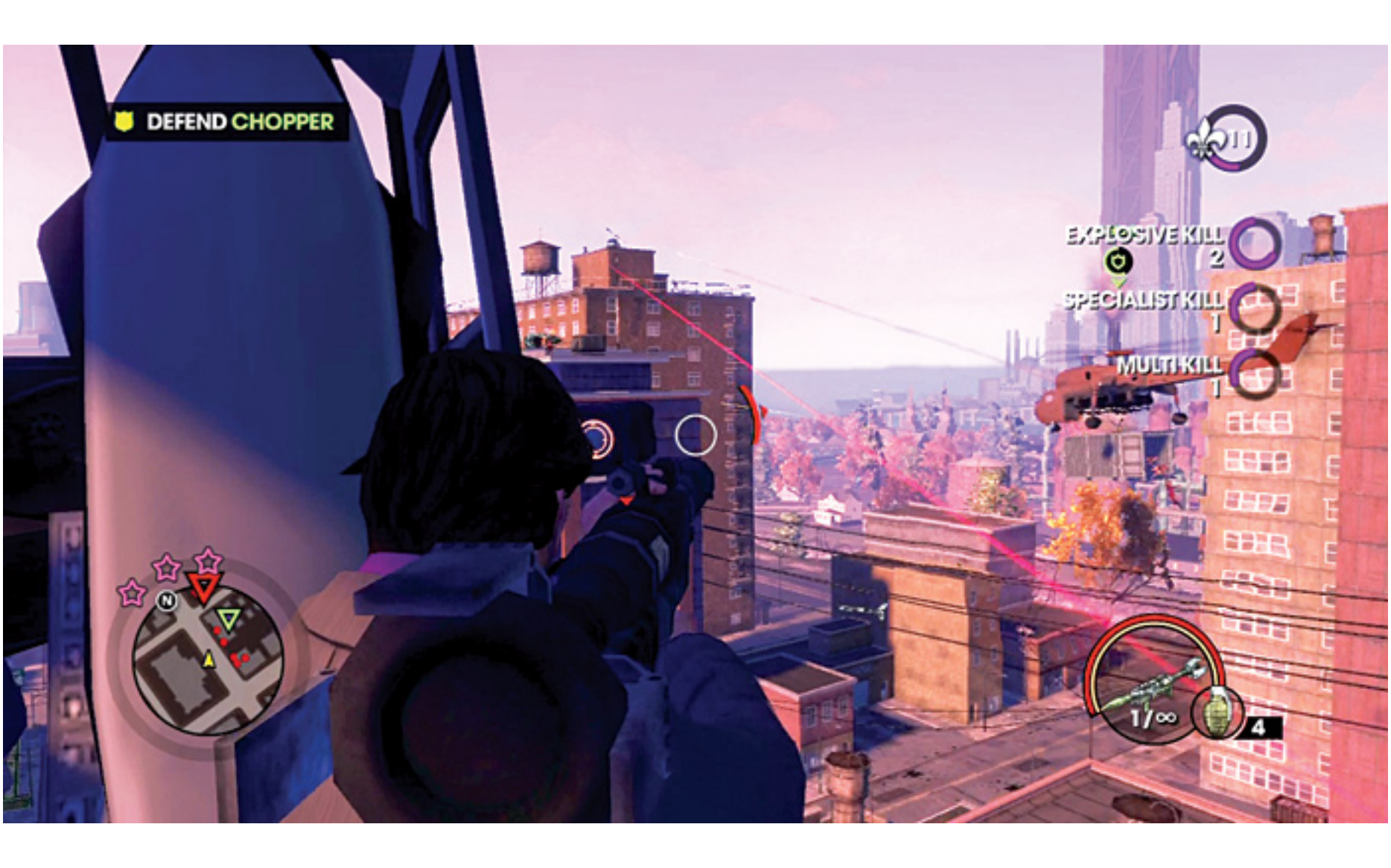
Defend the Ho Crate Chopper



There is no rest for the wicked and the ride back to shore ends up as a protection mission. The good news is that you are armed with an infinite-ammo upgraded RPG. This version allows you to zoom in on targets and even control the rockets like guided missiles. Monitor the green life bar on chopper and waste the rocket-launching boats that are chasing it. Take out the boats closest to the helicopter and any ship that is within the sizable rocket's range.

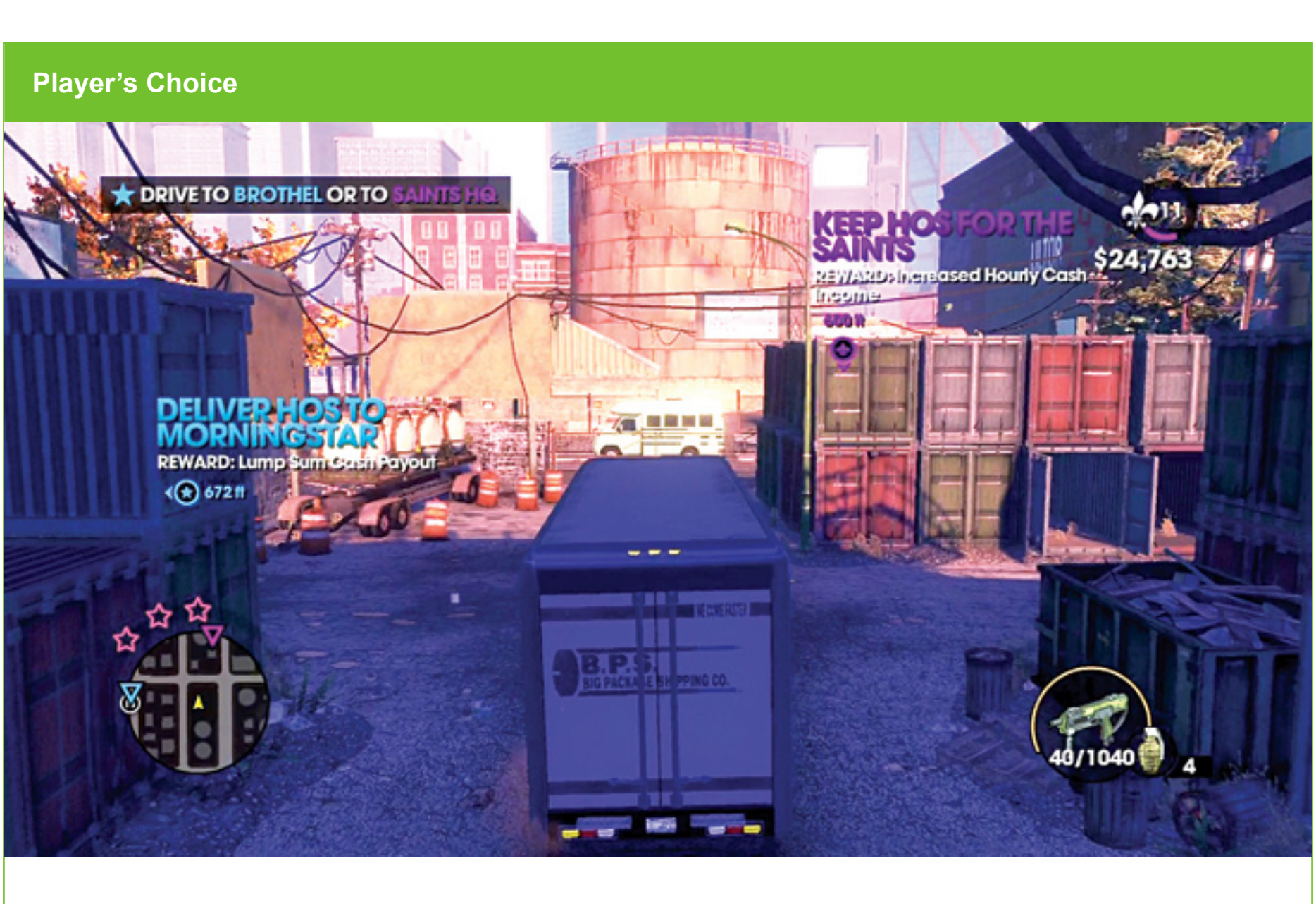


The aquatic assault subdues when the helicopter turns inland. However, there are APCs roaming the roads to pick up where the boats left off. Zoom in on the armored vehicles and blast them before they can do too much damage to the chopper.



It ain't over yet. The rooftops of the nearby buildings are filled with Morningstar. How fast these guys were able to mobilize would make the military jealous. There are too many targets to take out at this point and the best bet is to focus on the specialists and RPG-launching pests.

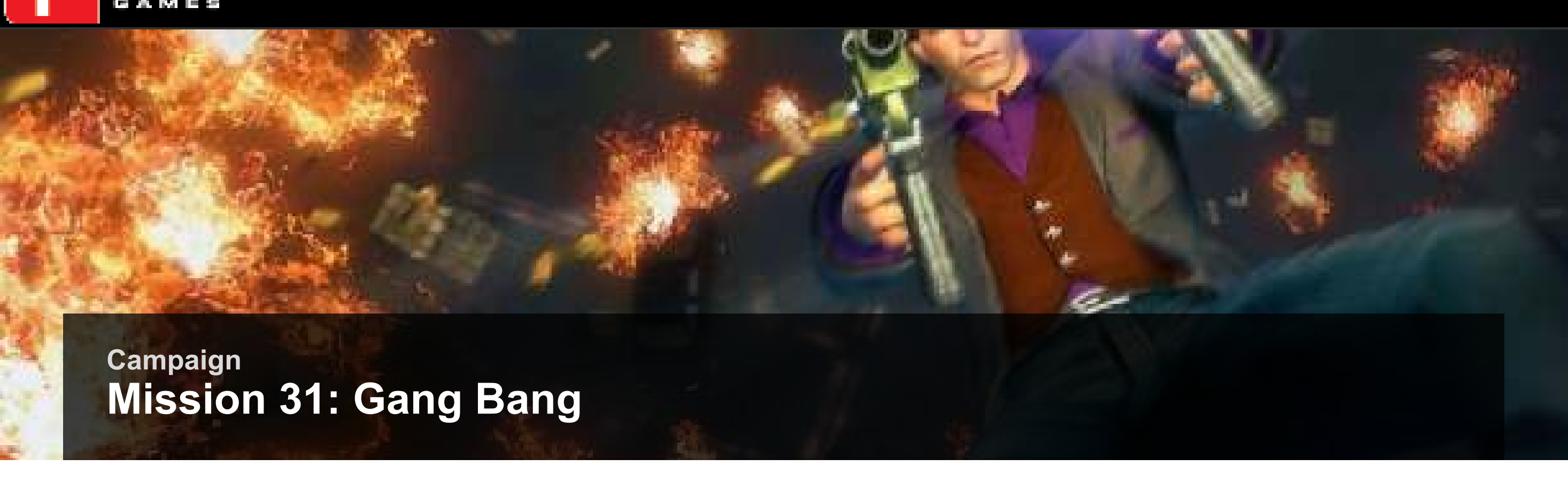
Player's Choice


DRIVE TO BROTHEL OR TO SAINTS HQ
KEEP HOS FOR THE SAINTS
REWARD: Increased Hourly Cash Income
$24,763
DELIVER HOS TO MORNINGSTAR
REWARD: Lump Sum Cash Payout
672 ft
40/1040
4

This shipment is very valuable and the leader of the Deckers makes a desperate plea to buy back the hos. The player is given a choice to keep the women for Zimos and the Saints, which will earn an increased hourly cash bonus, or sell them back to the Morningstar for a large lump sum. When you make up your mind, drive to the brothel or the Saints HQ to claim your prize.

Now Playing: 09_Out

Killbane is not happy that Matty, the leader of the Deckers, even attempted to buy back the hos. He rules with an iron fist and nobody makes decisions except for him. He wants to strike back at the Saints with a little something he calls the Montreal Screw Drop. Meanwhile, Senator Hughes has received authorization to roll out the STAG task force and that is really bad news for the Saints.



Campaign

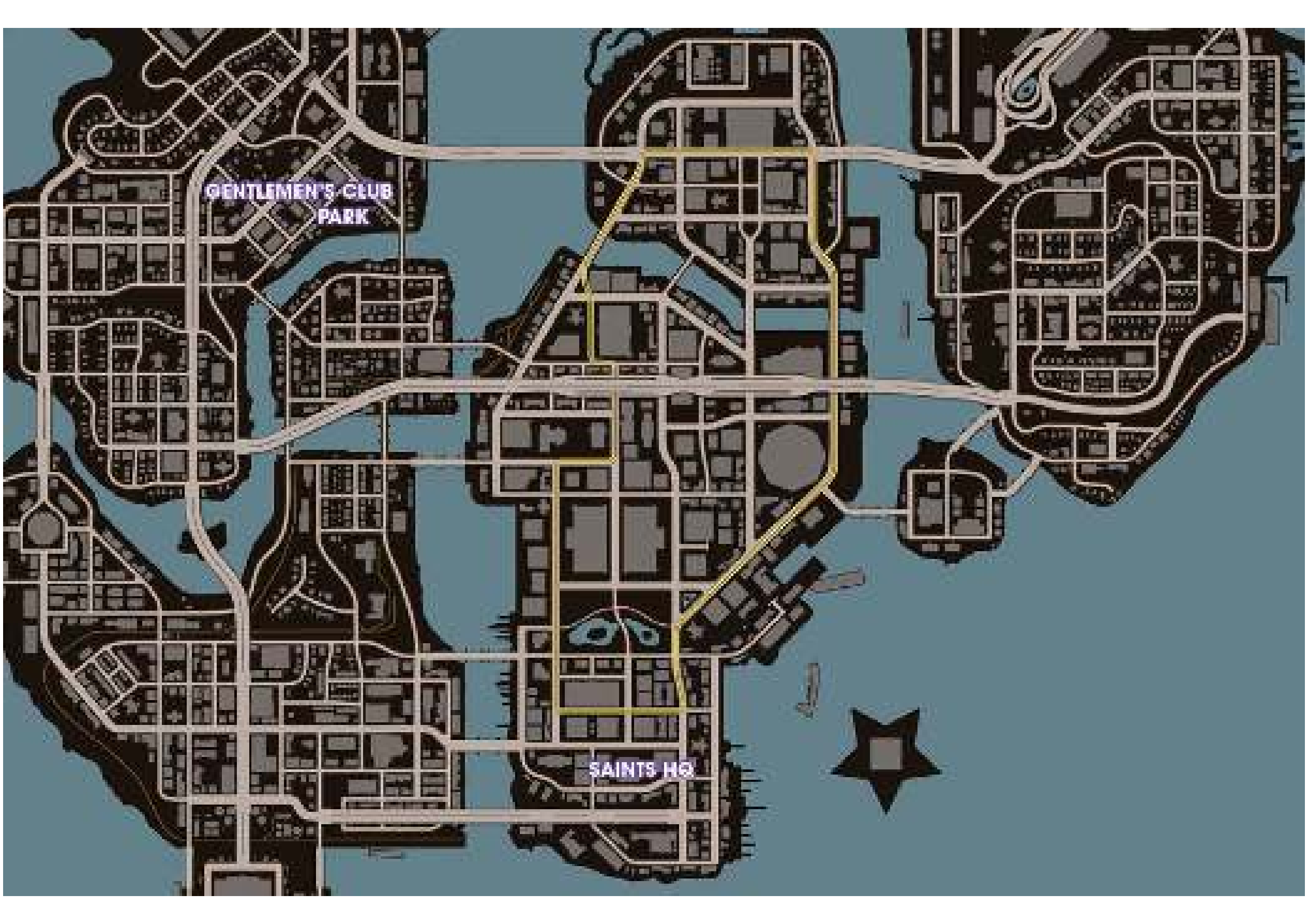
Mission 31: Gang Bang

Gang Bang

Cash Earned: $8,000

Respect Earned: 2,000

Unlocks: New Homie—Viola DeWynter


GENTLEMEN'S CLUB
PARK
SAINTS HQ

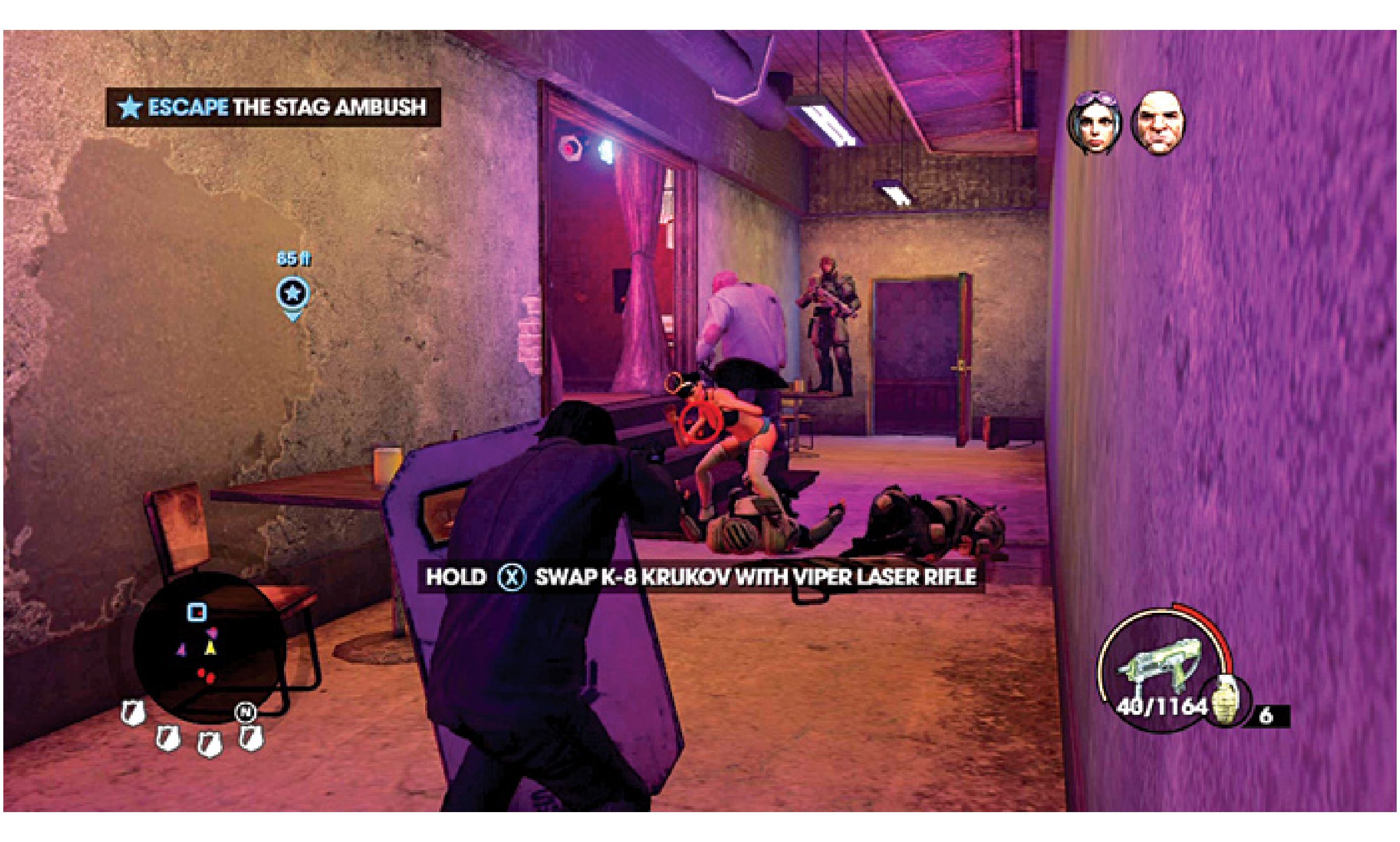
STAG's Show of Force

Now Playing: 10_in

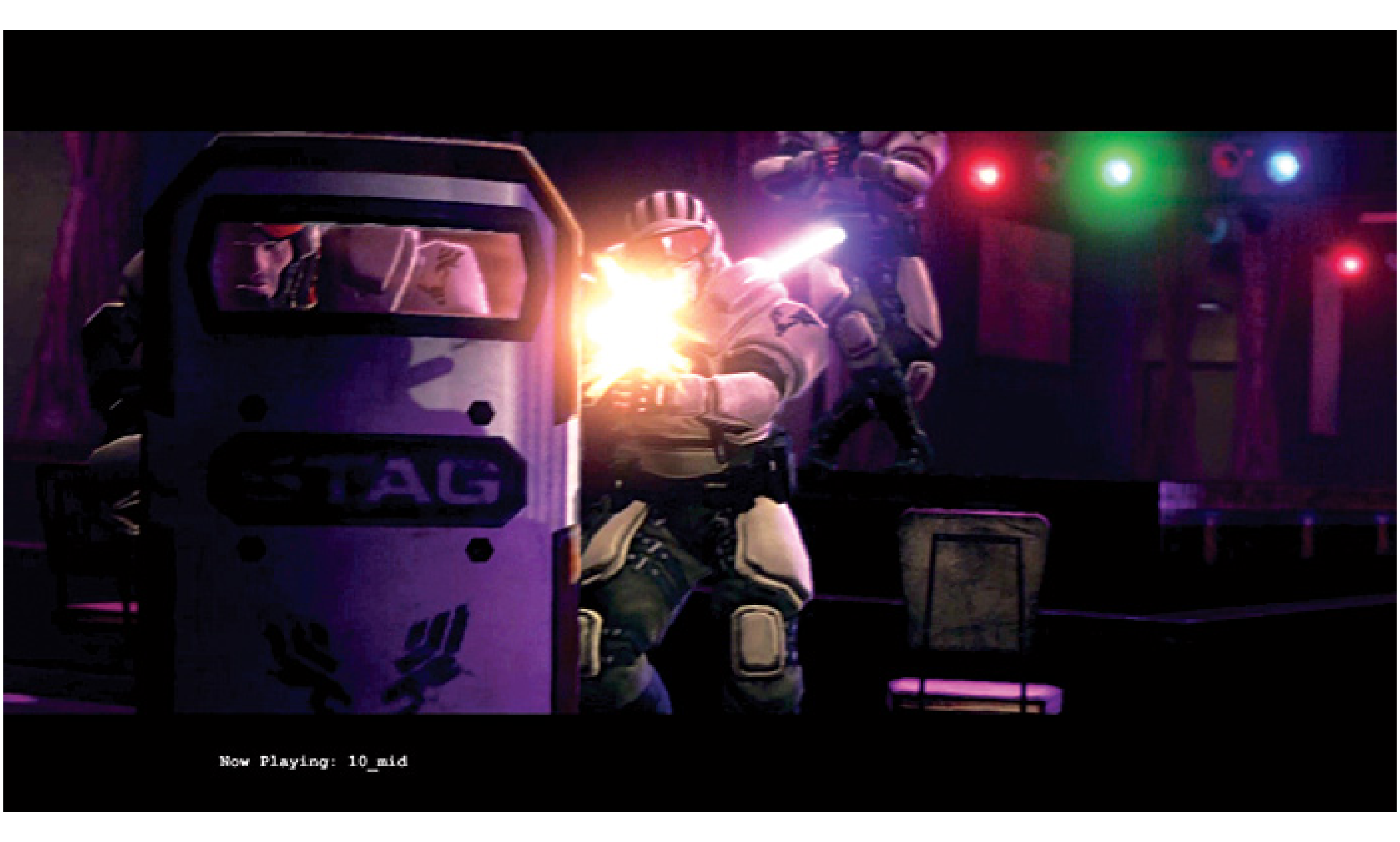
Viola's tip about the freighter filled with hos turned out to be very valuable information. She wants to meet and Oleg is invited to the gathering. He is not happy about meeting with the someone involved in harvesting his DNA to make Brute clones, but he reluctantly goes as backup.

Now Playing: 10_in

The meeting goes down in a public park amid the strumming of a guitar. Oleg agrees to play nice with his former captor just as armored STAG vehicles ransack the park and ambush the group. The trio are forced to take shelter in a nearby building that quickly fills with STAG soldiers.

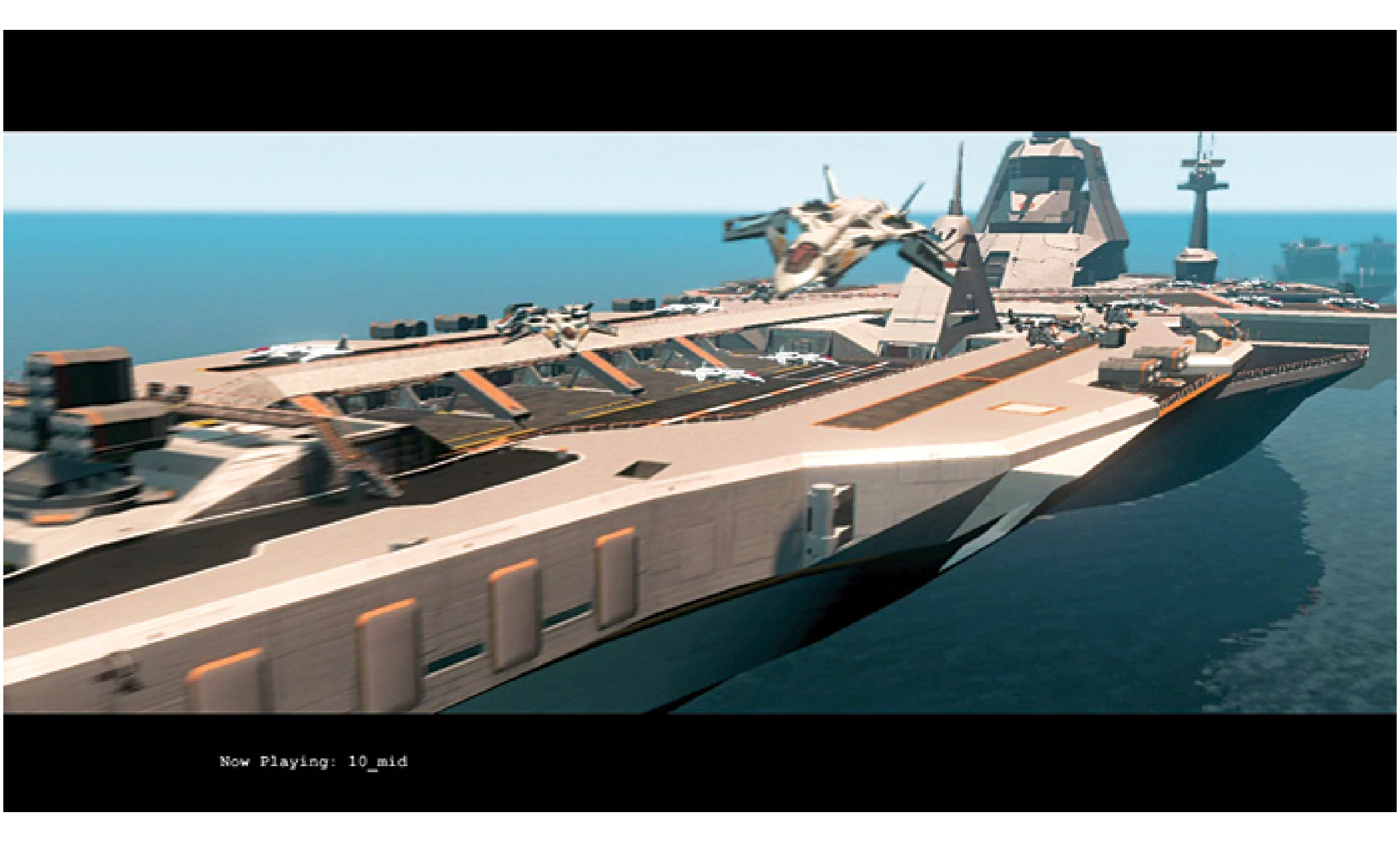

ESCAPE THE STAG AMBUSH
65 ft
HOLD Ⓧ SWAP K-8 KRUKOV WITH VIPER LASER RIFLE
40/1164
6

It's possible to run to directly to the blue marker and avoid all combat in this room.

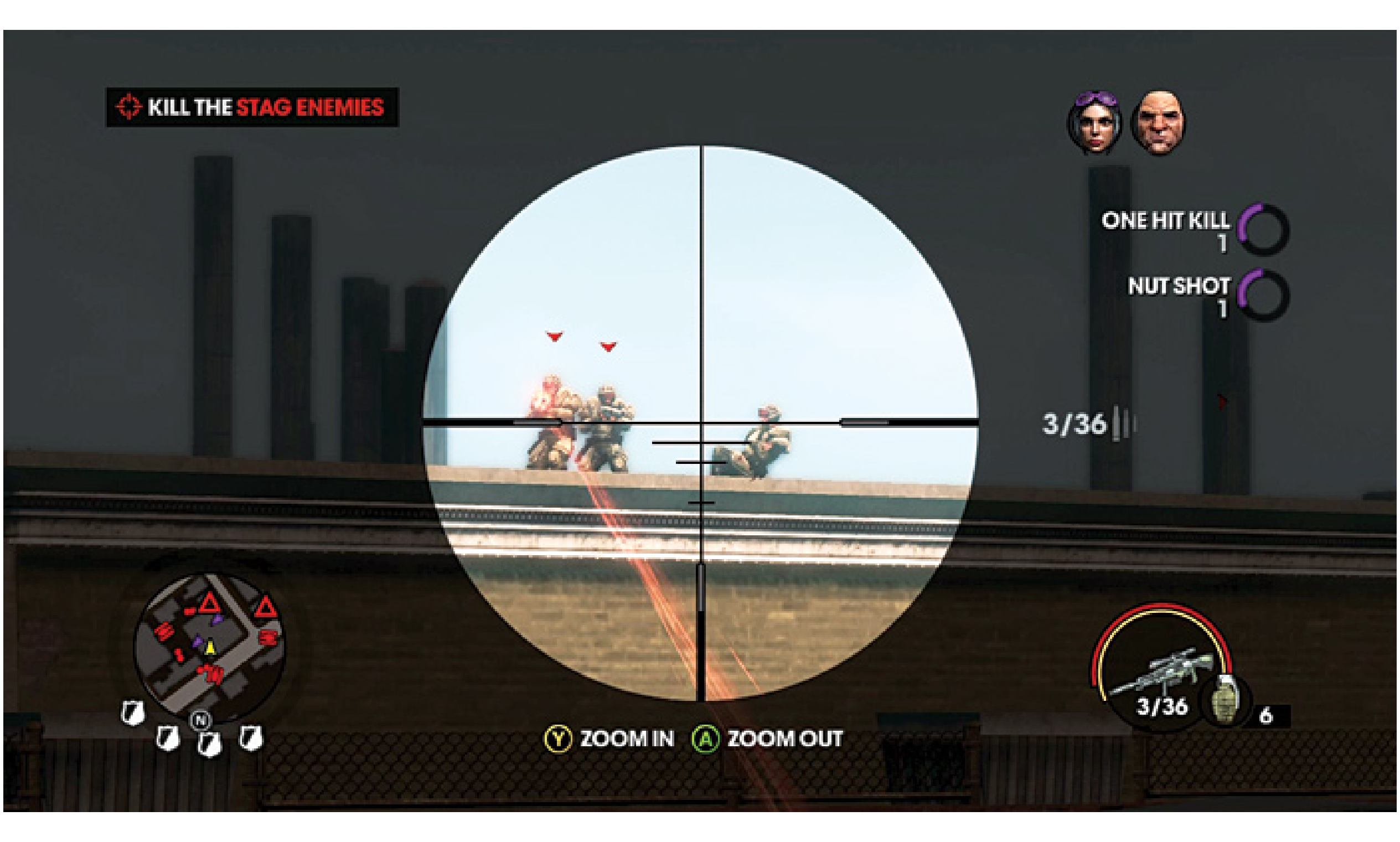

STAG
Now Playing: 10_mid

However, If you want to get familiar with the new enemy, go backstage in the long narrow corridor to keep the action confined. The STAG soldiers are armed with riot shields as well as the latest high-tech weapon, a Viper Laser Rifle. Grab one of their shields and guns to give them a taste of their own medicine. Escape the ambush as your group barely makes it out alive and races to the roof.

The Roof Is Under Fire

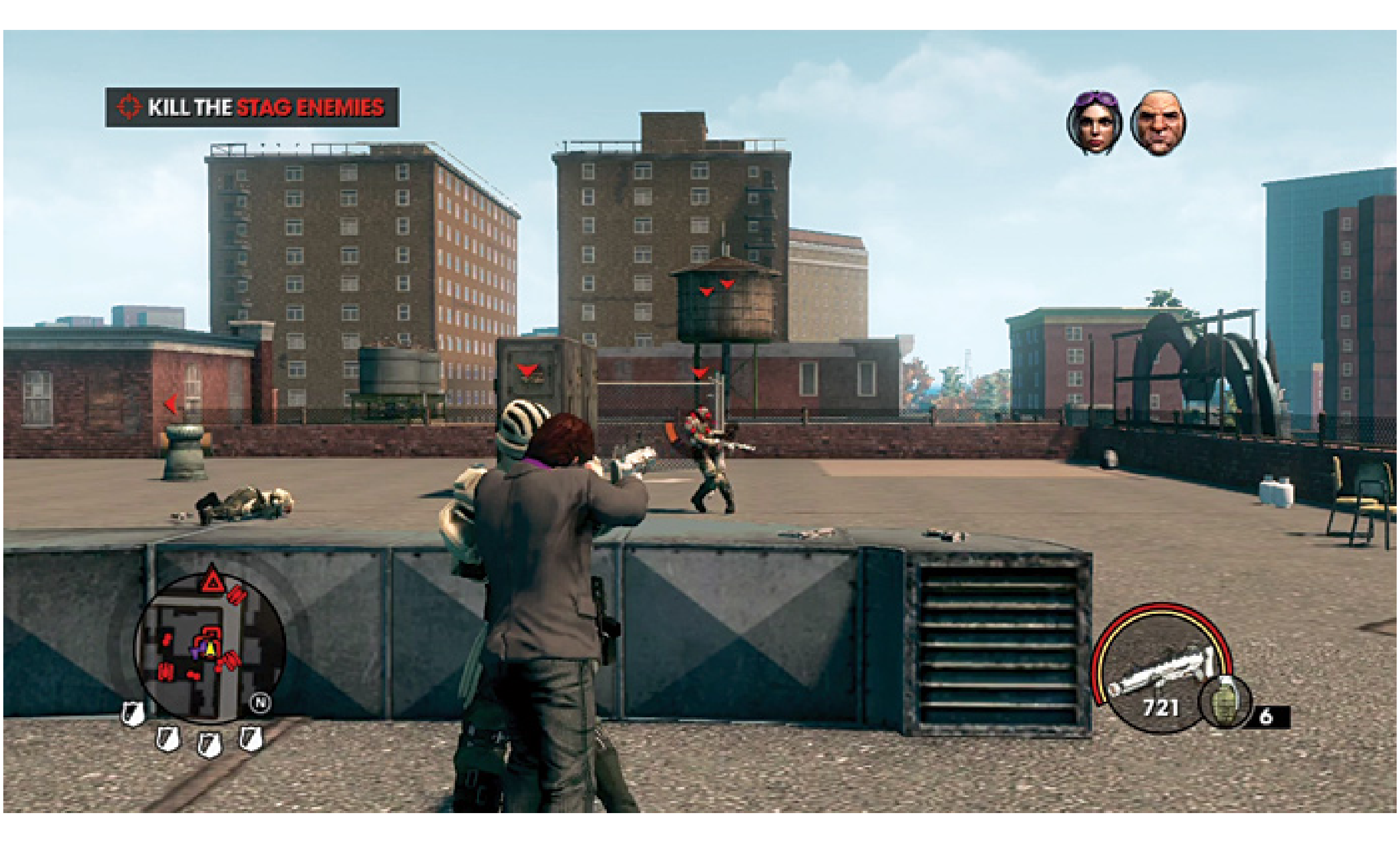

Now Playing: 10_mid

The roof might provide a short reprieve but a cinematic shows that STAG brought along a massive carrier with high-tech aircraft that you must contend with. The goal on the roof is simply to survive the onslaught of STAG while Viola fixes the power to the elevator.

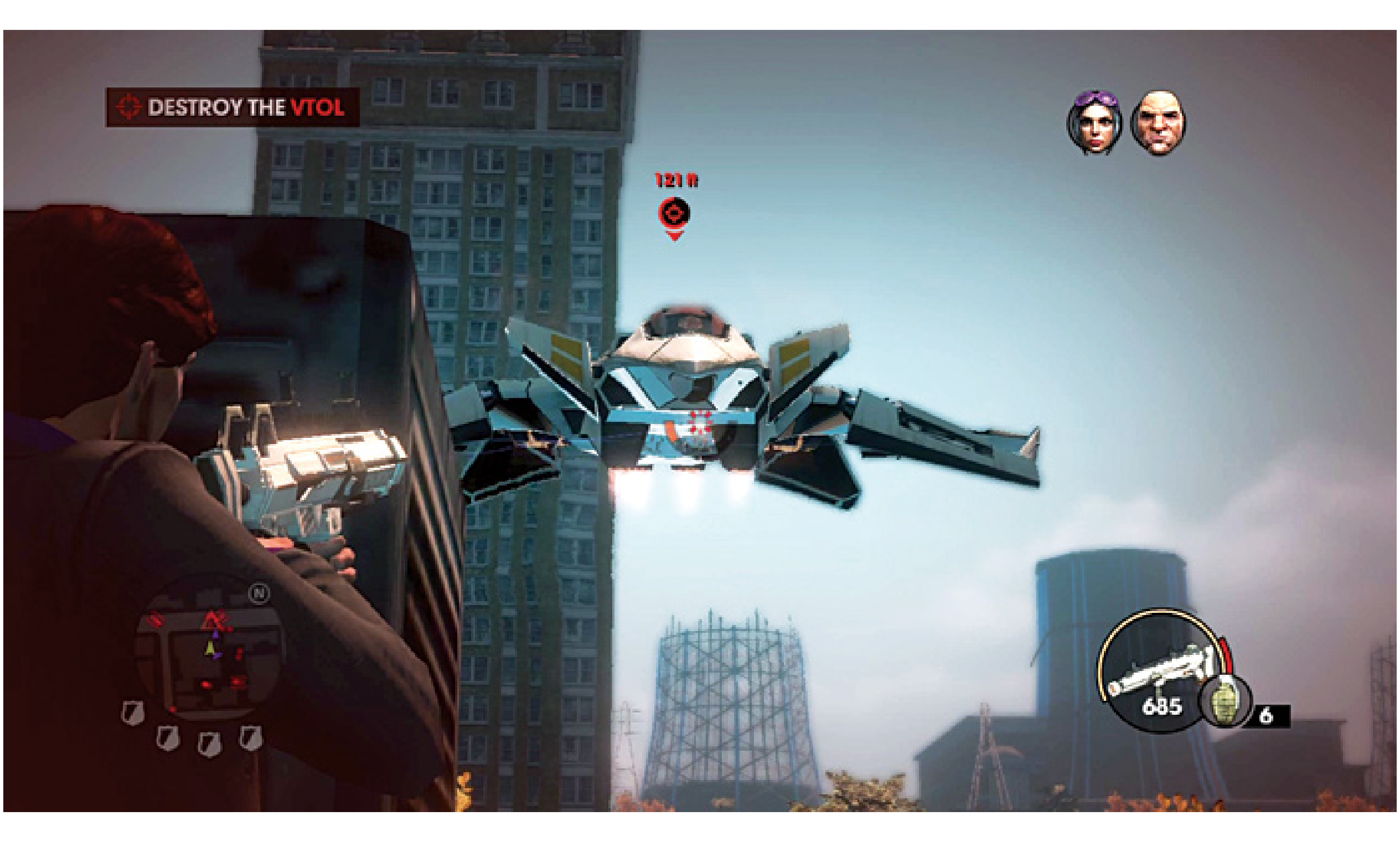

KILL THE STAG ENEMIES
ONE HIT KILL 1
NUT SHOT 1
3/36
Ⓨ ZOOM IN Ⓐ ZOOM OUT
3/36
6

Aircraft drop off a few soldiers that shouldn't be a problem for you and Oleg. If you have enough rockets for the RPG, blow the thing out of the sky. The more pressing threat probably comes from the STAG enemies off in the distance on the rooftops. If you have ammo for the sniper rifle, this is a great time to use it! Zoom in quickly and erase the enemies on the rooftops.

> **Note**
>
> Take special care to kill the snipers across the street as soon as possible.

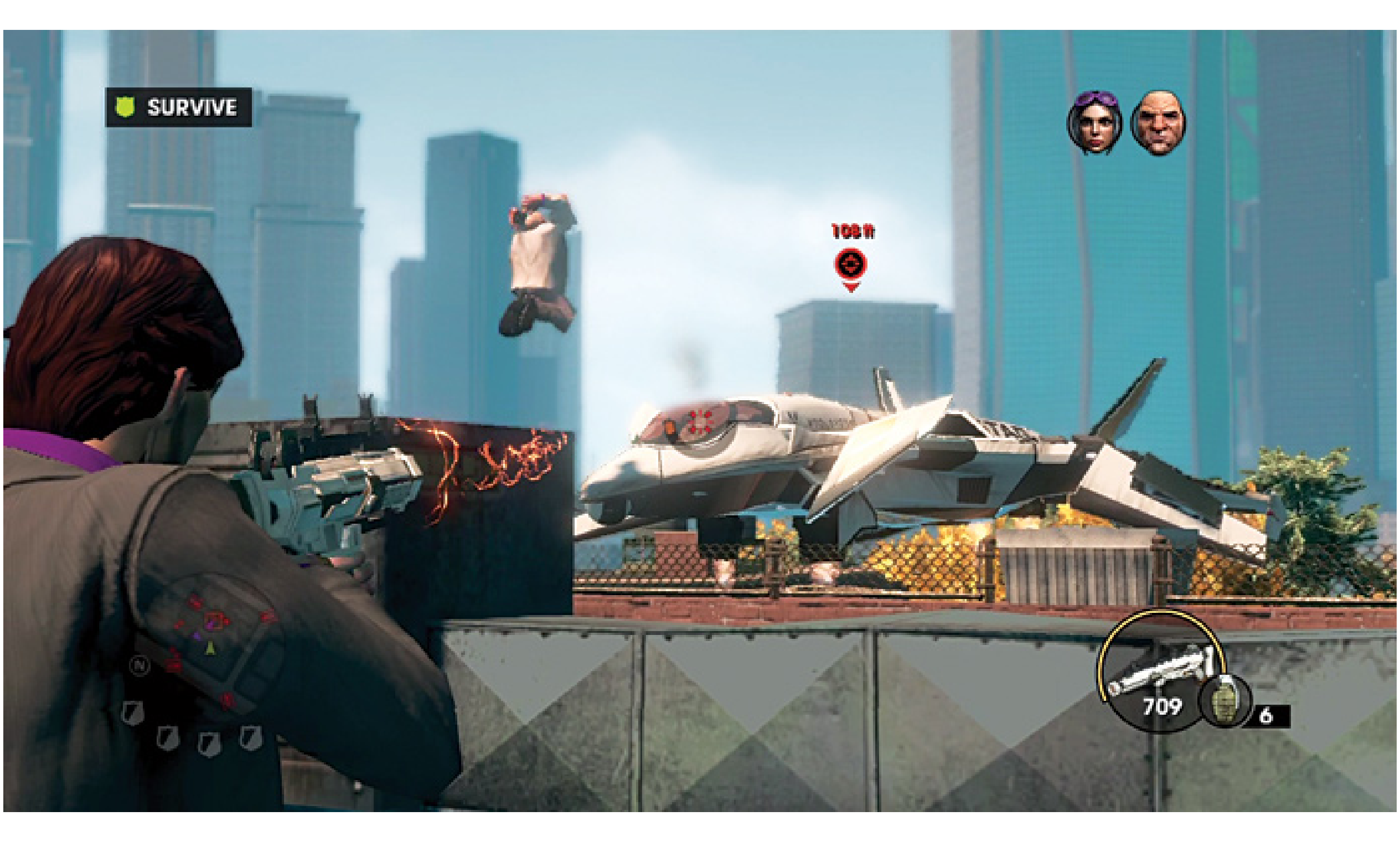

KILL THE STAG ENEMIES
721
6

Continue wiping out the enemies in the distance until you hear Oleg or Viola warn you about more incoming enemies. Grab a human shield if you take too much damage and clear off the roof before continuing to remove any of the enemies at long range.

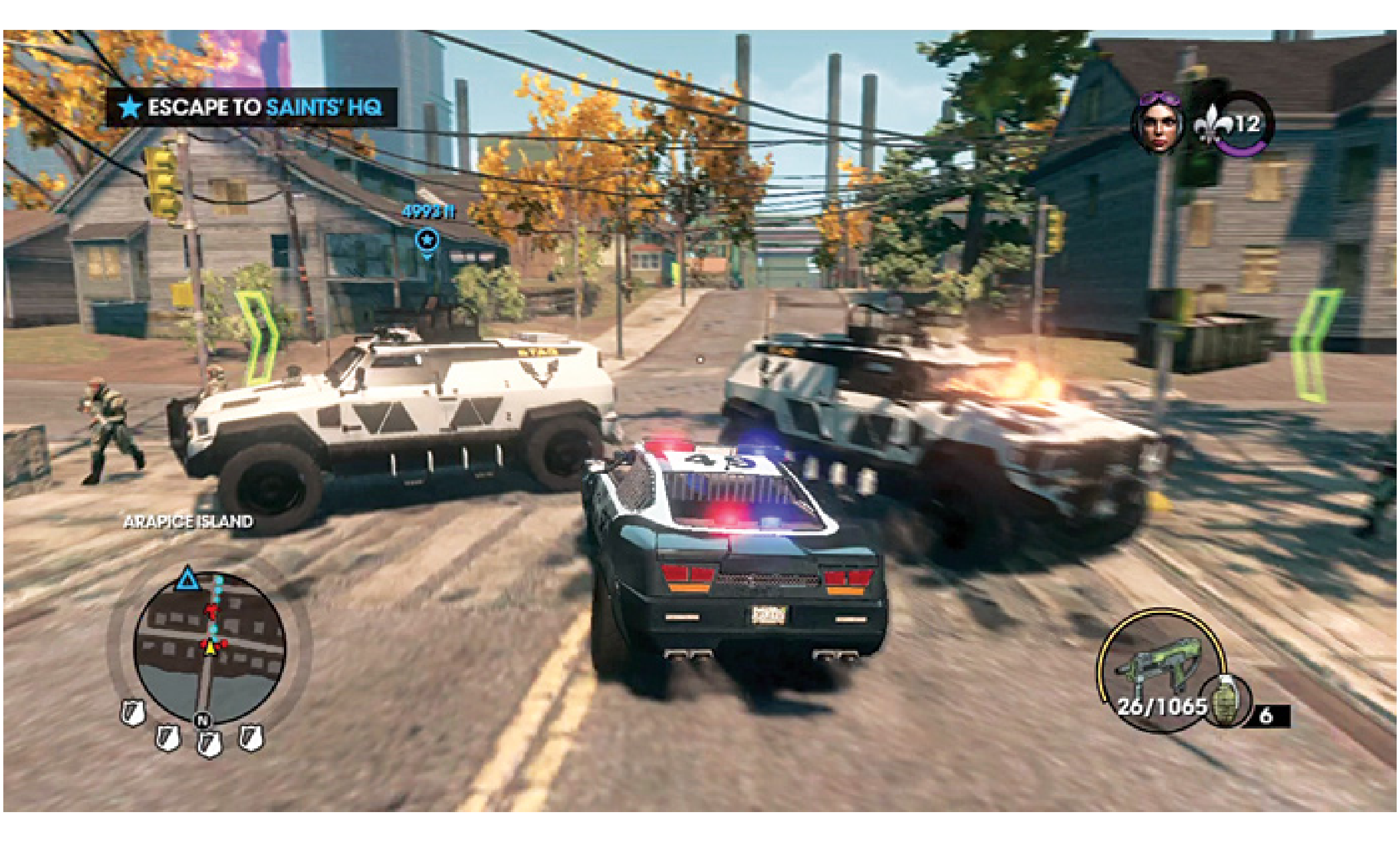

DESTROY THE VTOL
121 ft
685
6

If that wasn't enough of a show of force, STAG sends F-69 VTOL fighter jets to bump you off. Those planes have a nasty laser weapon that will rip you to shreds. Get some cover behind the large air ventilation systems and plug away at the airship for as long as you can. When it flies toward you, sprint to the opposite side and seek shelter. This would a very good time to break out the RPG and end the battle quickly. If you are out of rockets, stick with your own laser rifle and make sure it doesn't overheat.

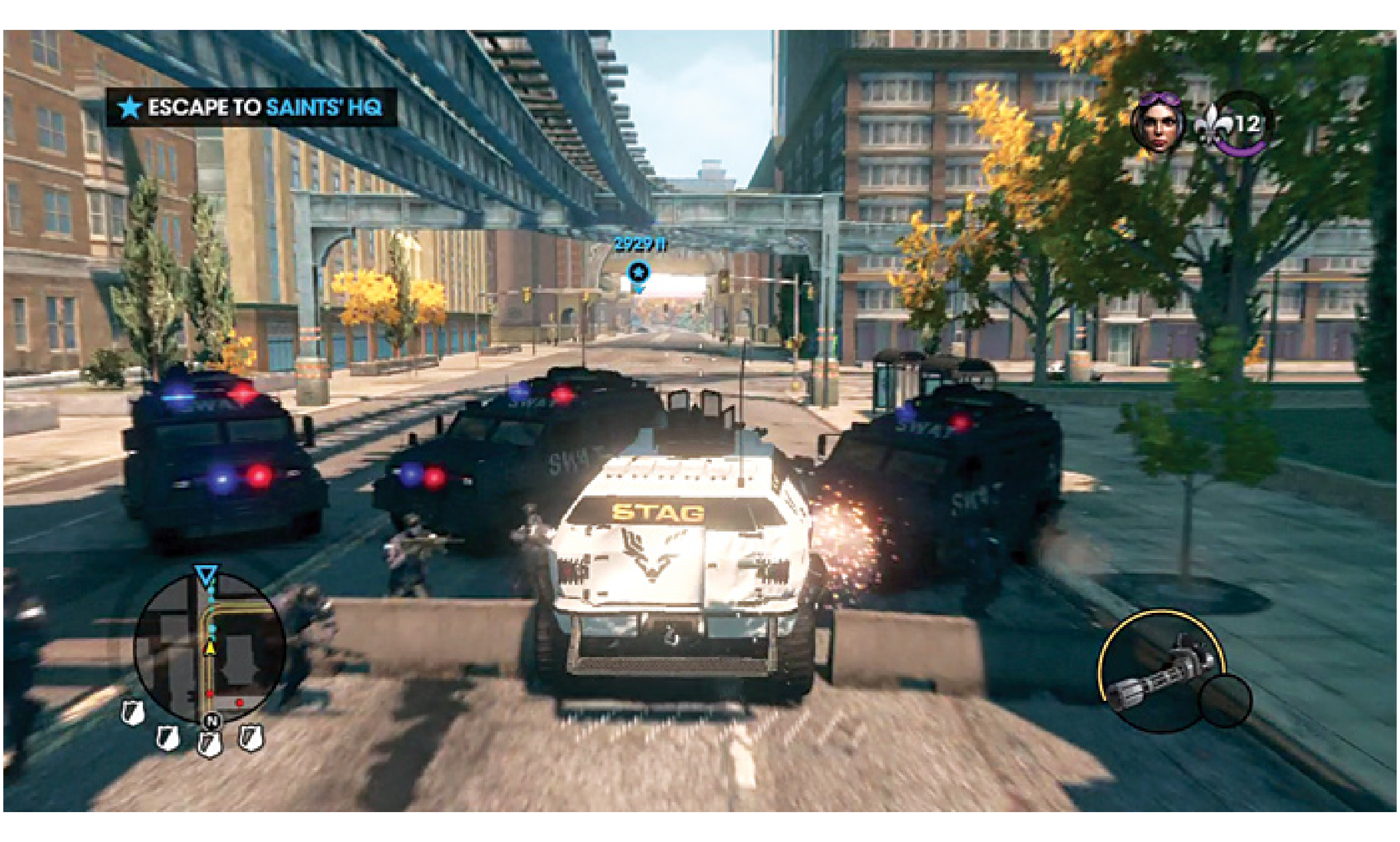
Escape the Ambush


SURVIVE
108 ft
709
6

As the F-69 VTOLs continue the assault, revive Oleg if he goes down. The big man will eventually have enough of this fight and he creates a distraction by leaping onto one of the jets. Viola has finally fixed the elevator and it's about dang time. Ride the elevator back down to the club and waste the STAG soldiers hanging around.


ESCAPE TO SAINTS' HQ
4993 ft
12
ARAPICE ISLAND
26/1065
6

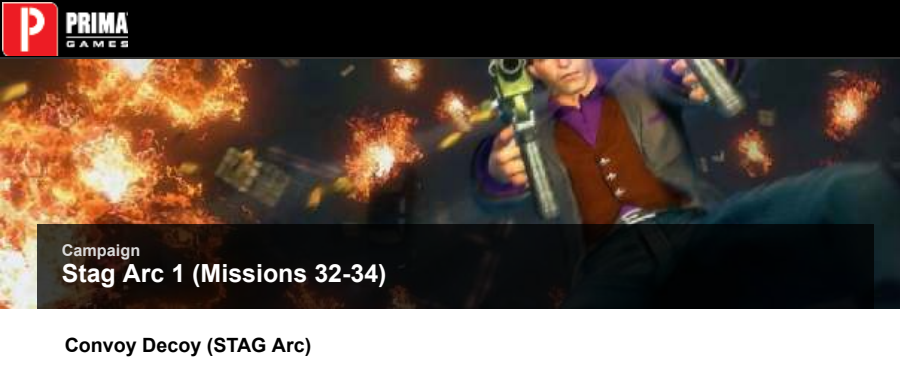
Make a break from the club and jump into the cop car to race back to the Saints' HQ. The ride is not very long but it can be difficult. Drive fast but don't get reckless because the police car can't take too much damage. STAG will set up blockades as well as swerve into you head-on.


ESCAPE TO SAINTS' HQ
2929 ft
12
STAG

If the cop car does get destroyed or if you are just gutsy enough you can try to steal a STAG vehicle and take it back to your hideout. It's pretty tough to get into the N-Forcer without getting killed, but if you make it, the truck is a lot more durable than the cop car.

Now Playing: 10_Out

The people of Steelport want answers from the obvious military take over. Nobody has declared martial law but it sure looks and feels like it. STAG's commander, Cyrus Temple, use typical fear tactics to get the people of Steelport on his side.



Campaign

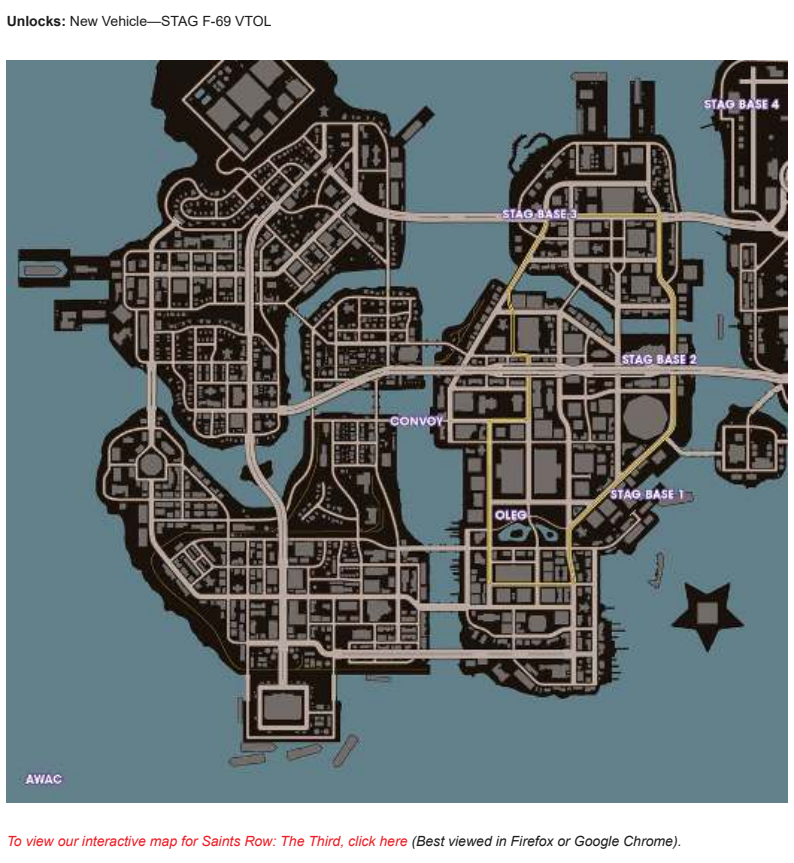
Stag Arc 1 (Missions 32-34)

Convoy Decoy (STAG Arc)

Cash Earned: $10,000

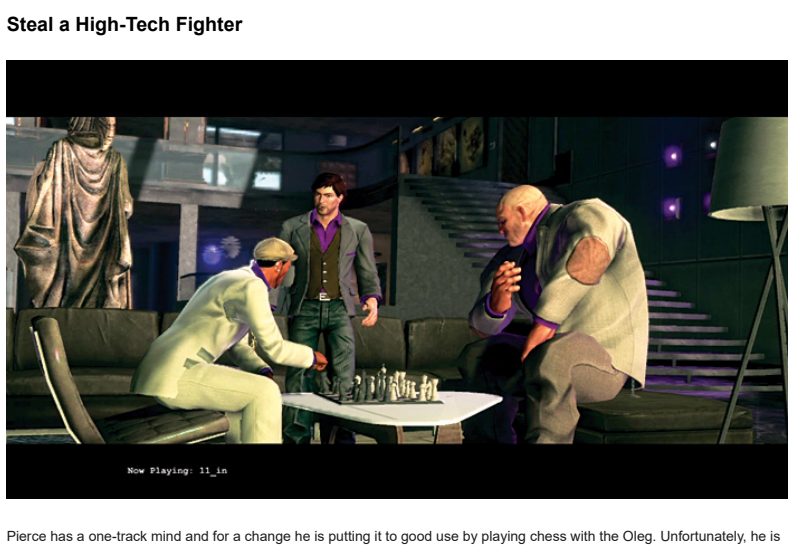
Respect Earned: 2,500

Unlocks: New Vehicle—STAG F-69 VTOL

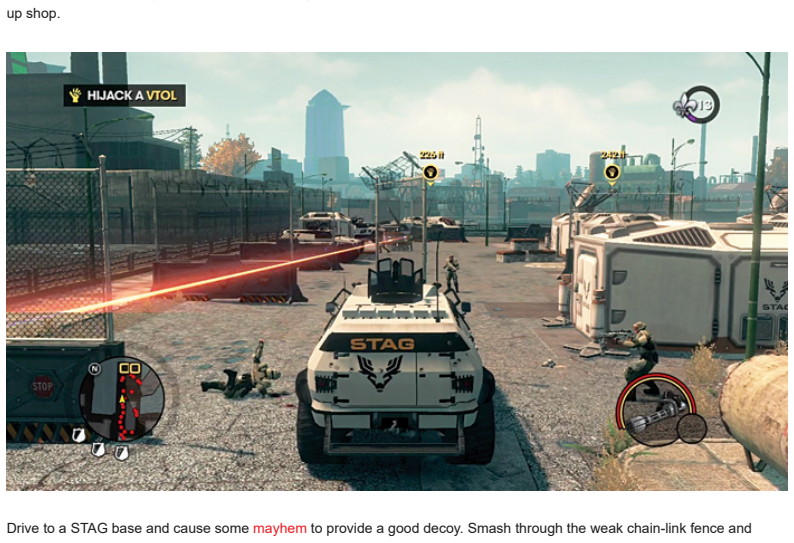

STAG BASE 4
STAG BASE 3
STAG BASE 2
CONVOY
STAG BASE 1
OLEG
AWAC

To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

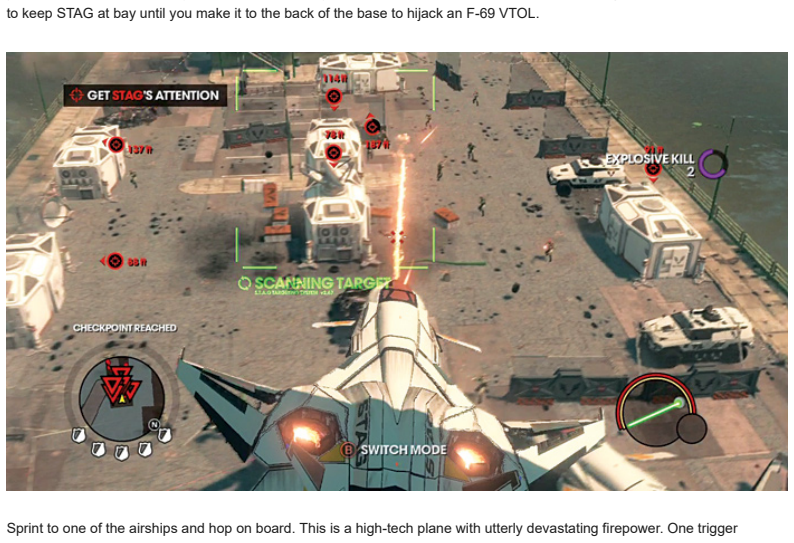
Steal a High-Tech Fighter


Now Playing: 11_in

Pierce has a one-track mind and for a change he is putting it to good use by playing chess with the Oleg. Unfortunately, he is very distracted and right now the Saints need to focus on the latest and greatest threat—STAG. The Saints need to clear out their HQ to avoid the high profile the penthouse gives them. It's time to create a distraction for STAG so that Pierce can pack up shop.


HIJACK A VTOL
STAG

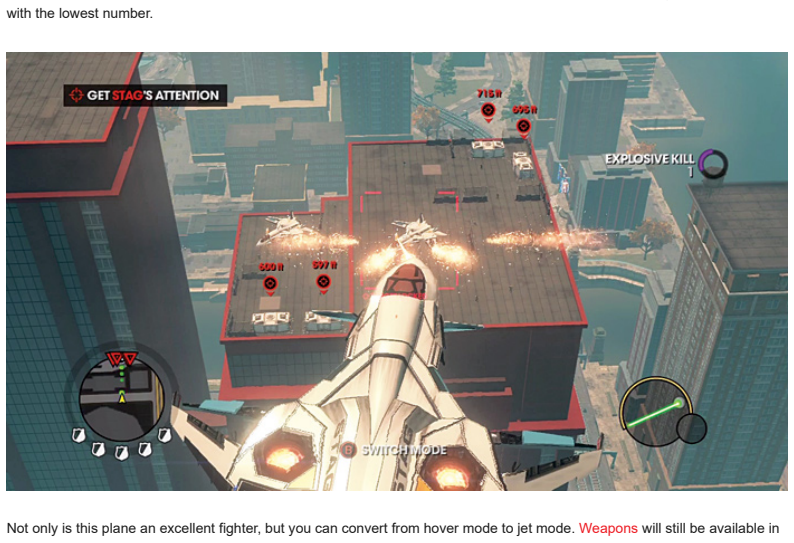
Drive to a STAG base and cause some mayhem to provide a good decoy. Smash through the weak chain-link fence and quickly trade up your vehicle for one of STAG's N-Forcers. The left side of the building looks more secluded for your infiltration but it can be tricky to navigate because of the large concrete barriers. The right side is even worse! If you are going fast enough, you can smash through one barrier but there won't be enough space and speed to knock out the others. Go slow to steer around the blockades but be careful not to stop or go too slow because the STAG soldiers can run up and boot you from their ride. Ultimately, it won't matter once you're behind the wheel because the machine gun on top should be able to keep STAG at bay until you make it to the back of the base to hijack an F-69 VTOL.


GET STAG'S ATTENTION
EXPLOSIVE KILL
2
SCANNING TARGET
CHECKPOINT REACHED
SWITCH MODE

Sprint to one of the airships and hop on board. This is a high-tech plane with utterly devastating firepower. One trigger controls the laser canon that slices through enemies like a hot knife through butter. The other trigger launches rockets that can lock onto their targets. When the trigger is pressed, a red gauge appears above the fighter and begins to fill up. The longer the trigger is held, the more rockets will be armed and ready to seek out their target. Even when the curved red bar is full, the button can still be held down to keep the rockets charged for a maximum volley when needed. Hover above the base to try out the sleek toy and take great satisfaction in destroying everything below.

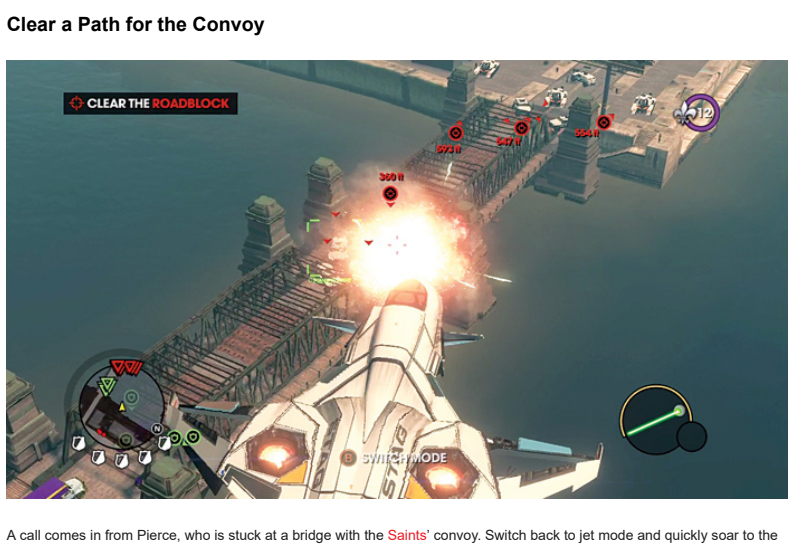
Destroy STAG Bases

The first base was easy to demolish but you still need to keep STAG occupied for a while. Blowing up their base definitely got their attention, and STAG puts the word out to all of their other bases. Luckily the plane you jacked has the locations of three other STAG bases. Get some altitude and check the map and HUD to find the closest base, as indicated by the blue marker with the lowest number.


GET STAG'S ATTENTION
EXPLOSIVE KILL
SWITCH MODE

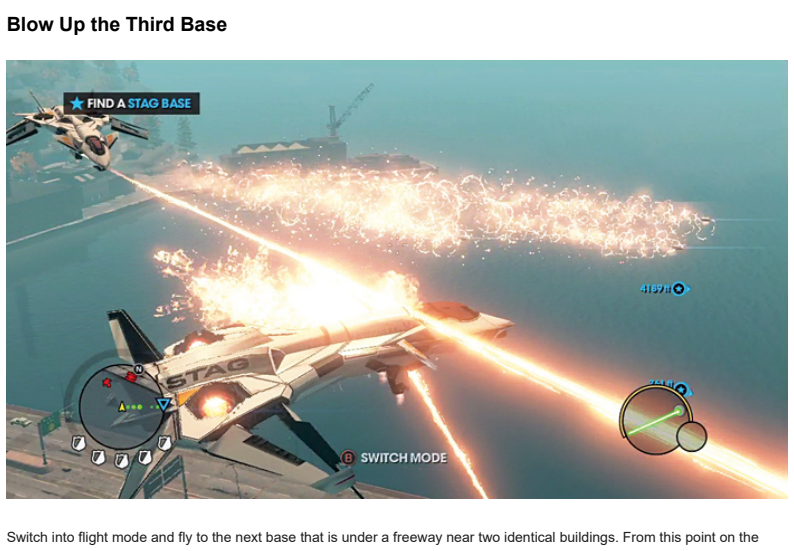
Not only is this plane an excellent fighter, but you can convert from hover mode to jet mode. Weapons will still be available in jet mode but the aircraft moves very fast and this makes it difficult to shoot small stationary targets. However, the flight mode is excellent for traveling long distances. Switch to it now and go to the first of three bases that is just north of your current position. When the red markers appear on the HUD, toggle back into hover mode and wipe out the rooftop base. There is not a lot of resistance from the base in the sky but the others will be a lot more challenging.

Clear a Path for the Convoy

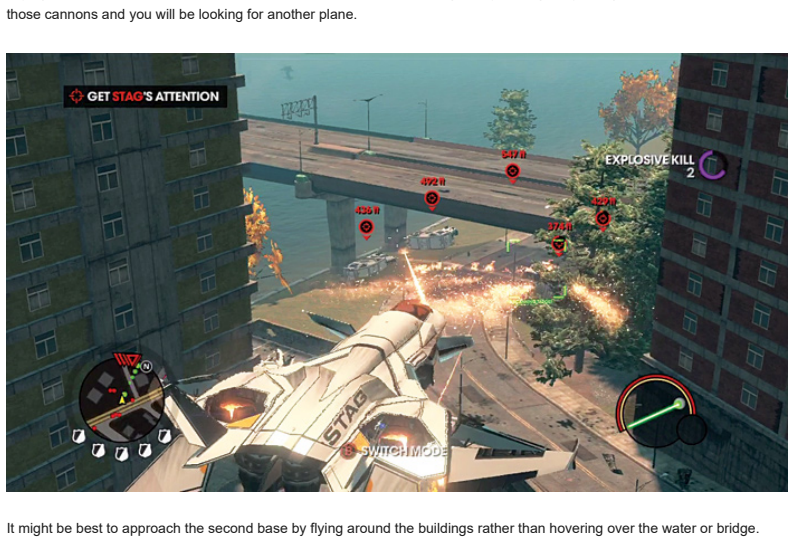

CLEAR THE ROADBLOCK
SWITCH MODE

A call comes in from Pierce, who is stuck at a bridge with the Saints' convoy. Switch back to jet mode and quickly soar to the troubled spot to clear a path for the convey. There are two sets of STAG blockades: one in the middle and one on the far side of the bridge. Approach the bridge from the same side the Saints are on and wipe out the enemies in the middle first. This will keep the other group, on the opposite side, from launching an effective offensive. When the middle is clear, turn your weapons on the second group and blow them away to open traffic for the convoy. When the blockade is gone, look out for and destroy any enemy F-69 VTOL before you take off.

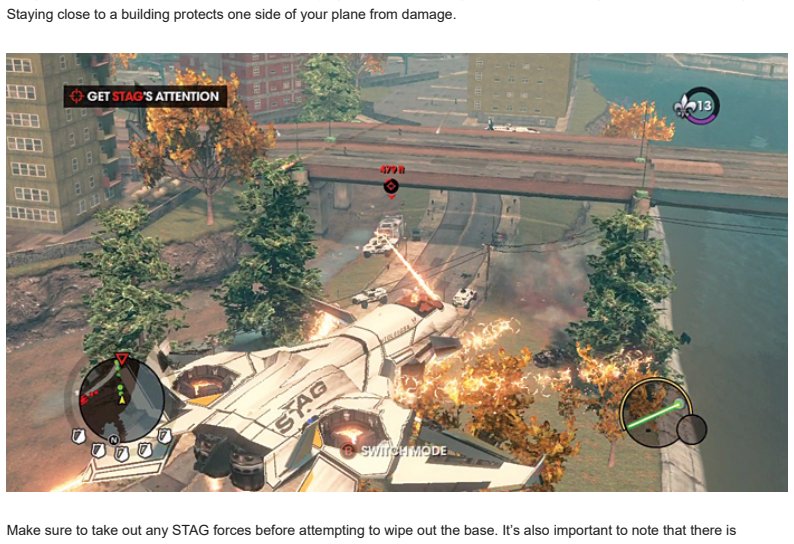
Blow Up the Third Base


FIND A STAG BASE
SWITCH MODE

Switch into flight mode and fly to the next base that is under a freeway near two identical buildings. From this point on the mission gets really tough. Planes and tanks, armed with laser canons, come out in force, along with other STAG forces. It's essential to check the minimap and look for the plane and tank icons before they cut you to ribbons. It should go without saying, but these must be eliminated as soon as possible to avoid taking heavy damage to your fighter. A few blasts from those cannons and you will be looking for another plane.

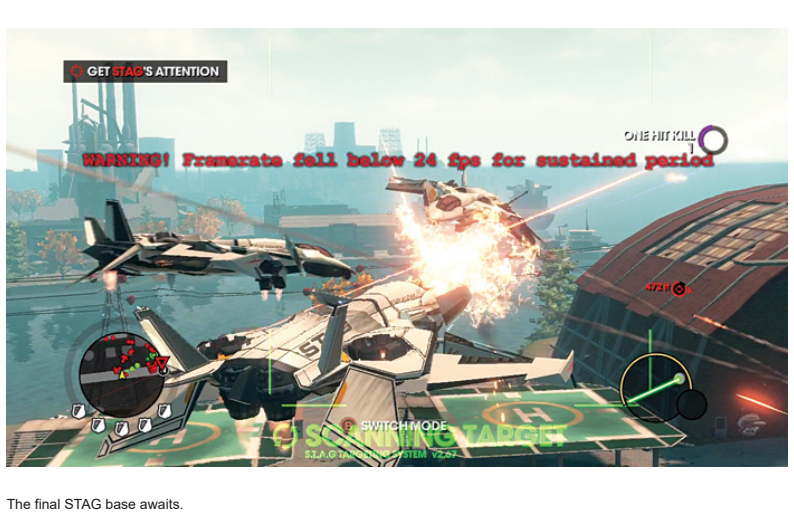

GET STAG'S ATTENTION
EXPLOSIVE KILL
2
SWITCH MODE

It might be best to approach the second base by flying around the buildings rather than hovering over the water or bridge. Staying close to a building protects one side of your plane from damage.

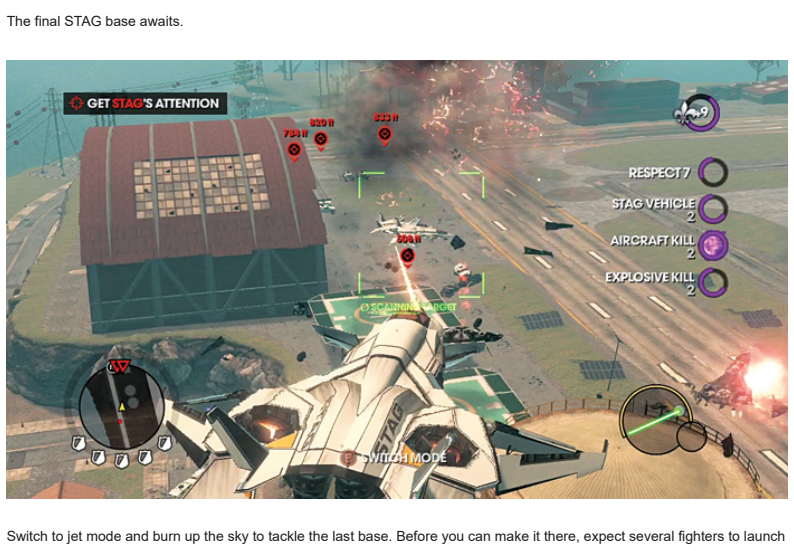

GET STAG'S ATTENTION
SWITCH MODE

Make sure to take out any STAG forces before attempting to wipe out the base. It's also important to note that there is grounded F-69 VTOL next to one of the twin buildings, if your plane takes too much damage. Destroy everything you can from this spot and hover to the other side of the freeway to blast any remaining structures.

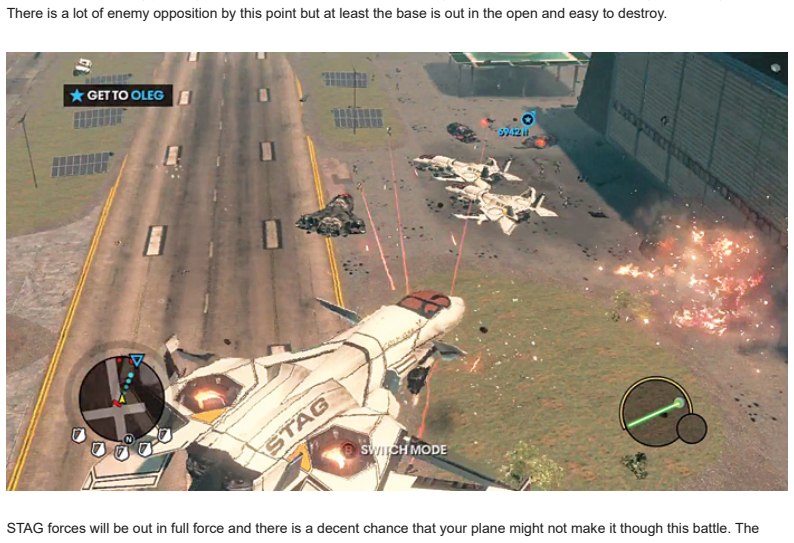
Eliminate the Fourth Base


GET STAG'S ATTENTION
ONE HIT KILL
WARNING! Framerate fell below 24 fps for sustained period
SWITCH MODE
SCANNING TARGET

The final STAG base awaits.


GET STAG'S ATTENTION
RESPECT 7
STAG VEHICLE
AIRCRAFT KILL
2
EXPLOSIVE KILL
2
SWITCH MODE

Switch to jet mode and burn up the sky to tackle the last base. Before you can make it there, expect several fighters to launch an aerial attack. Swing your sights around to track the planes and bring them down before concentrating on the targets below. There is a lot of enemy opposition by this point but at least the base is out in the open and easy to destroy.

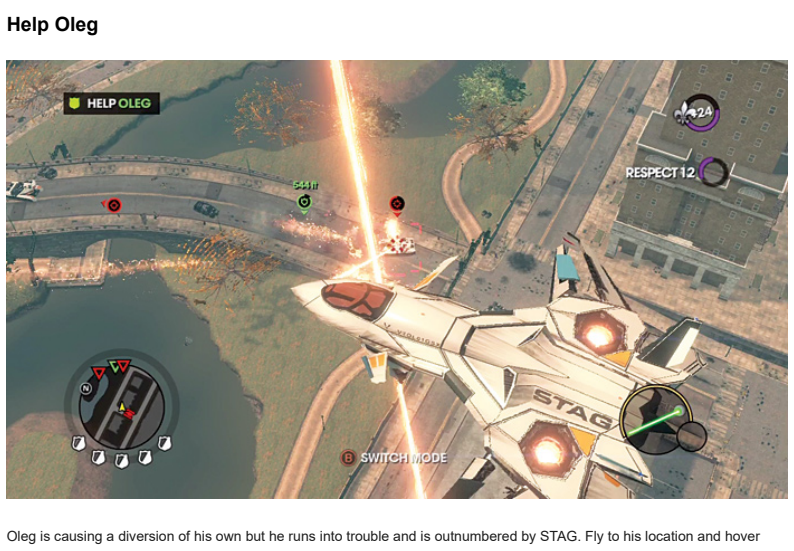

GET TO OLEG
SWITCH MODE

STAG forces will be out in full force and there is a decent chance that your plane might not make it though this battle. The good news is that there is a pair of fighters on the ground. If your plane is in terrible shape, deal as much damage as possible and parachute down to grab a new one.

"Tip"

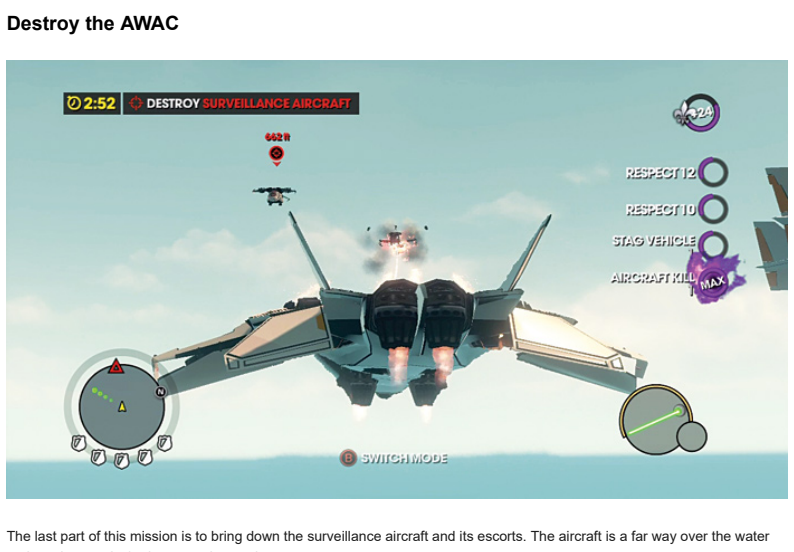
Even if your fighter is in lousy shape, focus on clearing the base because it will trigger a new checkpoint and you will get a new plane if you crash.

Help Oleg

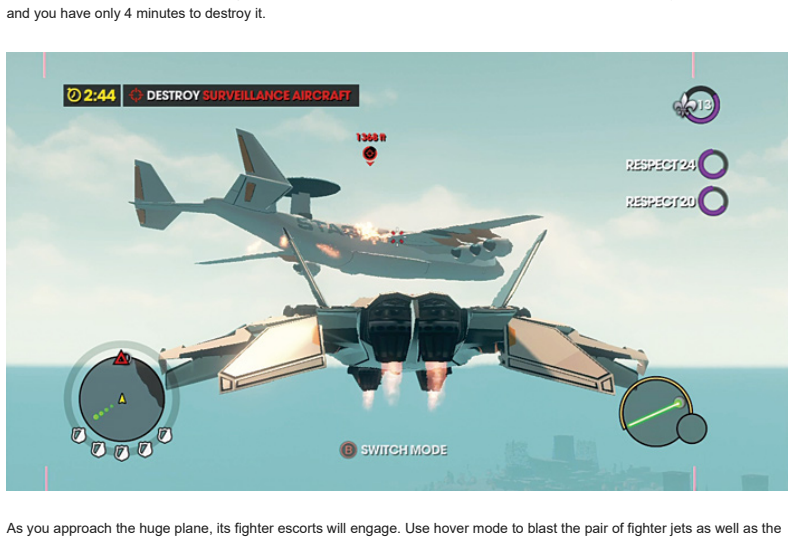

HELP OLEG
RESPECT 12
SWITCH MODE

Oleg is causing a diversion of his own but he runs into trouble and is outnumbered by STAG. Fly to his location and hover above him to provide some protection. Tanks approach from all sides so stay high enough in the air to get a good view of all them. Try to pick off the enemies early, before they get too close to Oleg, to avoid any collateral damage to your friend. Oleg is not the only target in this scenario. More fighters and tanks arrive to hassle you while you're attempting to clear a path for your homie. It's okay to turn your attention to any direct assailants because Oleg is pretty tough and has plenty of health.

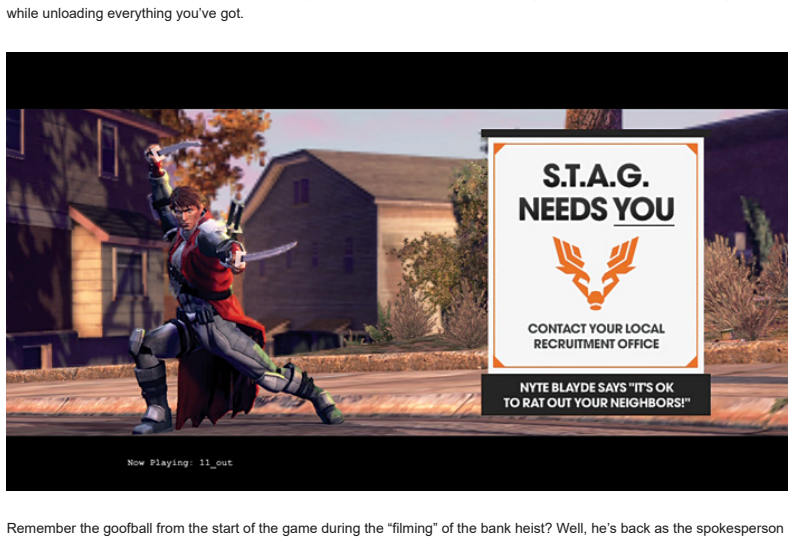
Destroy the AWAC


2:52
DESTROY SURVEILLANCE AIRCRAFT
RESPECT 12
RESPECT 12
STAG VEHICLE
AIRCRAFT KILL
MAX
SWITCH MODE

The last part of this mission is to bring down the surveillance aircraft and its escorts. The aircraft is a far way over the water and you have only 4 minutes to destroy it.


2:44
DESTROY SURVEILLANCE AIRCRAFT
RESPECT 24
RESPECT 20
SWITCH MODE

As you approach the huge plane, its fighter escorts will engage. Use hover mode to blast the pair of fighter jets as well as the support choppers. Without any protection the large aircraft is dead meat. Switch to flight mode to chase down the big plane while unloading everything you've got.


S.T.A.G.
NEEDS YOU
CONTACT YOUR LOCAL RECRUITMENT OFFICE
NYTE BLAYDE SAYS "IT'S OK TO RAT OUT YOUR NEIGHBORS!"
Now Playing: 11_out

Remember the goofball from the start of the game during the "filming" of the bank heist? Well, he's back as the spokesperson for STAG. That's right, Joshua Birk, the egotistical star of a campy vampire series, has teamed up with STAG to create a public service announcement. Don't worry; you'll get a chance to pay him back really soon. The new mascot for the STAG initiative is under the protection and responsibility of Commander Temple.

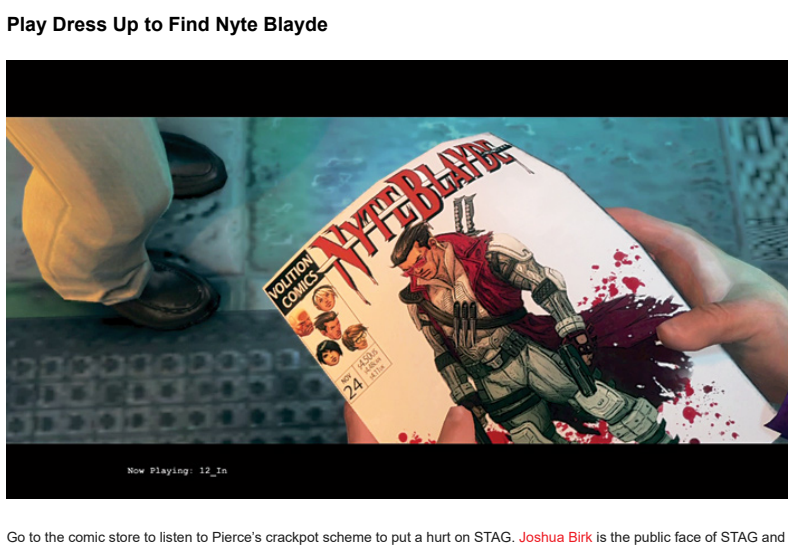
Nyte Blayde's Return (STAG Arc)

Cash Earned: $10,000

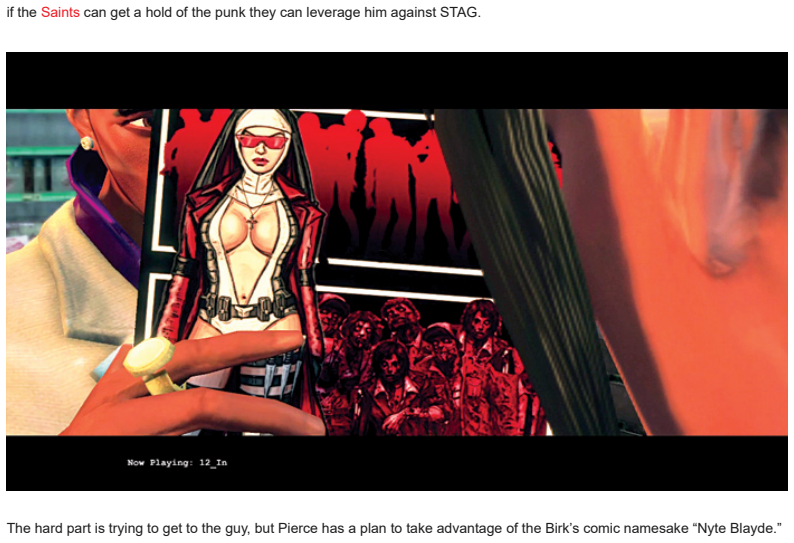
Respect Earned: 2,500

Unlocks: New Outfit—Cardinal Outfit

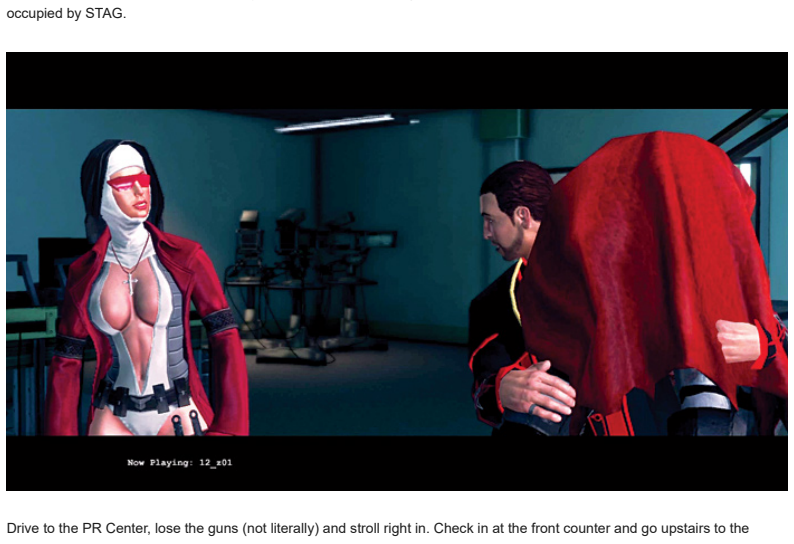
Play Dress Up to Find Nyte Blayde


VOLITION COMICS
NYTE BLAYDE
Now Playing: 12_In

Go to the comic store to listen to Pierce's crackpot scheme to put a hurt on STAG. Joshua Birk is the public face of STAG and if the Saints can get a hold of the punk they can leverage him against STAG.

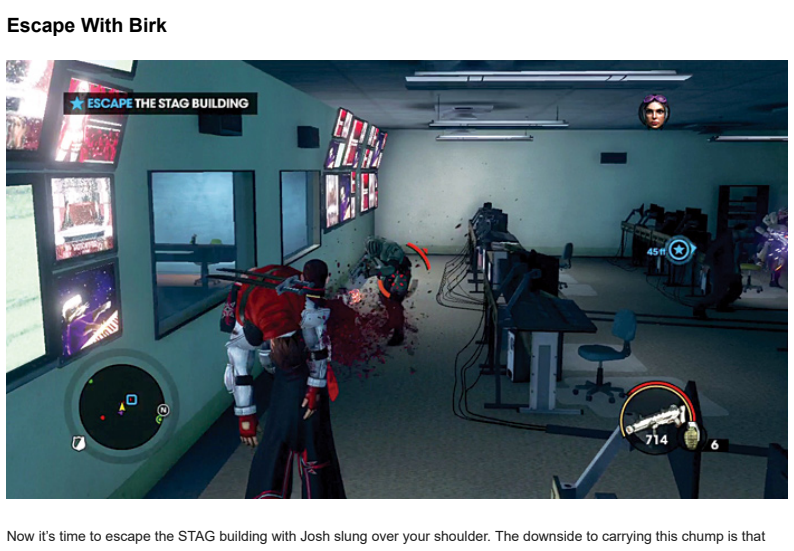

Now Playing: 12_In

The hard part is trying to get to the guy, but Pierce has a plan to take advantage of the Birk's comic namesake "Nyte Blayde." Dressed as characters from the comic, you and Viola use the disguises to sneak into the PR Center, which happens to be occupied by STAG.

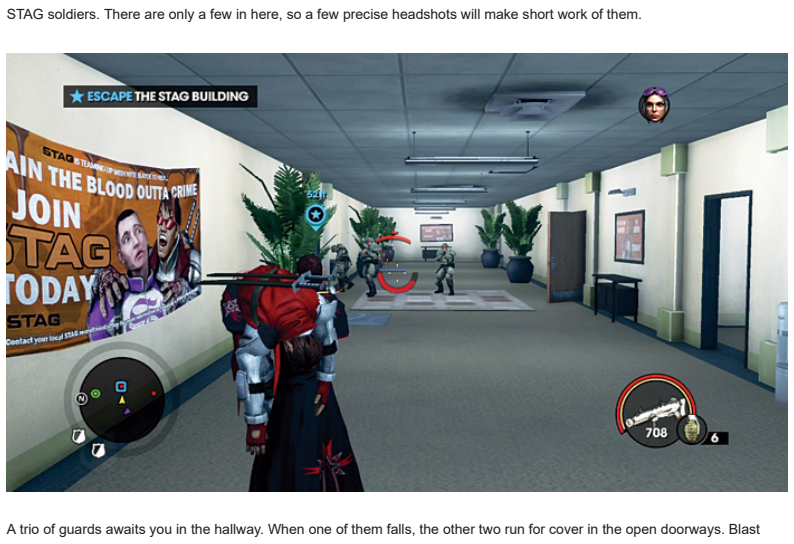

Now Playing: 12_s01

Drive to the PR Center, lose the guns (not literally) and stroll right in. Check in at the front counter and go upstairs to the second-floor elevator. Locate the "Nyte Blayde" photo shoot with the help of the on-screen indicators and punch Joshua Birk right in the face. That guy has a weak chin, but it will be a lot easier to carry him than listen to him.

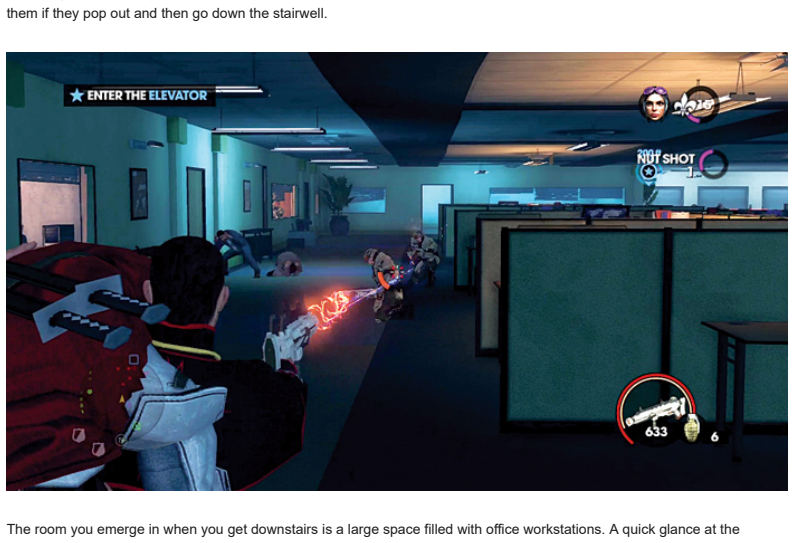
Escape With Birk


ESCAPE THE STAG BUILDING
714
6

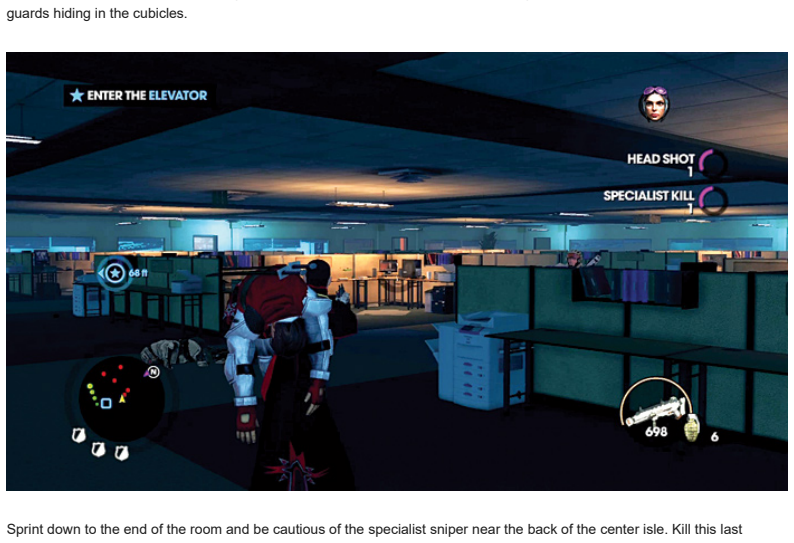
Now it's time to escape the STAG building with Josh slung over your shoulder. The downside to carrying this chump is that you won't be able to use thrown explosives. The adjacent room is filled with monitors and computer terminals, as well as STAG soldiers. There are only a few in here, so a few precise headshots will make short work of them.


ESCAPE THE STAG BUILDING
AIN THE BLOOD OUTTA CRIME
JOIN
STAG
TODAY
708
6

A trio of guards awaits you in the hallway. When one of them falls, the other two run for cover in the open doorways. Blast them if they pop out and then go down the stairwell.

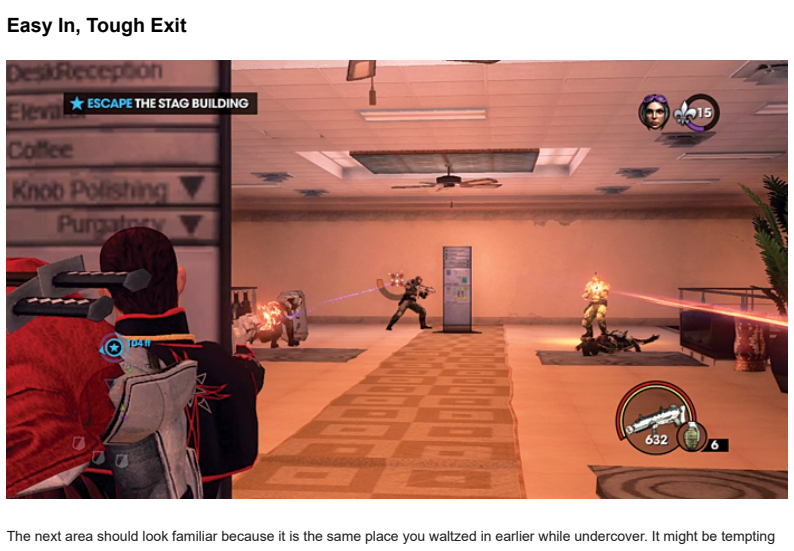

ENTER THE ELEVATOR
HOT SHOT
633
6

The room you emerge in when you get downstairs is a large space filled with office workstations. A quick glance at the minimap should alert you that there are a lot of soldiers in this room. Don't let the guards surround you and don't attempt to walk down the center aisle. Instead, go to the left and wipe out the enemies standing in the open. Also be on the look out for guards hiding in the cubicles.

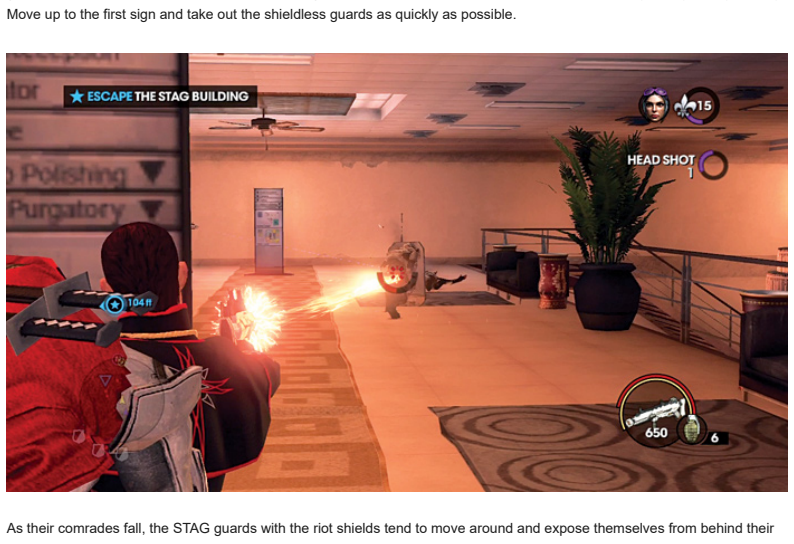

ENTER THE ELEVATOR
HEAD SHOT
SPECIALIST KILL
698
6

Sprint down to the end of the room and be cautious of the specialist sniper near the back of the center isle. Kill this last enemy and ignore the rest while making a dash for the elevators.

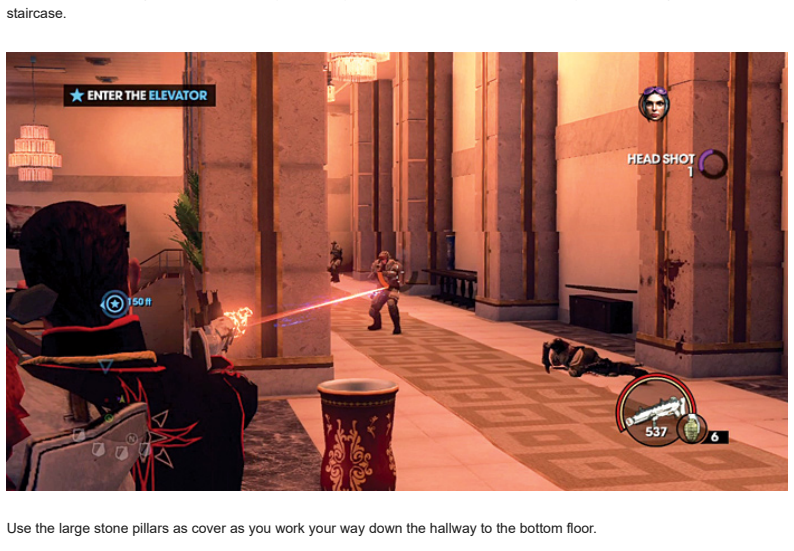
Easy In, Tough Exit


ESCAPE THE STAG BUILDING
Desk/Reception
Elevator
Coffee
Knob Polishing
Purgatory
632
6

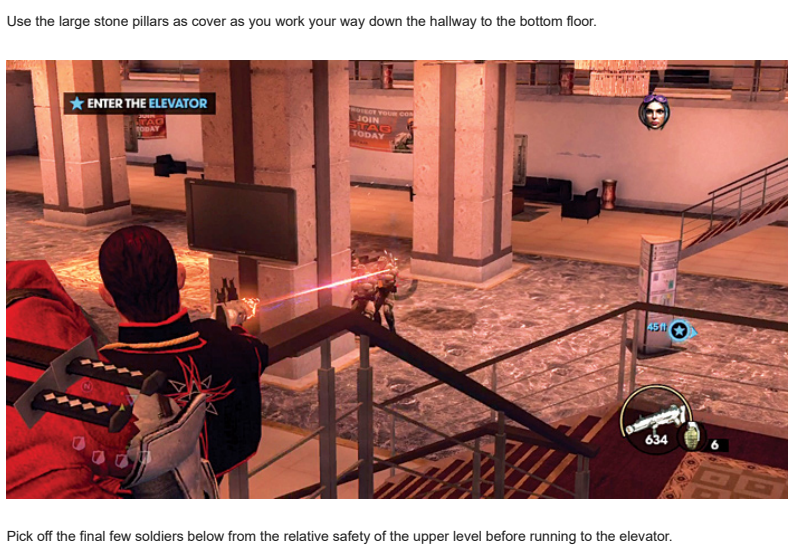
The next area should look familiar because it is the same place you waltzed in earlier while undercover. It might be tempting to stay far away and keep your back to the elevator, but at long range it can be difficult to drop the soldiers quickly. Also, guards with riot shields start to appear and it is a good idea to have some space to retreat to when they slowly walk your way. Move up to the first sign and take out the shieldless guards as quickly as possible.


ESCAPE THE STAG BUILDING
HEAD SHOT
650
6

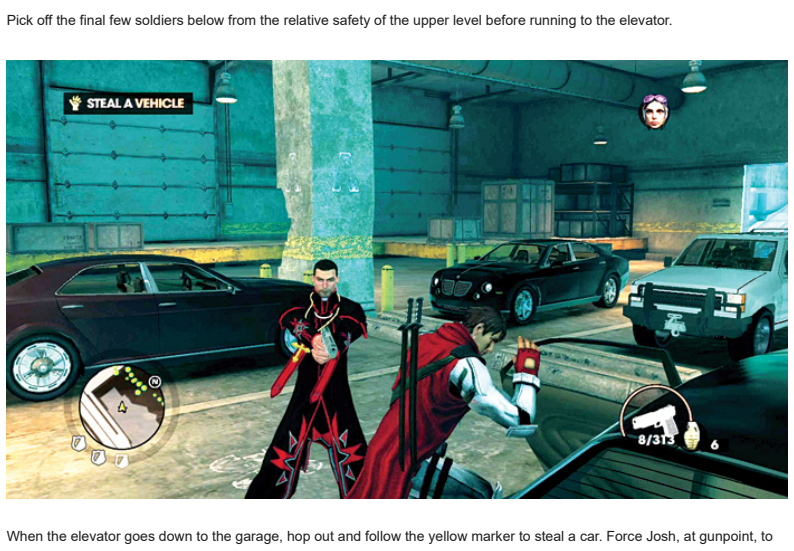
As their comrades fall, the STAG guards with the riot shields tend to move around and expose themselves from behind their shields. Take advantage of their vulnerability when they are exposed. When the initial enemy rush is over, go down the left staircase.


ENTER THE ELEVATOR
HEAD SHOT
537
6

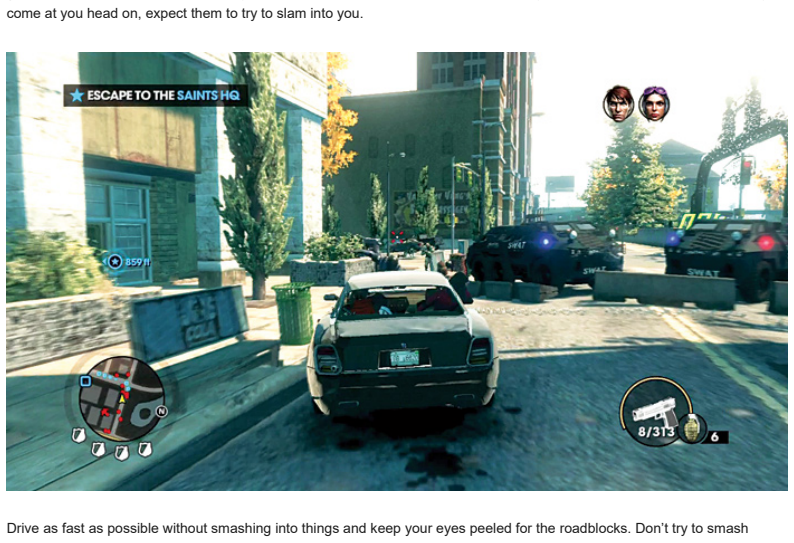
Use the large stone pillars as cover as you work your way down the hallway to the bottom floor.


ENTER THE ELEVATOR
634
6

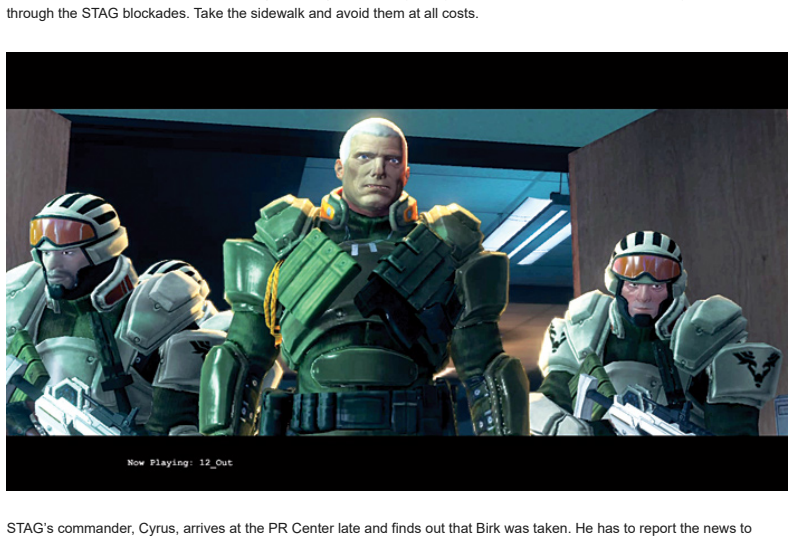
Pick off the final few soldiers below from the relative safety of the upper level before running to the elevator.


STEAL A VEHICLE
8/373
6

When the elevator goes down to the garage, hop out and follow the yellow marker to steal a car. Force Josh, at gunpoint, to get into the vehicle and drive like crazy out of the PR Center. STAG forces will hound your car the entire trip and when they come at you head on, expect them to try to slam into you.


ESCAPE TO THE SAINTS HQ
8/373
6

Drive as fast as possible without smashing into things and keep your eyes peeled for the roadblocks. Don't try to smash through the STAG blockades. Take the sidewalk and avoid them at all costs.


Now Playing: 12_Out

STAG's commander, Cyrus, arrives at the PR Center late and finds out that Birk was taken. He has to report the news to Senator Hughes. She demands that he get Birk back immediately.

STAG Party (STAG Arc)

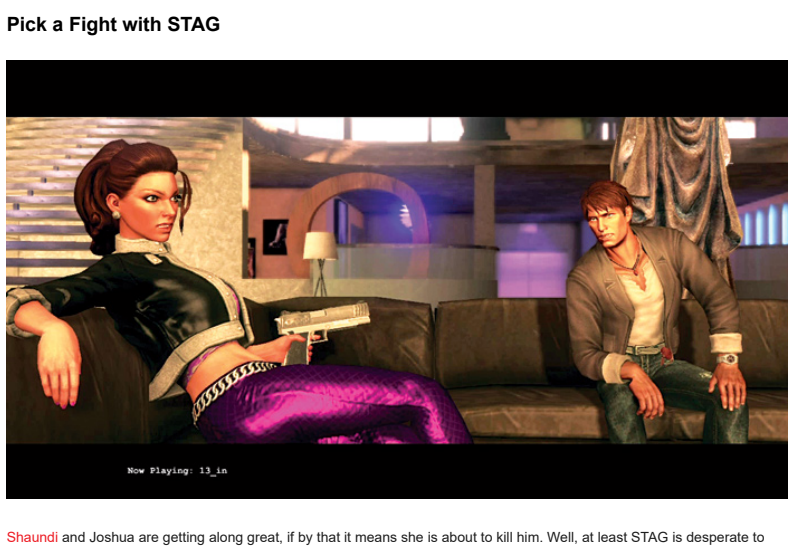
Cash Earned: $12,000

Respect Earned: 3,000

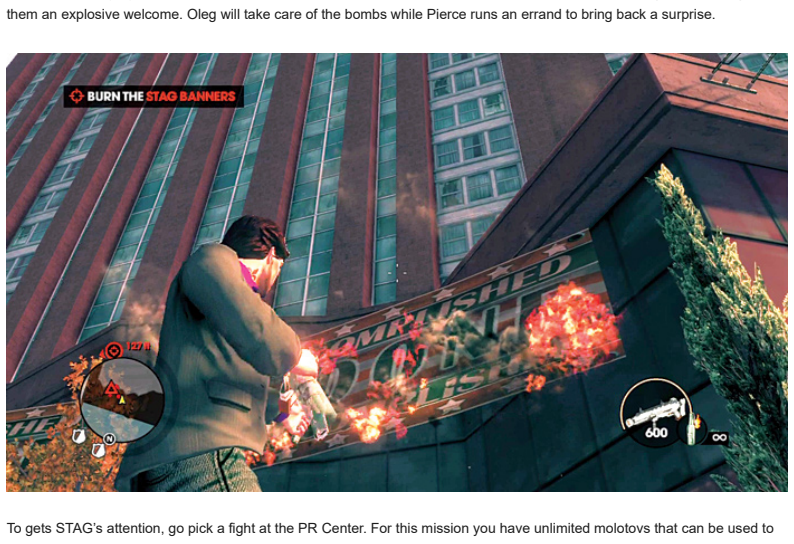
Unlocks: New Weapon—SA-3 Airstrike

Rewards: City Takeover or New Homie: Joshua Birk & Nyte Blade

Pick a Fight with STAG

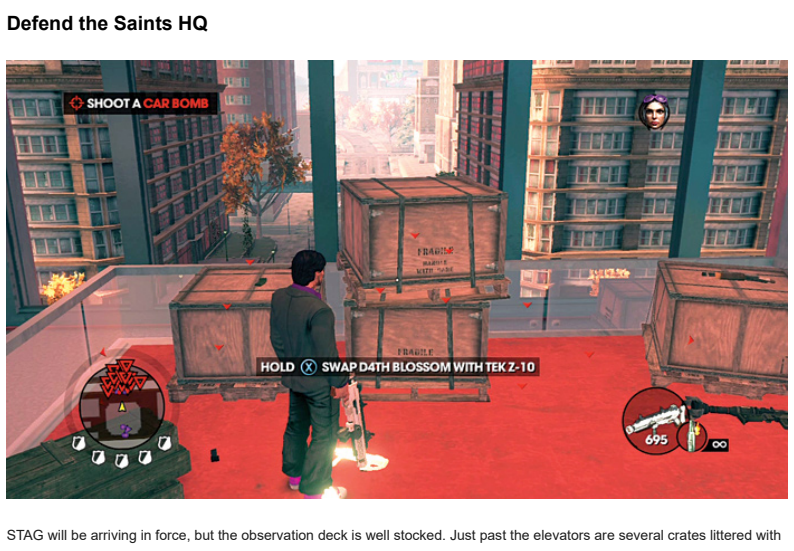

Now Playing: 13_in

Shaundi and Joshua are getting along great, if by that it means she is about to kill him. Well, at least STAG is desperate to get him back. Senator Hughes gave Cyrus orders to retrieve their mascot at any cost. STAG still thinks the Saints HQ is their primary base of operations: Good thing they don't know about the brothel Stronghold. It's time to set a trap for STAG at the HQ for when they try to rescue their spokesman. A bunch of car bombs placed on the streets surrounding the HQ will give them an explosive welcome. Oleg will take care of the bombs while Pierce runs an errand to bring back a surprise.


BURN THE STAG BANNERS
600
∞

To gets STAG's attention, go pick a fight at the PR Center. For this mission you have unlimited molotovs that can be used to burn STAG's banner and really tick them off. Toss the bottles at two of the large banners and lead STAG back to the Saints HQ and into the trap.

Defend the Saints HQ

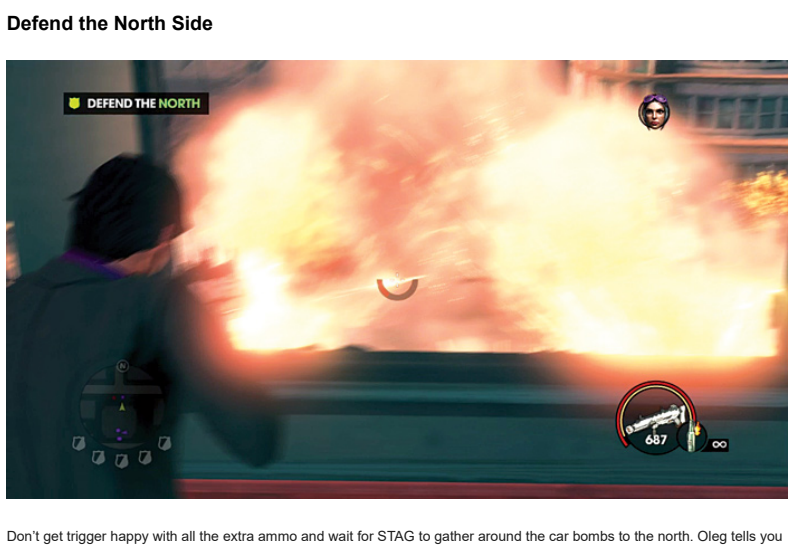

SHOOT A CAR BOMB
HOLD SWAP D4TH BLOSSOM WITH TEK Z-10
695
∞

STAG will be arriving in force, but the observation deck is well stocked. Just past the elevators are several crates littered with ammo and weapons. The best thing is that they don't get consumed when you use them; they essentially yield infinite ammo! If any of your weapons are running low, stop by the crates to fill them up. This mission involves a lot of running back and forth. Just listen to your homies as they call out the next objective.

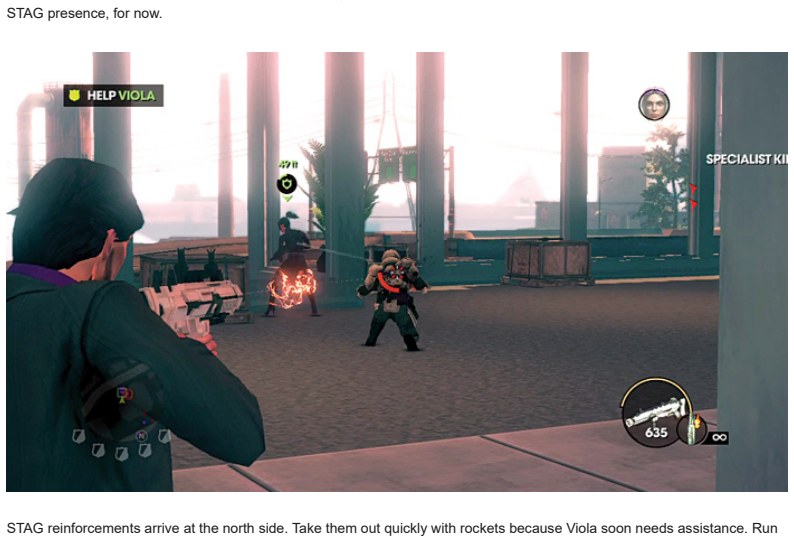
Note

The crates on the north end have ammo for several weapons, including the RPG. However, it takes a while for the ammo to refresh.

Defend the North Side

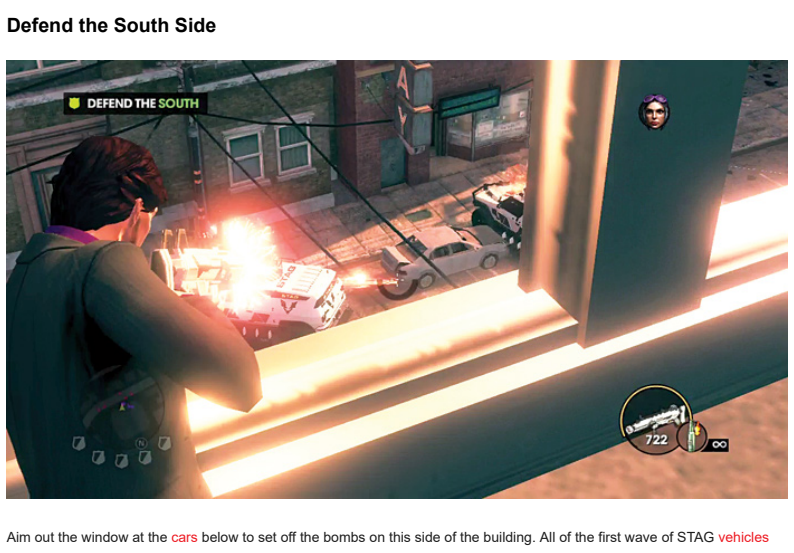

DEFEND THE NORTH
687
∞

Don't get trigger happy with all the extra ammo and wait for STAG to gather around the car bombs to the north. Oleg tells you when it's time to light up the neighborhood and as confirmation, the minimap is filled with red triangles. Run to the north window and quickly shoot the cars below before taking too much laser fire. The entire street explodes and annihilates all STAG presence, for now.

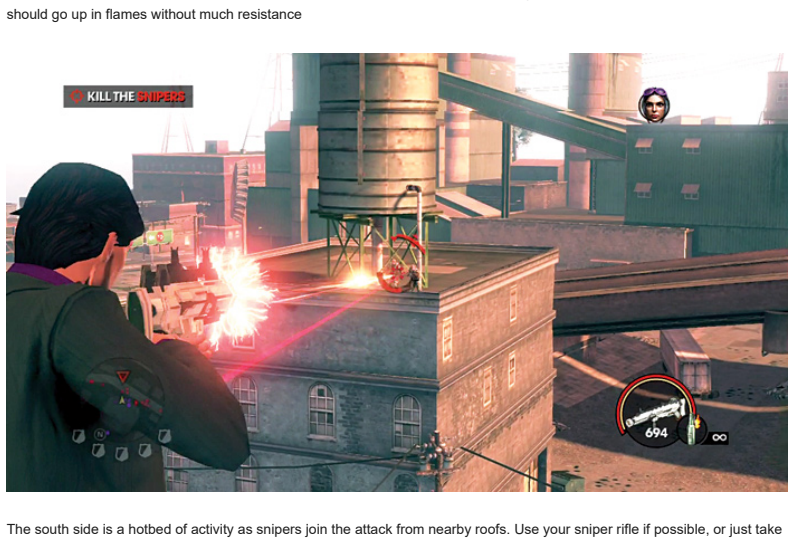

HELP VIOLA
SPECIALIST KI
635
∞

STAG reinforcements arrive at the north side. Take them out quickly with rockets because Viola soon needs assistance. Run to her location to find that STAG interlopers have already gotten inside. Help Viola out by wasting the soldiers. When they are dead, STAG begin their assault on the south side. Run over there to check it out.

Defend the South Side

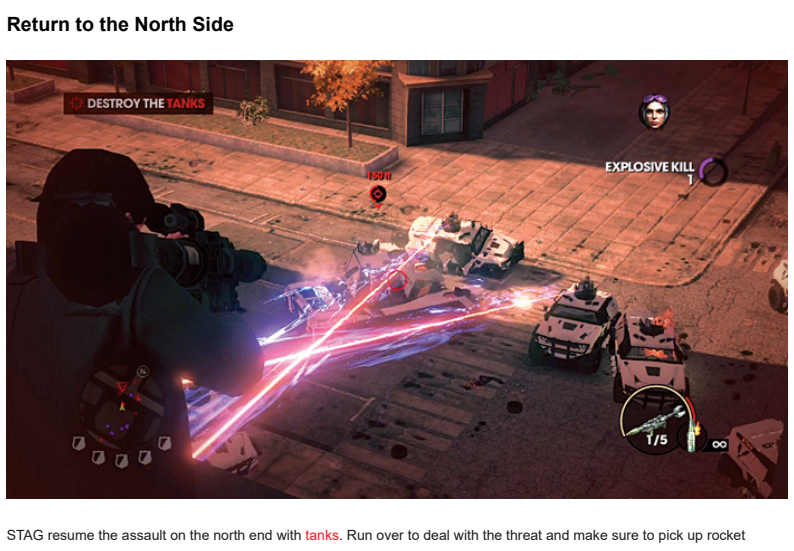

DEFEND THE SOUTH
722
∞

Aim out the window at the cars below to set off the bombs on this side of the building. All of the first wave of STAG vehicles should go up in flames without much resistance


KILL THE SNIPERS
694
∞

The south side is a hotbed of activity as snipers join the attack from nearby roofs. Use your sniper rifle if possible, or just take them out with any weapon you have handy. Only two sets of two snipers appear on the rooftops. Kill off the squad on the left and then the men to the right.

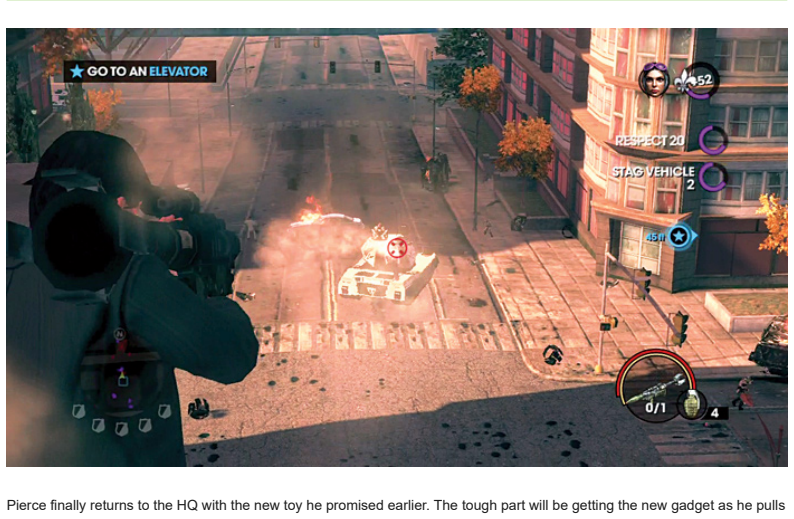
Return to the North Side


DESTROY THE TANKS
EXPLOSIVE KILL
1/5
∞

STAG resume the assault on the north end with tanks. Run over to deal with the threat and make sure to pick up rocket ammo if needed. Without the car bombs, it is going to be significantly harder to clear the streets. The opposition below is overwhelming and if you take too much damage, pull back from the window to heal before resuming the attack. Many armored vehicles are shooting at you, but the objective is to destroy the three tanks that arrive from the left and right side as we down the middle road.

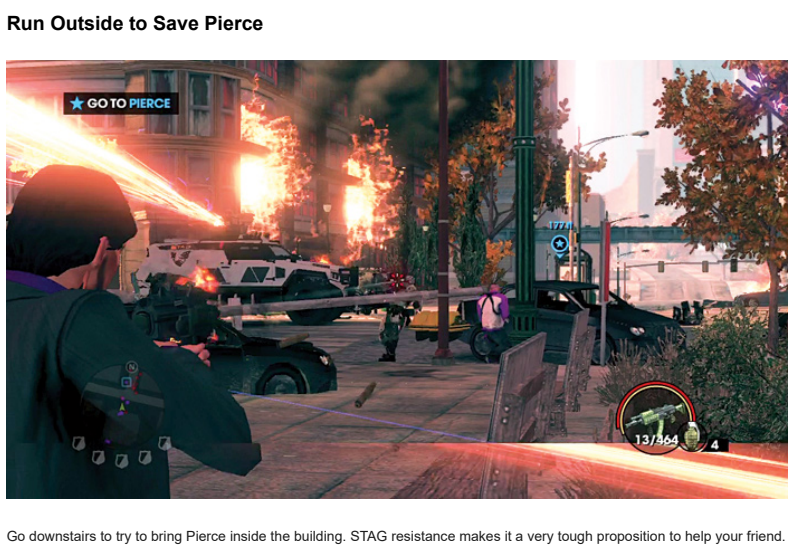
Tip

Ignore the other trucks for now and focus on the taking down the tanks to reach the checkpoint.

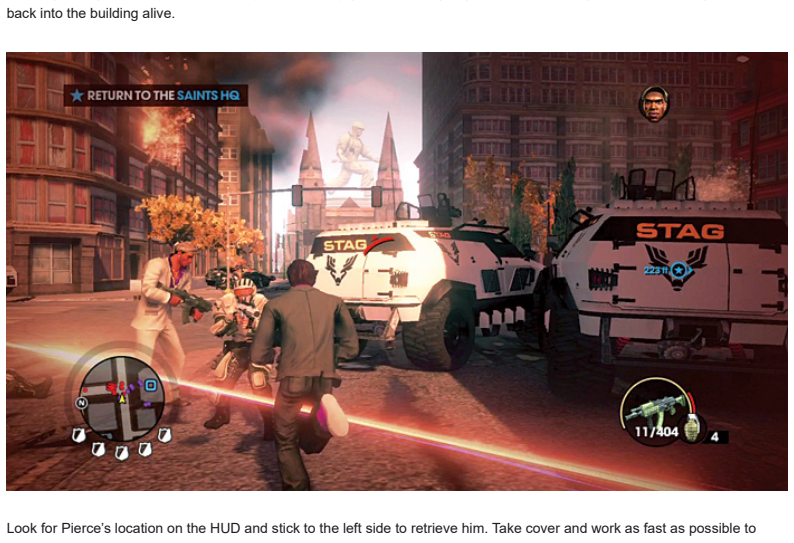

GO TO AN ELEVATOR
RESPECT 20
STAG VEHICLE
0/1
4

Pierce finally returns to the HQ with the new toy he promised earlier. The tough part will be getting the new gadget as he pulls up amongst the tanks and STAG onslaught. The goal is to get Pierce upstairs but that is not going to be possible with the heavy offense STAG is laying down. Follow Pierce's car from the north window and use the RPG to get rid of the tanks and vehicles in his immediate vicinity before Pierce gets killed.

Run Outside to Save Pierce

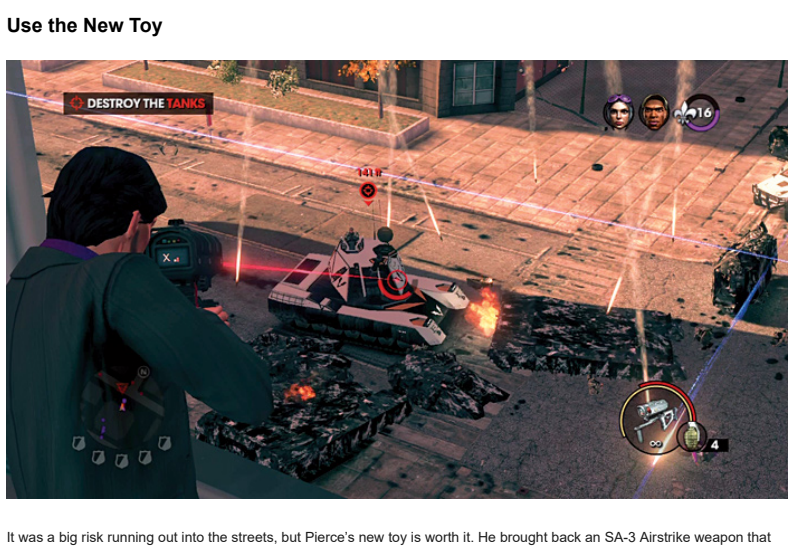

GO TO PIERCE
13/364
4

Go downstairs to try to bring Pierce inside the building. STAG resistance makes it a very tough proposition to help your friend. Running through the mayhem will send you to an early grave. This is going to require a bit of guts and tactics to get both men back into the building alive.

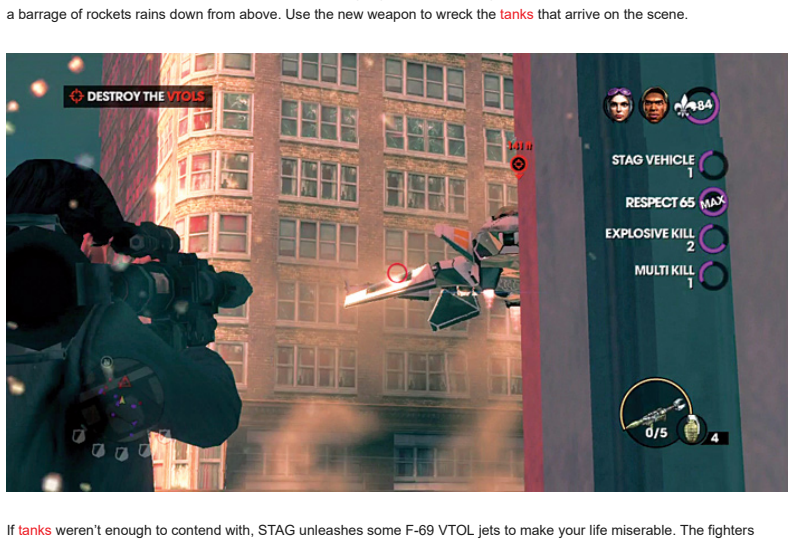

RETURN TO THE SAINTS HQ
STAG
STAG
11/404
4

Look for Pierce's location on the HUD and stick to the left side to retrieve him. Take cover and work as fast as possible to eliminate any soldiers between you and Pierce. When you get close, sprint to him and offer some protection until the objective changes to "Return to Saints HQ." At this point, you can make a mad dash to the building even if Pierce it still floundering around.

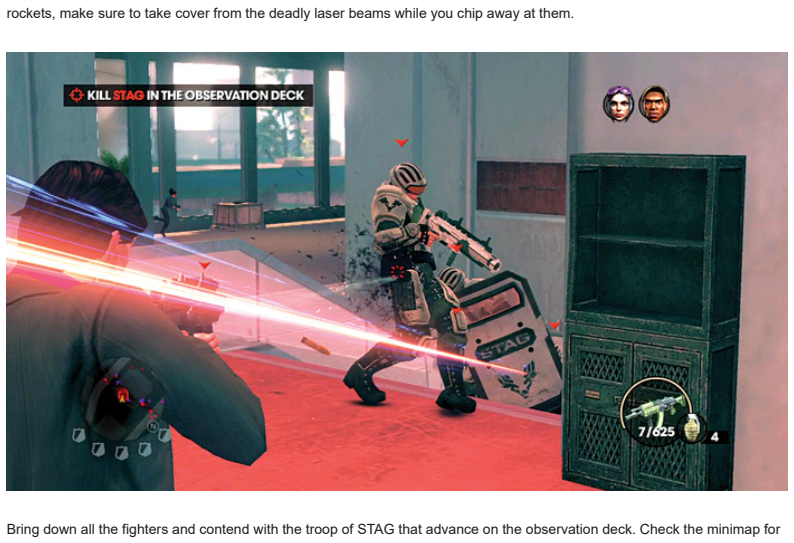
Use the New Toy


DESTROY THE TANKS
4

It was a big risk running out into the streets, but Pierce's new toy is worth it. He brought back an SA-3 Airstrike weapon that has unlimited ammo for this mission. Equip the new weapon and go to the northern windows to try it out on the tanks below. The weapon requires a short time to fill up a curved red gauge to mark the target for an airstrike, but it is worth the wait when a barrage of rockets rains down from above. Use the new weapon to wreck the tanks that arrive on the scene.

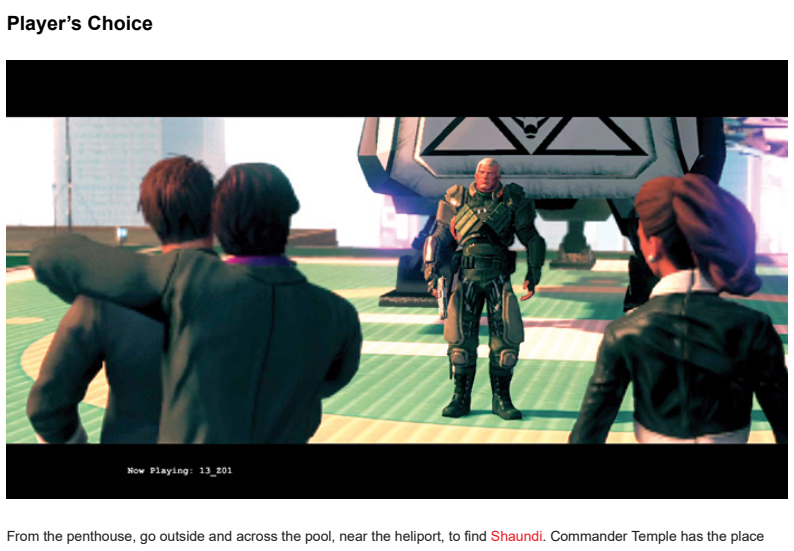

DESTROY THE VTOLS
STAG VEHICLE
1
RESPECT 65
MAX
EXPLOSIVE KILL
2
MULTI KILL
1
0/5
4

If tanks weren't enough to contend with, STAG unleashes some F-69 VTOL jets to make your life miserable. The fighters might be an offensive powerhouse but they are easy to take down with a single rocket from the RPG. If you run out of rockets, make sure to take cover from the deadly laser beams while you chip away at them.

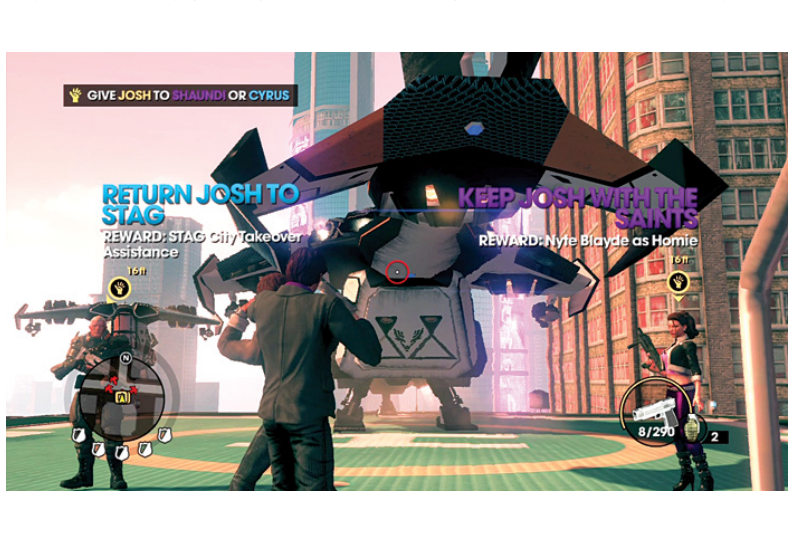

KILL STAG IN THE OBSERVATION DECK
7/625
4

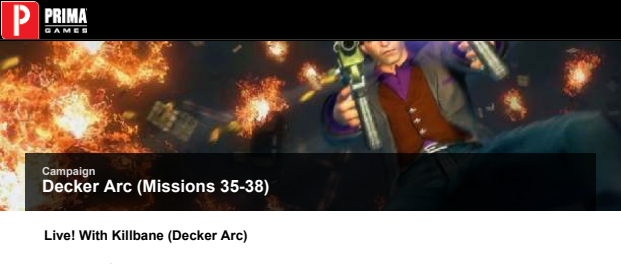
Bring down all the fighters and contend with the troop of STAG that advance on the observation deck. Check the minimap for the highlighted enemies and hunt down the STAG forces. Circle around the deck clockwise and you might get the jump on them as they advance on your former position. Kill the key soldiers and go to the elevator to head up to the penthouse.

Player's Choice


Now Playing: 13_S01

From the penthouse, go outside and across the pool, near the heliport, to find Shaundi. Commander Temple has the place surrounded, but you still have their poster boy at gunpoint. This standoff give you two options although the choice seems pretty clear. The first option is to keep Josh with the Saints and make him a homie. The other, more logical, choice is to release Birk to the STAG commander and he will go and harass the Syndicate for a while. Cyrus is a true solider and has to follow his orders to attack the gangs of Steelport. But where he focuses STAG's firepower is up to him. The choice seems pretty clear: keep the annoying actor, or give him back and as a reward gain control of entire hood of Steelport. Easy choice!


GIVE JOSH TO SHAUNDI OR CYRUS
RETURN JOSH TO STAG
REWARD: STAG City Takeover Assistance
KEEP JOSH WITH THE SAINTS
REWARD: Nyte Blayde as Homie
8/290
2



Campaign

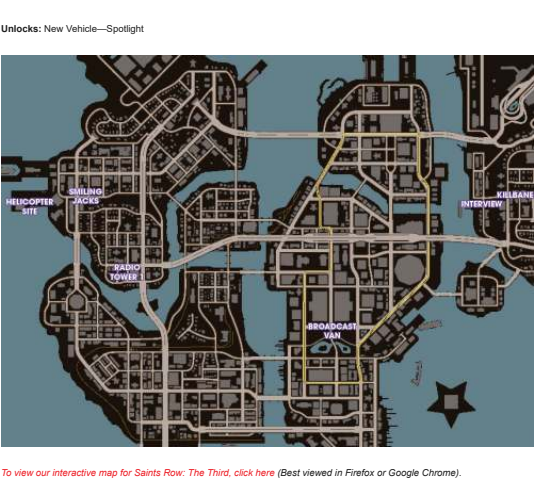
Decker Arc (Missions 35-38)

Live! With Killbane (Decker Arc)

Cash Earned: $12,000

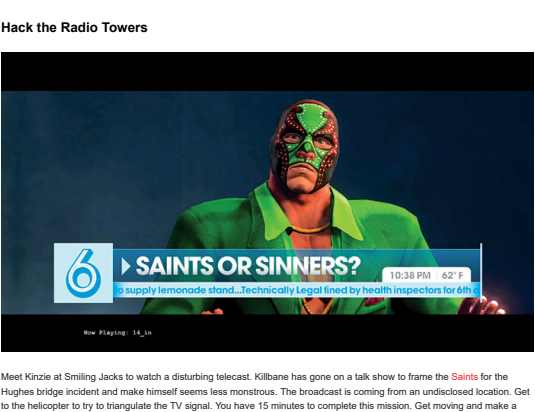
Respect Earned: 2,500

Unlocks: New Vehicle—Spotlight



To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

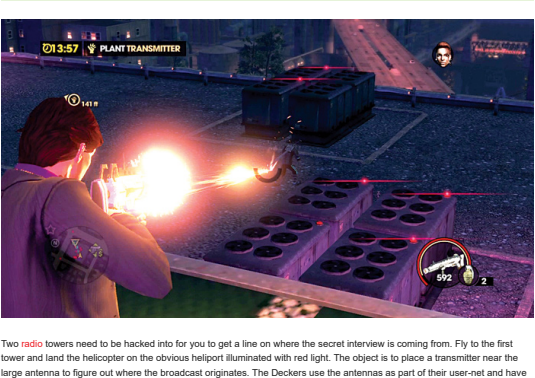
Hack the Radio Towers



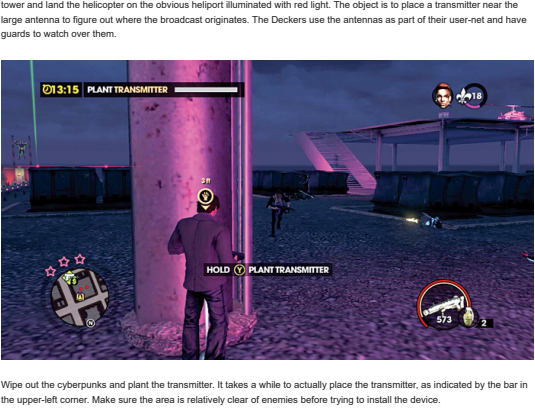
Meet Kinzie at Smiling Jacks to watch a disturbing telecast. Killbane has gone on a talk show to frame the Saints for the Hughes bridge incident and make himself seem less monstrous. The broadcast is coming from an undisclosed location. Get to the helicopter to try to triangulate the TV signal. You have 15 minutes to complete this mission. Get moving and make a beeline to the first tower.

Tip

There is a lot of running in this mission and you are up against the clock. It is a good time to upgrade the sprinting ability if you haven't already done so.

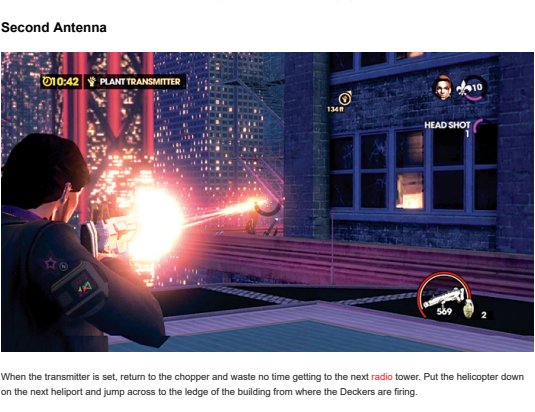


Two radio towers need to be hacked into for you to get a line on where the secret interview is coming from. Fly to the first tower and land the helicopter on the obvious heliport illuminated with red light. The object is to place a transmitter near the large antenna to figure out where the broadcast originates. The Deckers use the antennas as part of their user-net and have guards to watch over them.

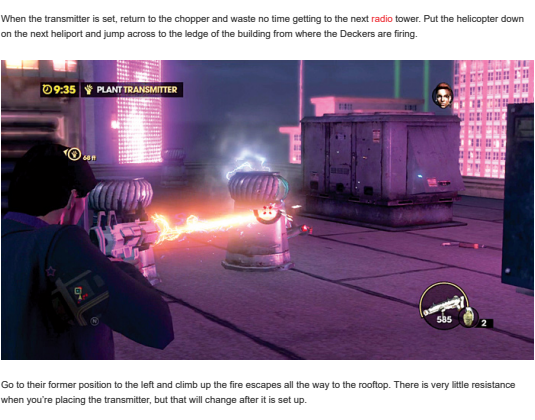


Wipe out the cyberpunks and plant the transmitter. It takes a while to actually place the transmitter, as indicated by the bar in the upper-left corner. Make sure the area is relatively clear of enemies before trying to install the device.

Second Antenna



When the transmitter is set, return to the chopper and waste no time getting to the next radio tower. Put the helicopter down on the next heliport and jump across to the ledge of the building from where the Deckers are firing.



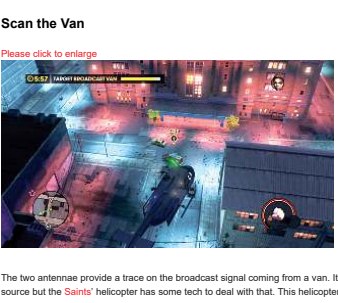
Go to their former position to the left and climb up the fire escapes all the way to the rooftop. There is very little resistance when you're placing the transmitter, but that will change after it is set up.

Tip

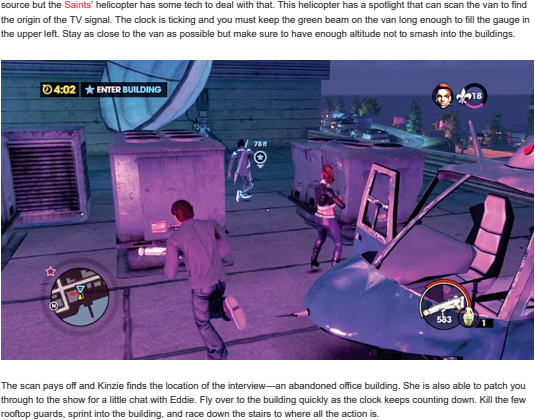
The fastest way back down to the helicopter is to run off the roof and parachute down.

Scan the Van

Please click to enlarge

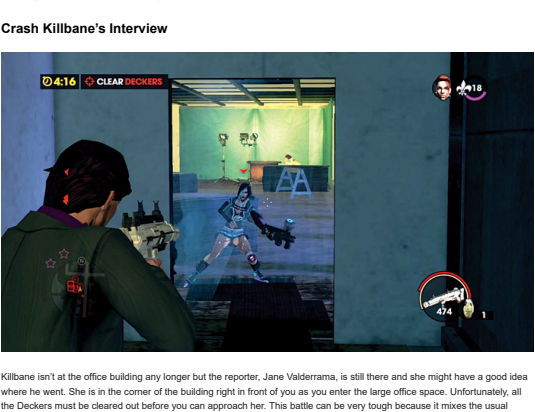


The two antennae provide a trace on the broadcast signal coming from a van. It's a smart move to use a mobile broadcast source but the Saints' helicopter has some tech to deal with that. This helicopter has a spotlight that can scan the van to find the origin of the TV signal. The clock is ticking and you must keep the green beam on the van long enough to fill the gauge in the upper left. Stay as close to the van as possible but make sure to have enough altitude not to smash into the buildings.



The scan pays off and Kinzie finds the location of the interview—an abandoned office building. She is also able to patch you through to the show for a little chat with Eddie. Fly over to the building quickly as the clock keeps counting down. Kill the few rooftop guards, sprint into the building, and race down the stairs to where all the action is.

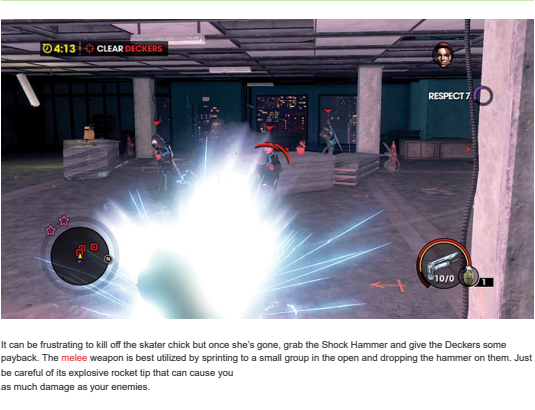
Crash Killbane's Interview



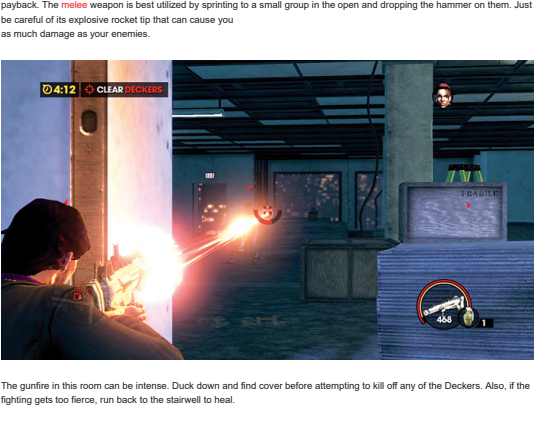
Killbane isn't at the office building any longer but the reporter, Jane Valderrama, is still there and she might have a good idea where he went. She is in the corner of the building right in front of you as you enter the large office space. Unfortunately, all the Deckers must be cleared out before you can approach her. This battle can be very tough because it mixes the usual Deckers, shooting at long range, with a Decker rollerblader that can knock you to your feet. The rollerblading chick has a special weapon called the Shock Hammer. It can be used to smash the ground, sending enemies soaring through the air and landing on their backs. What makes the skating attacker really deadly is that she moves incredibly fast and can strike with the melee hammer out of nowhere. Out in the open, she is deadly because she can shoot at long range and zip in close to knock you down while her buddies open fire. The best way to take her out is to entice her into the doorway and shoot her in the narrow hallway.

Tip

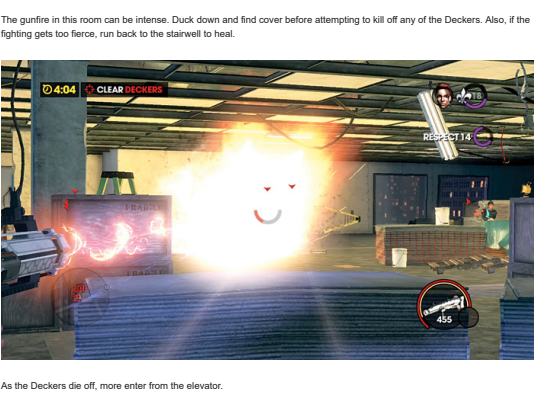
The speed skating Decker can be very difficult to take out, try using melee weapons or even an nut shot to slow her down.



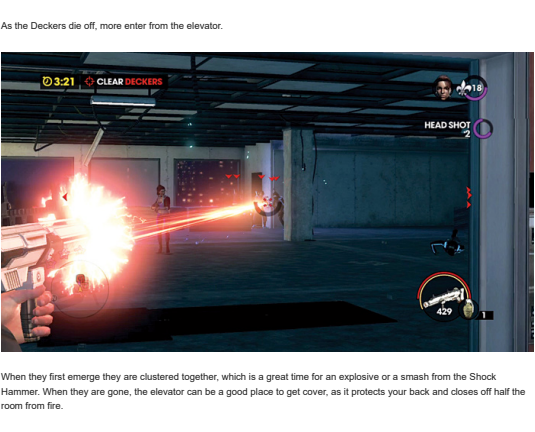
It can be frustrating to kill off the skater chick but once she's gone, grab the Shock Hammer and give the Deckers some payback. The melee weapon is best utilized by sprinting to a small group in the open and dropping the hammer on them. Just be careful of its explosive rocket tip that can cause you as much damage as your enemies.



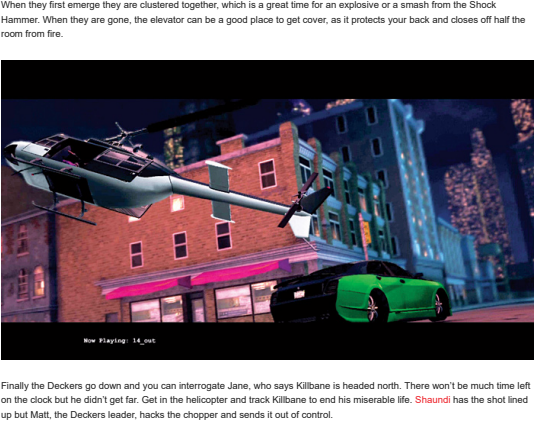
The gunfire in this room can be intense. Duck down and find cover before attempting to kill off any of the Deckers. Also, if the fighting gets too fierce, run back to the stairwell to heal.



As the Deckers die off, more enter from the elevator.



When they first emerge they are clustered together, which is a great time for an explosive or a smash from the Shock Hammer. When they are gone, the elevator can be a good place to get cover, as it protects your back and closes off half the room from fire.



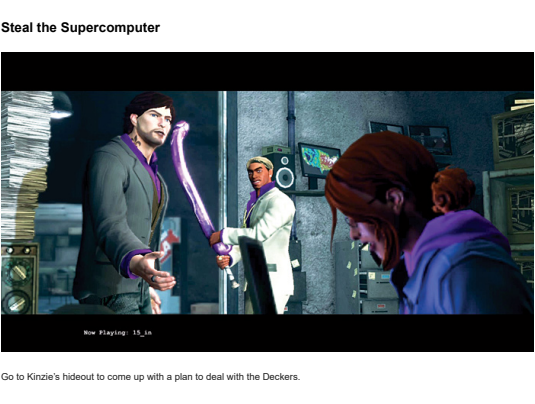
Finally the Deckers go down and you can interrogate Jane, who says Killbane is headed north. There won't be much time left on the clock but he didn't get far. Get in the helicopter and track Killbane to end his miserable life. Shaundi has the shot lined up but Matt, the Deckers leader, hacks the chopper and sends it out of control.

Learning Computer (Decker Arc)

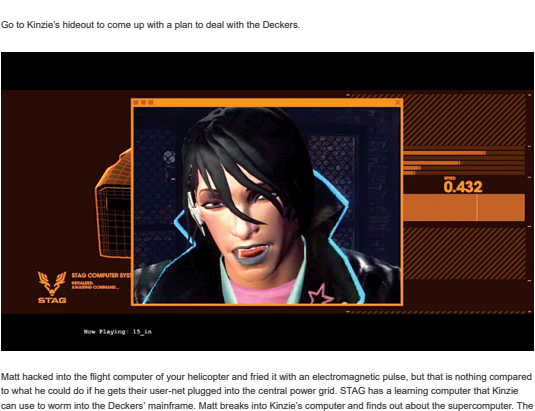
Cash Earned: $10,000

Respect Earned: 2,500

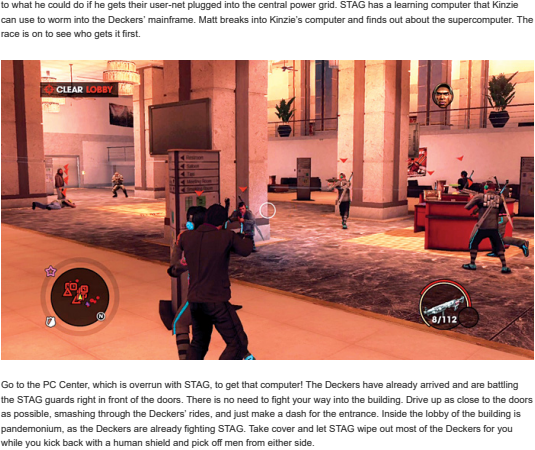
Steal the Supercomputer



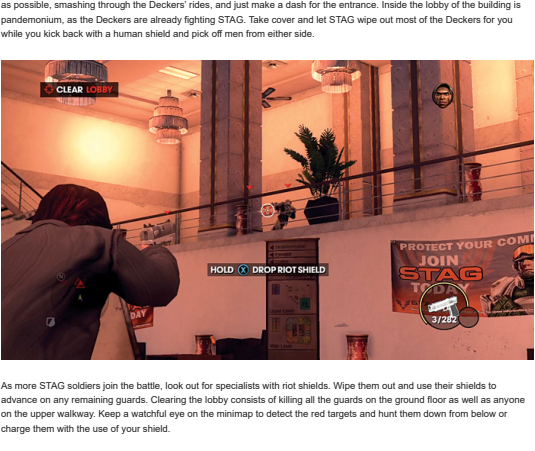
Go to Kinzie's hideout to come up with a plan to deal with the Deckers.



Matt hacked into the flight computer of your helicopter and fried it with an electromagnetic pulse, but that is nothing compared to what he could do if he gets their user-net plugged into the central power grid. STAG has a learning computer that Kinzie can use to worm into the Deckers' mainframe. Matt breaks into Kinzie's computer and finds out about the supercomputer. The race is on to see who gets it first.

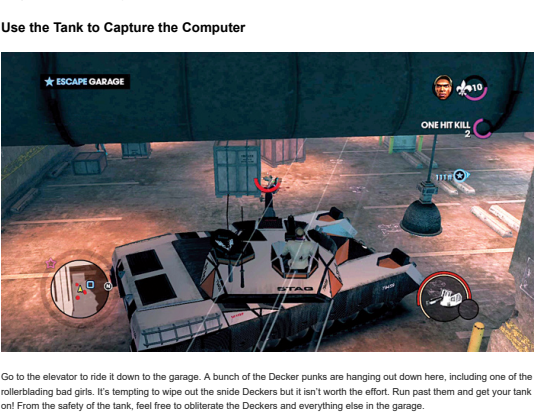


Go to the PC Center, which is overrun with STAG, to get that computer! The Deckers have already arrived and are battling the STAG guards right in front of the doors. There is no need to fight your way into the building. Drive up as close to the doors as possible, smashing through the Deckers' rides, and just make a dash for the entrance. Inside the lobby of the building is pandemonium, as the Deckers are already fighting STAG. Take cover and let STAG wipe out most of the Deckers for you while you lock back with a human shield and pick off men from either side.

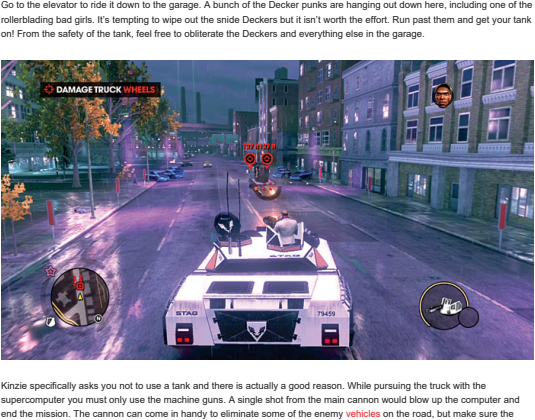


As more STAG soldiers join the battle, look out for specialists with riot shields. Wipe them out and use their shields to advance on any remaining guards. Clearing the lobby consists of killing all the guards on the ground floor as well as anyone on the upper walkway. Keep a watchful eye on the minimap to detect the red targets and hunt them down from below or charge them with the use of your shield.

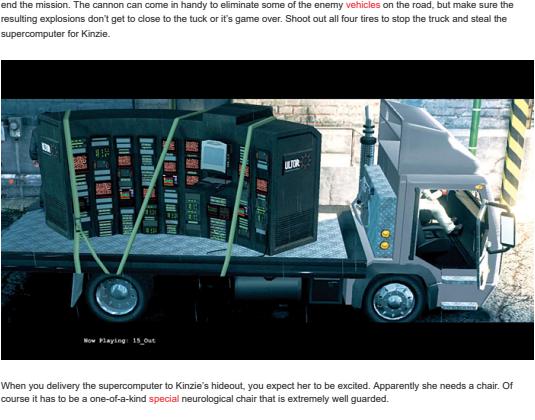
Use the Tank to Capture the Computer



Go to the elevator to ride it down to the garage. A bunch of the Decker punks are hanging out down here, including one of the rollerblading bad girls. It's tempting to wipe out the snide Deckers but it isn't worth the effort. Run past them and get your tank on! From the safety of the tank, feel free to obliterate the Deckers and everything else in the garage.



Kinzie specifically asks you not to use a tank and there is actually a good reason. While pursuing the truck with the supercomputer you must only use the machine guns. A single shot from the main cannon would blow up the computer and end the mission. The cannon can come in handy to eliminate some of the enemy vehicles on the road, but make sure the resulting explosions don't get to close to the truck or it's game over. Shoot out all four tires to stop the truck and steal the supercomputer for Kinzie.



When you delivery the supercomputer to Kinzie's hideout, you expect her to be excited. Apparently she needs a chair. Of course it has to be a one-of-a-kind special neurological chair that is extremely well guarded.

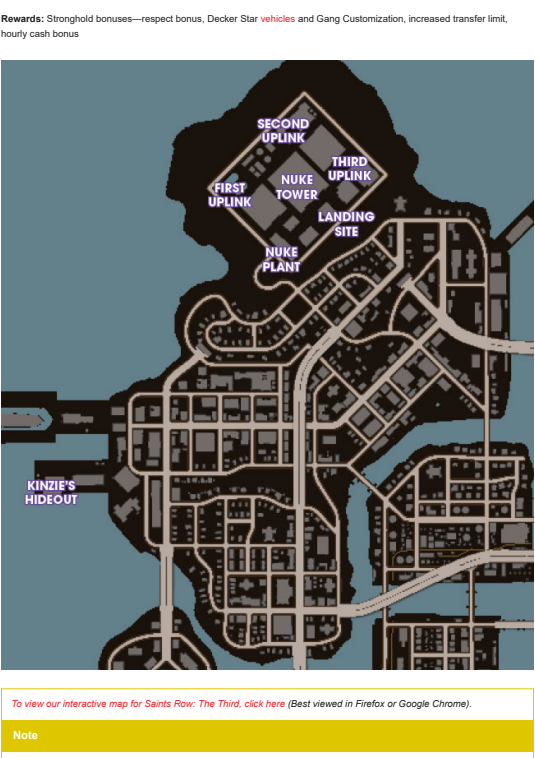
Stop all the Downloading (Decker Arc)

Cash Earned: $10,000

Respect Earned: 2,500

Unlocks: New Stronghold—Burns Hill Reactors

Rewards: Stronghold bonuses—respect bonus, Decker Star vehicles and Gang Customization, increased transfer limit, hourly cash bonus

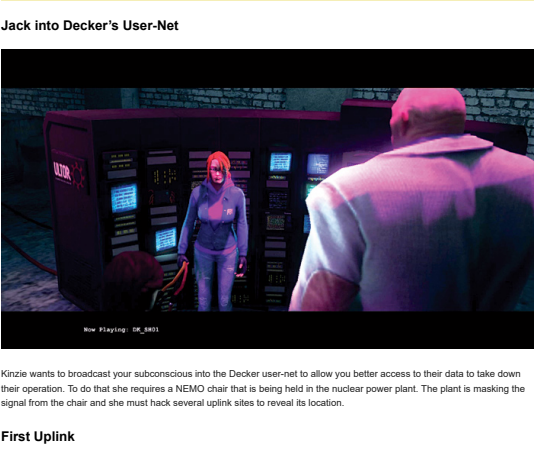


To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Note

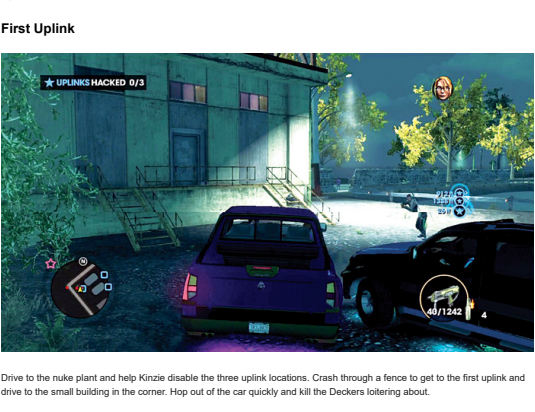
All of the Activity missions for Kinzie (Kinzie Arc) must be completed before starting this level.

Jack into Decker's User-Net

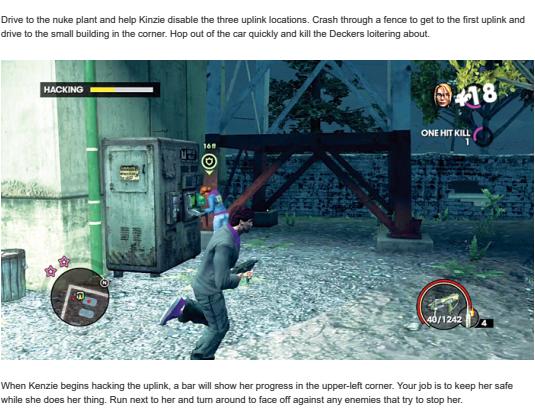


Kinzie wants to broadcast your subconscious into the Decker user-net to allow you better access to their data to take down their operation. To do that she requires a NEMO chair that is being held in the nuclear power plant. The plant is masking the signal from the chair and she must hack several uplink sites to reveal its location.

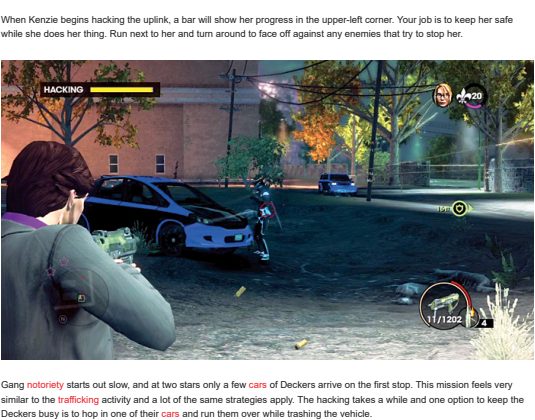
First Uplink



Drive to the nuke plant and help Kinzie disable the three uplink locations. Crash through a fence to get to the first uplink and drive to the small building in the corner. Hop out of the car quickly and kill the Deckers loitering about.

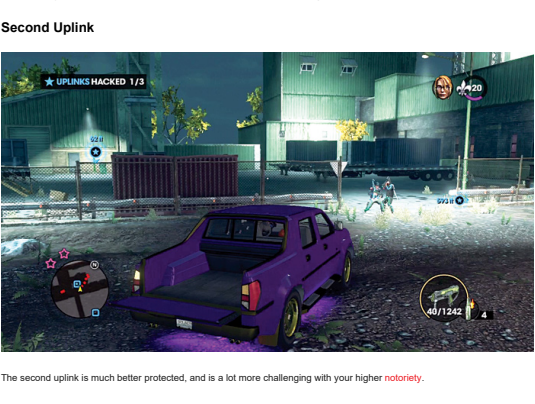


When Kenzie begins hacking the uplink, a bar will show her progress in the upper-left corner. Your job is to keep her safe while she does her thing. Run next to her and turn around to face off against any enemies that try to stop her.

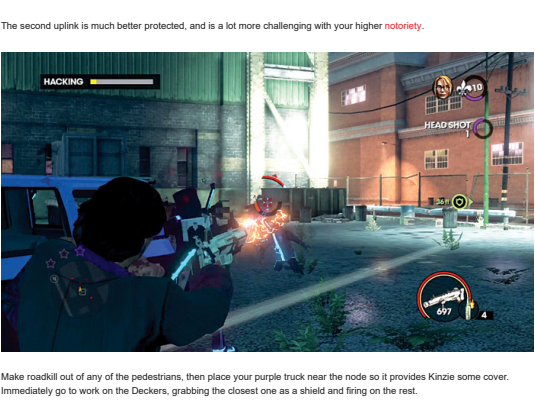


Gang notoriety starts out slow, and at two stars only a few cars of Deckers arrive on the first stop. This mission feels very similar to the trafficking activity and a lot of the same strategies apply. The hacking takes a while and one option to keep the Deckers busy is to hop in one of their cars and run them over while trashing the vehicle.

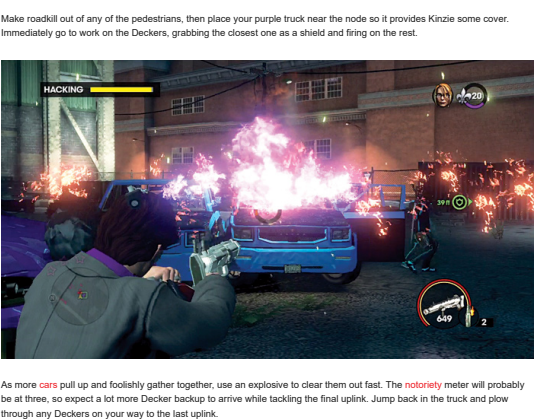
Second Uplink



The second uplink is much better protected, and is a lot more challenging with your higher notoriety.

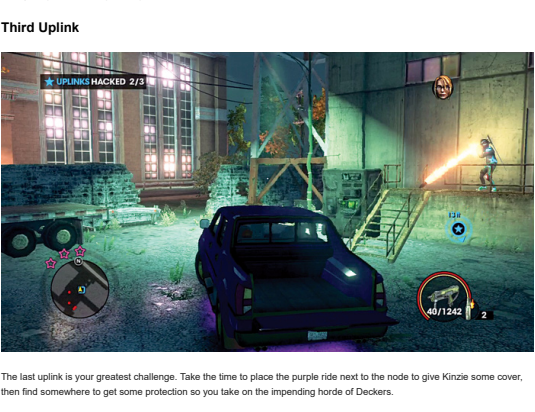


Make roadkill out of any of the pedestrians, then place your purple truck near the node so it provides Kinzie some cover. Immediately go to work on the Deckers, grabbing the closest one as a shield and firing on the rest.

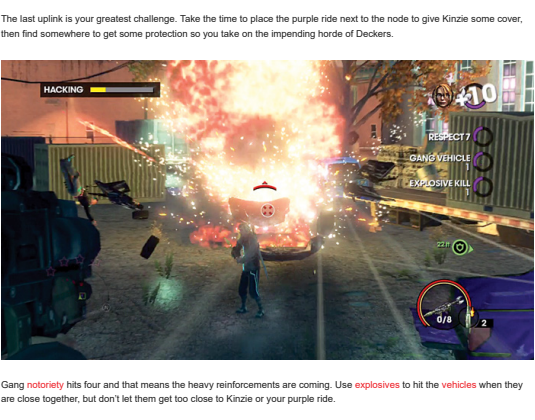


As more cars pull up and foolishly gather together, use an explosive to clear them out fast. The notoriety meter will probably be at three, so expect a lot more Decker backup to arrive while tackling the final uplink. Jump back in the truck and plow through any Deckers on your way to the last uplink.

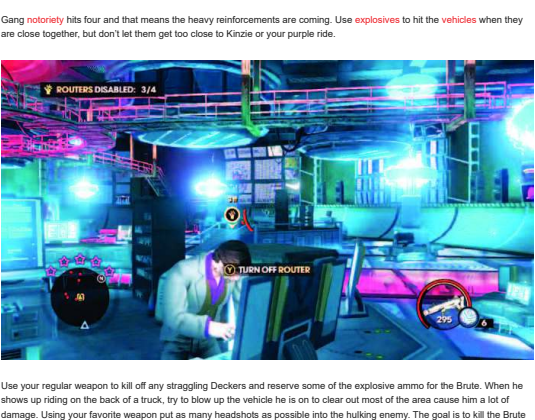
Third Uplink



The last uplink is your greatest challenge. Take the time to place the purple ride next to the node to give Kinzie some cover, then find somewhere to get some protection so you take on the impending horde of Deckers.



Gang notoriety hits four and that means the heavy reinforcements are coming. Use explosives to hit the vehicles when they are close together, but don't let them get too close to Kinzie or your purple ride.

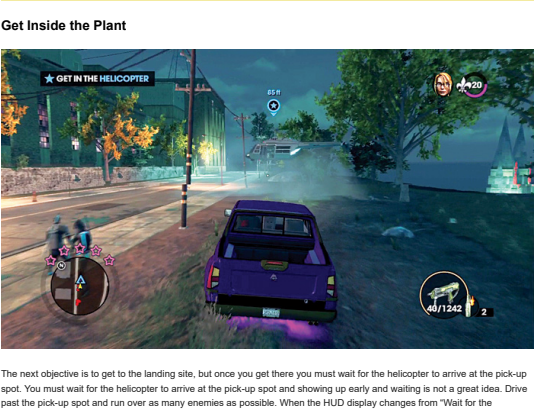


Use your regular weapon to kill off any straggling Deckers and reserve some of the explosive ammo for the Brute. When he shows up riding on the back of a truck, try to blow up the vehicle he is on to clear out most of the area cause him a lot of damage. Using your favorite weapon put as many headshots as possible into the hulking enemy. The goal is to kill the Brute as fast as possible because a Decker Rollerblader will soon join the fight.

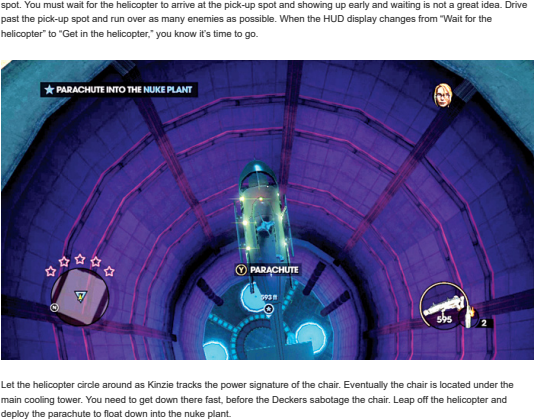
Note

The Rollerblading Decker is a problem but the Brute can make it impossible to leave by overturning your truck. If you can out maneuver the big man hop in any vehicle and make a break for it.

Get Inside the Plant

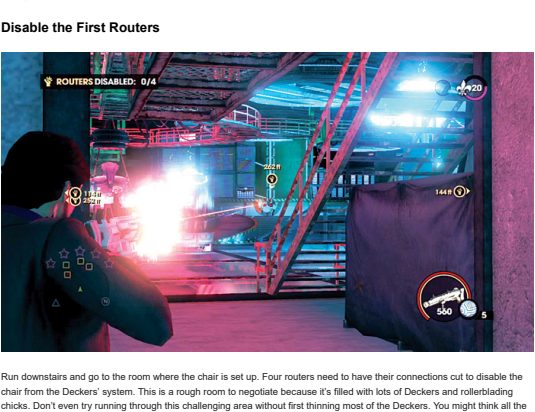


The next objective is to get to the landing site, but once you get there you must wait for the helicopter to arrive at the pick-up spot. You must wait for the helicopter to arrive at the pick-up spot and showing up early and waiting is not a great idea. Drive past the pick-up spot and run over as many enemies as possible. When the HUD display changes from "Wait for the helicopter" to "Get in the helicopter," you know it's time to go.

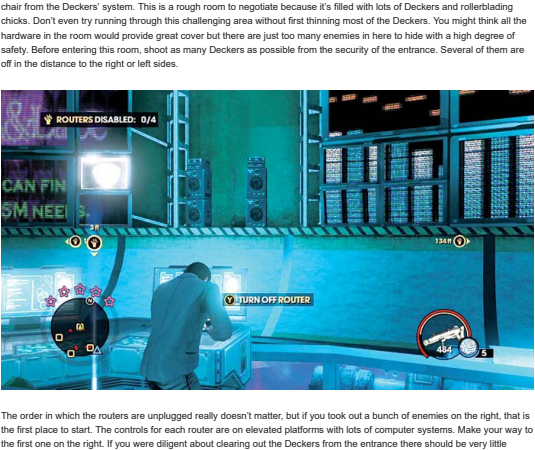


Let the helicopter circle around as Kinzie tracks the power signature of the chair. Eventually the chair is located under the main cooling tower. You need to get down there fast, before the Deckers sabotage the chair. Leap off the helicopter and deploy the parachute to float down into the nuke plant.

Disable the First Routers

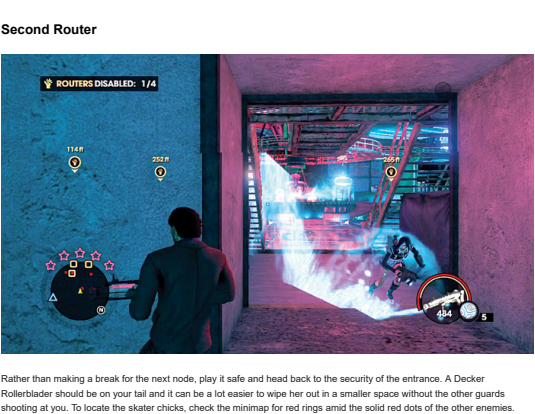


Run downstairs and go to the room where the chair is set up. Four routers need to have their connections cut to disable the chair from the Deckers' system. This is a rough room to negotiate because it's filled with lots of Deckers and rollerblading chicks. Don't even try running through this challenging area without first thinning most of the Deckers. You might think all the hardware in the room would provide great cover but there are just too many enemies in here to hide with a high degree of safety. Before entering this room, shoot as many Deckers as possible from the security of the entrance. Several of them are off in the distance to the right or left sides.

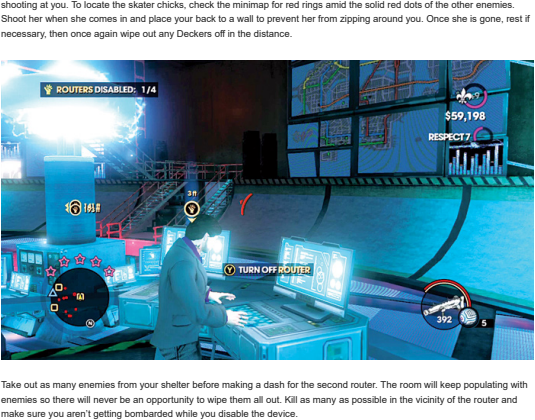


The order in which the routers are unplugged really doesn't matter, but if you look out a bunch of enemies on the right, that is the first place to start. The controls for each router are on elevated platforms with lots of computer systems. Make your way to the first one on the right. If you were diligent about clearing out the Deckers from the entrance there should be very little resistance now.

Second Router



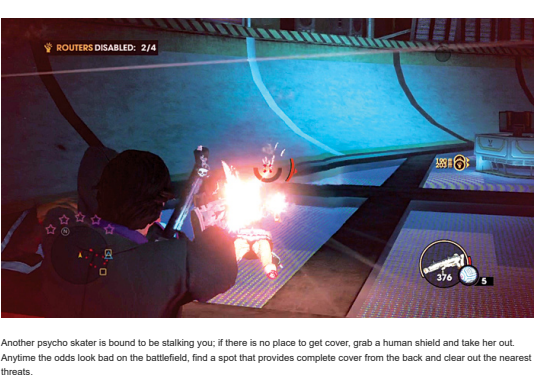
Rather than making a break for the next node, play it safe and head back to the security of the entrance. A Decker Rollerblader should be on your tail and it can be a lot easier to wipe her out in a smaller space without the other guards shooting at you. To locate the skater chicks, check the minimap for red rings amid the solid red dots of the other enemies. Shoot her when she comes in and place your back to a wall to prevent her from zipping around you. Once she is gone, rest if necessary, then once again wipe out any Deckers off in the distance.



Take out as many enemies from your shelter before making a dash for the second router. The room will keep populating with enemies so there will never be an opportunity to wipe them all out. Kill as many as possible in the vicinity of the router and make sure you aren't getting bombarded while you disable the device.

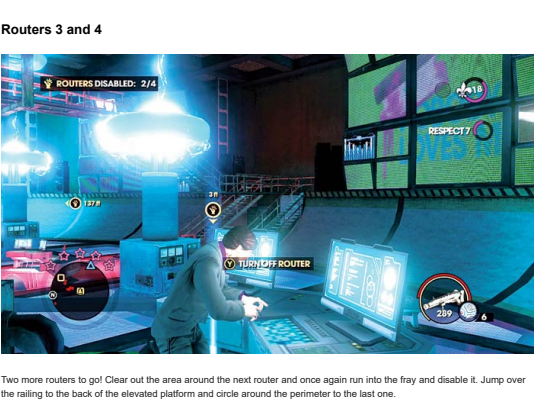
Tip

If your health is low, run back to entrance or nearest alcove and rest while fending off the attackers.

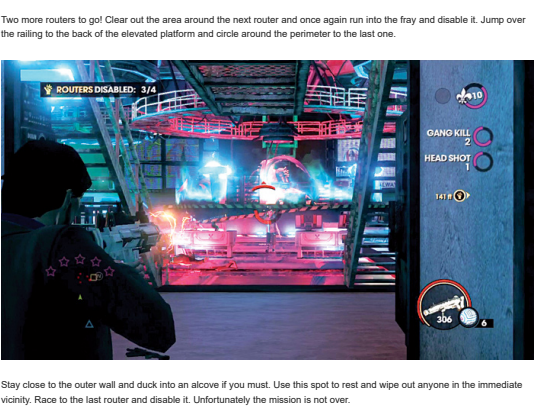


Another psycho skater is bound to be stalking you; if there is no place to get cover, grab a human shield and take her out. Anytime the odds look bad on the battlefield, find a spot that provides complete cover from the back and clear out the nearest threats.

Routers 3 and 4



Two more routers to go! Clear out the area around the next router and once again run into the fray and disable it. Jump over the railing to the back of the elevated platform and circle around the perimeter to the last one.

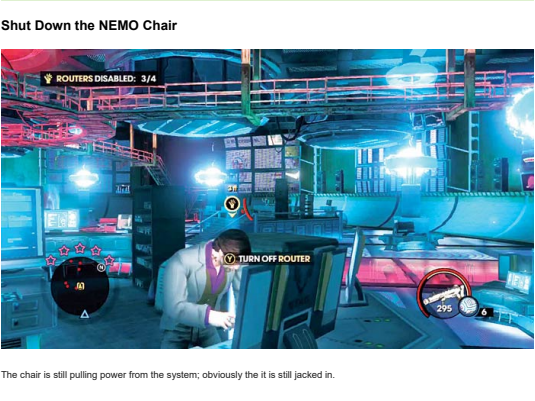


Stay close to the outer wall and duck into an alcove if you must. Use this spot to rest and wipe out anyone in the immediate vicinity. Race to the last router and disable it. Unfortunately the mission is not over.

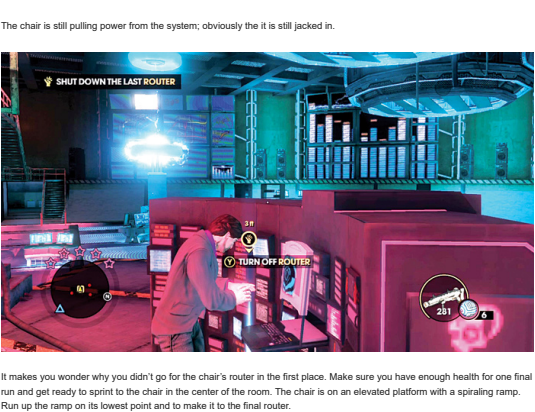
Tip

Shutting down the four routers doesn't end the mission. Don't go on a suicide run to get to the fourth router and make sure you have enough health for one final task.

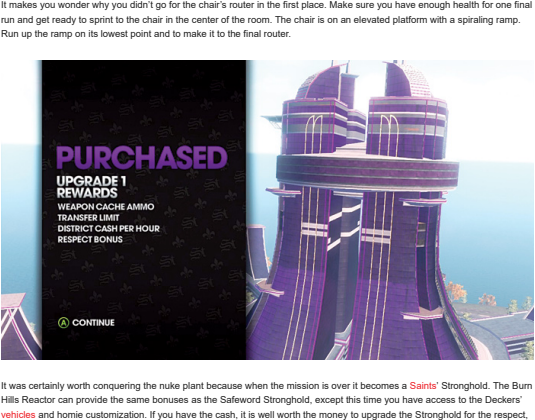
Shut Down the NEMO Chair



The chair is still pulling power from the system; obviously the it is still jacked in.



It makes you wonder why you didn't go for the chair's router in the first place. Make sure you have enough health for one final run and get ready to sprint to the chair in the center of the room. The chair is on an elevated platform with a spiraling ramp. Run up the ramp on its lowest point and to make it to the final router.



It was certainly worth conquering the nuke plant because when the mission is over it becomes a Saints' Stronghold. The Burn Hills Reactor can provide the same bonuses as the Safeword Stronghold, except this time you have access to the Deckers' vehicles and homie customization. If you have the cash, it is well worth the money to upgrade the Stronghold for the respect, money, and weapon cache bonuses.

HTTP://Deckers.Die (Decker Arc)

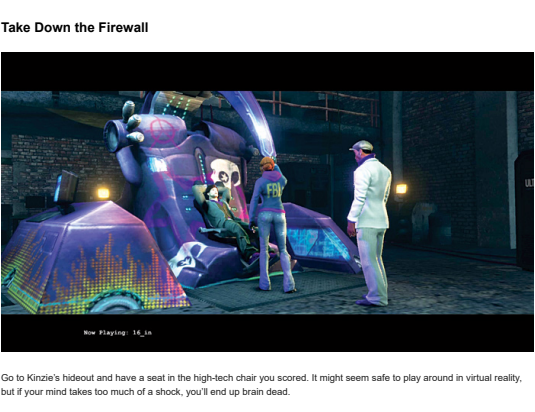
Cash Earned: $12,000

Respect Earned: 3,000

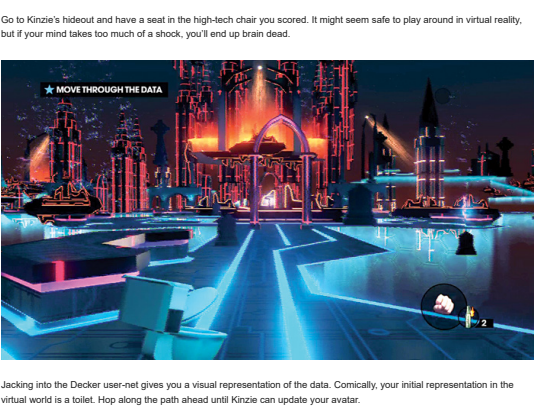
Unlocks: New Weapon—Cyber Buster; New Outfit—Mocap Suit; New Vehicle—Cyber Tank

Rewards: 25% discount at weapon stores or 50% at car shops

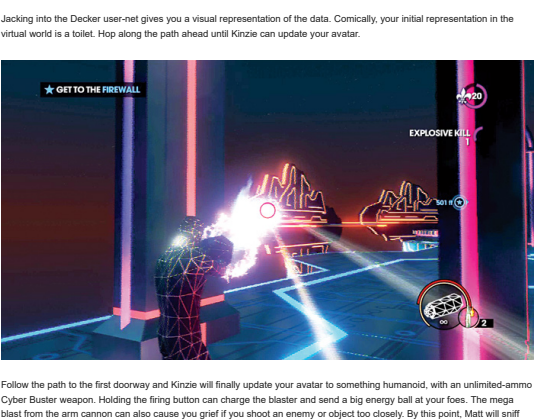
Take Down the Firewall



Go to Kinzie's hideout and have a seat in the high-tech chair you scored. It might seem safe to play around in virtual reality, but if your mind takes too much of a shock, you'll end up brain dead.



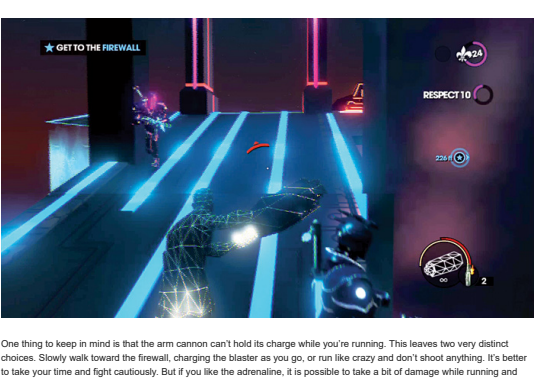
Jacking into the Decker user-net gives you a visual representation of the data. Comically, your initial representation in the virtual world is a toilet. Hop along the path ahead until Kinzie can update your avatar.



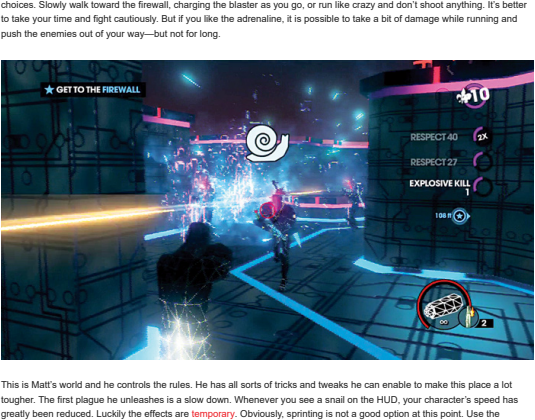
Follow the path to the first doorway and Kinzie will finally update your avatar to something humanoid, with an unlimited-ammo Cyber Buster weapon. Holding the firing button can charge the blaster and send a big energy ball at your foes. The mega blast from the arm cannon can also cause you grief if you shoot an enemy or object too closely. By this point, Matt will sniff you out and send in digital enemies. Use the tall archways as cover while picking off the opposition. Quick shots are great if the target gets close, but try to charge up before you shoot to deliver the a more powerful shot. Make sure to eliminate the enemies on the ledges in the distance before running out into the open.

Note

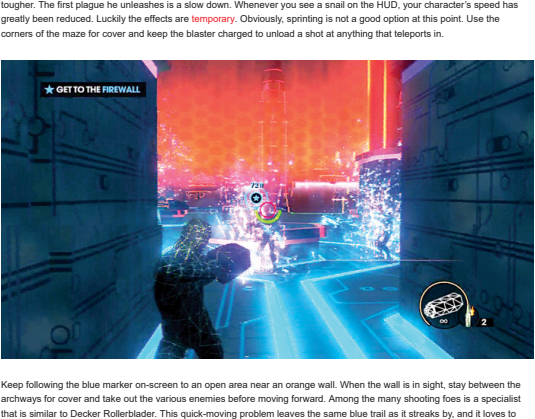
You can't grab enemies in this virtual world. Either blast them from afar or run past them.



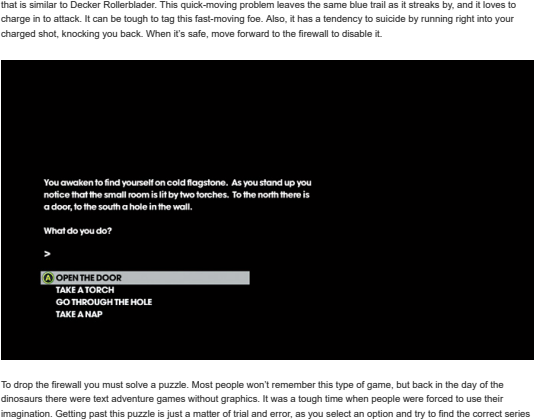
One thing to keep in mind is that the arm cannon can't hold its charge while you're running. This leaves two very distinct choices. Slowly walk toward the firewall, charging the blaster as you go, or run like crazy and don't shoot anything. It's better to take your time and fight cautiously. But if you like the adrenaline, it is possible to take a bit of damage while running and push the enemies out of your way—but not for long.



This is Matt's world and he controls the rules. He has all sorts of tricks and tweaks he can enable to make this place a lot tougher. The first plague he unleashes is a slow down. Whenever you see a snail on the HUD, your character's speed has greatly been reduced. Luckily the effects are temporary. Obviously, sprinting is not a good option at this point. Use the corners of the maze for cover and keep the blaster charged to unload a shot at anything that teleports in.



Keep following the blue marker on-screen to an open area near an orange wall. When the wall is in sight, stay between the archways for cover and take out the various enemies before moving forward. Among the many shooting foes is a specialist that is similar to Decker Rollerblader. This quick-moving problem leaves the same blue trail as it streaks by, and it loves to charge in to attack. It can be tough to tag this fast-moving foe. Also, it has a tendency to suicide by running right into your charged shot, knocking you back. When it's safe, move forward to the firewall to disable it.



You awaken to find yourself on cold flagstone. As you stand up you notice that the small room is lit by two torches. To the north there is a door, to the south a hole in the wall.

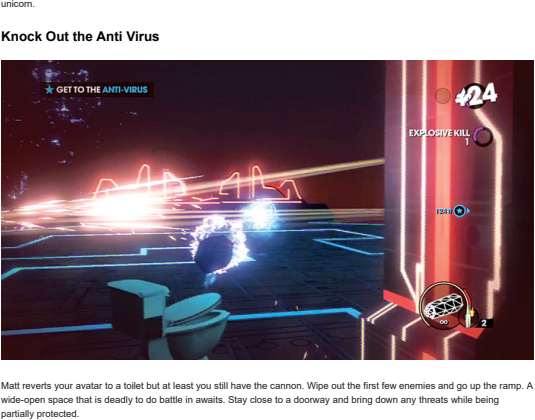
What do you do?

>

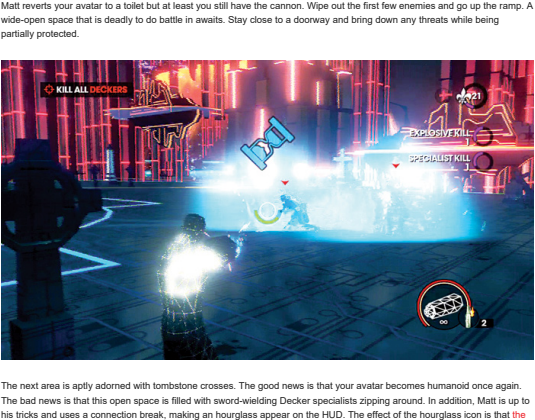
OPEN THE DOOR
TAKE A TORCH
GO THROUGH THE HOLE
TAKE A NAP

To drop the firewall you must solve a puzzle. Most people won't remember this type of game, but back in the day of the dinosaurs there were text adventure games without graphics. It was a tough time when people were forced to use their imagination. Getting past this puzzle is just a matter of trial and error, as you select an option and try to find the correct series of actions to complete the challenge. The correct sequence is as follows: Take a torch, keep walking, keep walking, kill the unicorn.

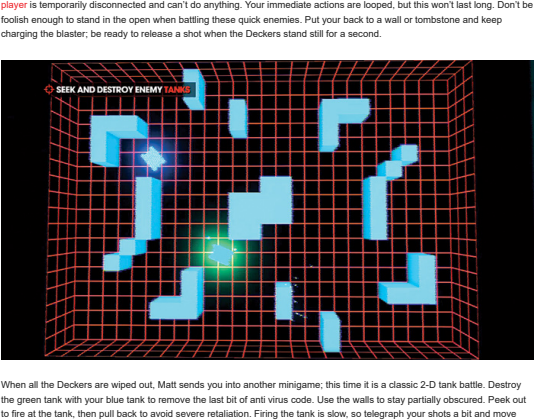
Knock Out the Anti Virus



Matt reverts your avatar to a toilet but at least you still have the cannon. Wipe out the first few enemies and go up the ramp. A wide-open space that is deadly to do battle in awaits. Stay close to a doorway and bring down any threats while being partially protected.

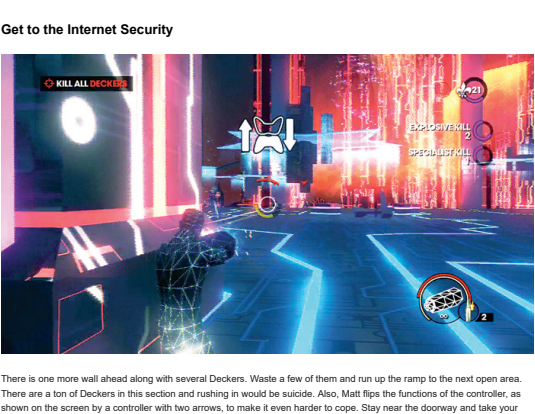


The next area is aptly adorned with tombstone crosses. The good news is that your avatar becomes humanoid once again. The bad news is that this open space is filled with sword-wielding Decker specialists zipping around. In addition, Matt is up to his tricks and uses a connection break, making an hourglass appear on the HUD. The effect of the hourglass icon is that the player is temporarily disconnected and can't do anything. Your immediate actions are looped, but this won't last long. Don't be foolish enough to stand in the open when battling these quick enemies. Put your back to a wall or tombstone and keep charging the blaster; be ready to release a shot when the Deckers stand still for a second.

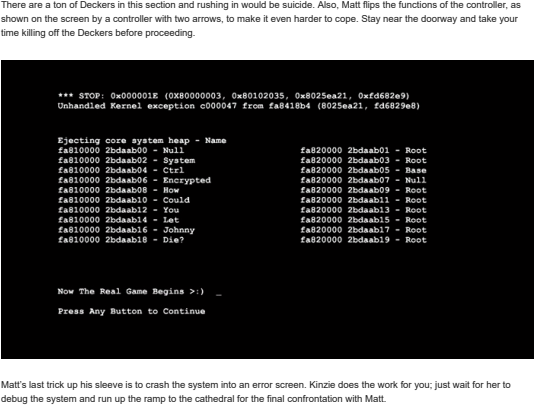


When all the Deckers are wiped out, Matt sends you into another minigame; this time it is a classic 2-D tank battle. Destroy the green tank with your blue tank to remove the last bit of anti virus code. Use the walls to stay partially obscured. Peek out to fire at the tank, then pull back to avoid severe retaliation. Firing the tank is slow, so telegraph your shots a bit and move back into cover.

Get to the Internet Security



There is one more wall ahead along with several Deckers. Waste a few of them and run up the ramp to the next open area. There are a ton of Deckers in this section and rushing in would be suicide. Also, Matt flips the functions of the controller, as shown on the screen by a controller with two arrows, to make it even harder to cope. Stay near the doorway and take your time killing off the Deckers before proceeding.



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*** STOP: 0x000001E (0X80000003, 0x80102035, 0x8025ea21, 0xfd682e9)
Unhandled Kernel exception c000047 from fa8418b4 (8025ea21, fd6829e8)

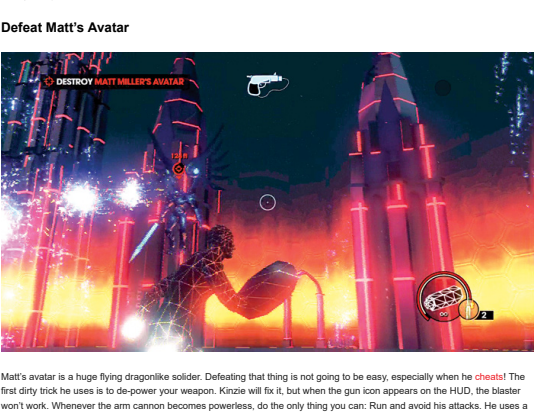
Ejecting core system heap - Name
fa810000 2bdaab00 - Null                    fa820000 2bdaab01 - Root
fa810000 2bdaab02 - System                  fa820000 2bdaab03 - Root
fa810000 2bdaab04 - Ctrl                    fa820000 2bdaab05 - Base
fa810000 2bdaab06 - Encrypted               fa820000 2bdaab07 - Null
fa810000 2bdaab08 - Now                     fa820000 2bdaab09 - Root
fa810000 2bdaab10 - Could                   fa820000 2bdaab11 - Root
fa810000 2bdaab12 - You                     fa820000 2bdaab13 - Root
fa810000 2bdaab14 - Let                     fa820000 2bdaab15 - Root
fa810000 2bdaab16 - Johnny                  fa820000 2bdaab17 - Root
fa810000 2bdaab18 - Die?                    fa820000 2bdaab19 - Root


Now The Real Game Begins >:)  _

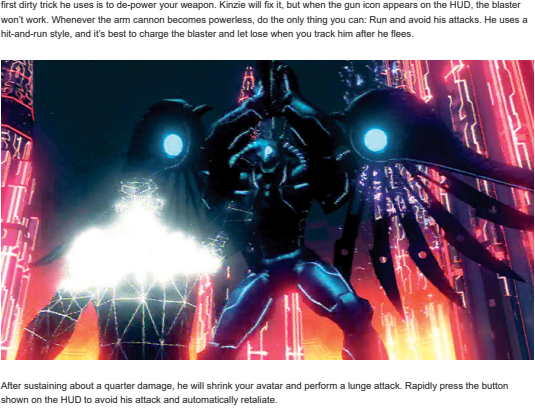
Press Any Button to Continue
```

Matt's last trick up his sleeve is to crash the system into an error screen. Kinzie does the work for you; just wait for her to debug the system and run up the ramp to the cathedral for the final confrontation with Matt.

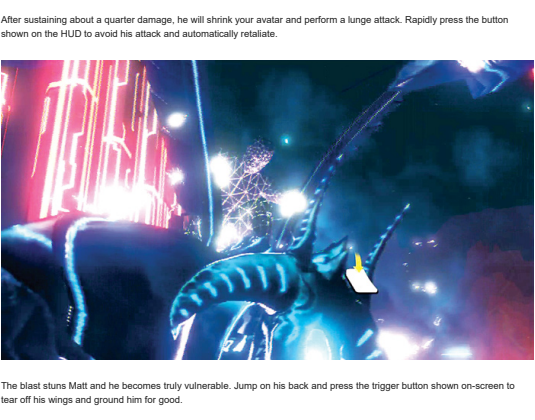
Defeat Matt's Avatar



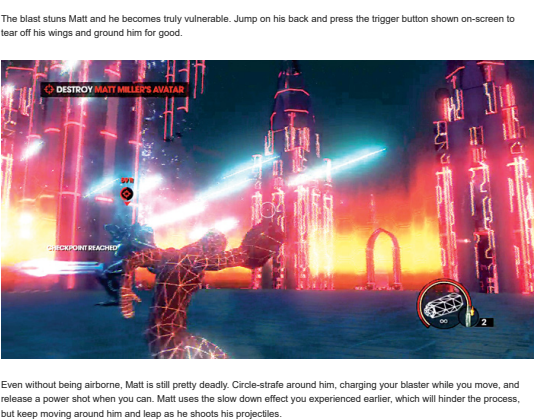
Matt's avatar is a huge flying dragonlike solider. Defeating that thing is not going to be easy, especially when he cheats! The first dirty trick he uses is to de-power your weapon. Kinzie will fix it, but when the gun icon appears on the HUD, the blaster won't work. Whenever the arm cannon becomes powerless, do the only thing you can: Run and avoid his attacks. He uses a hit-and-run style, and it's best to charge the blaster and let lose when you track him after he flees.



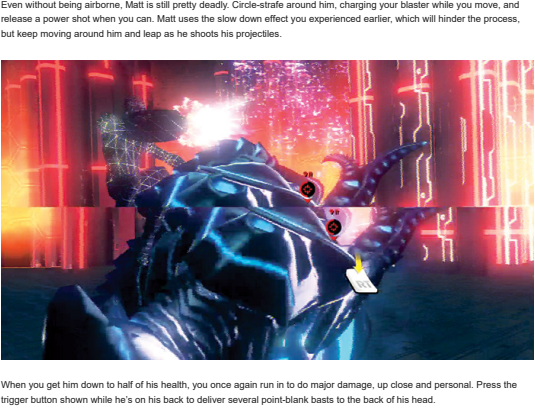
After sustaining about a quarter damage, he will shrink your avatar and perform a lunge attack. Rapidly press the button shown on the HUD to avoid his attack and automatically retaliate.



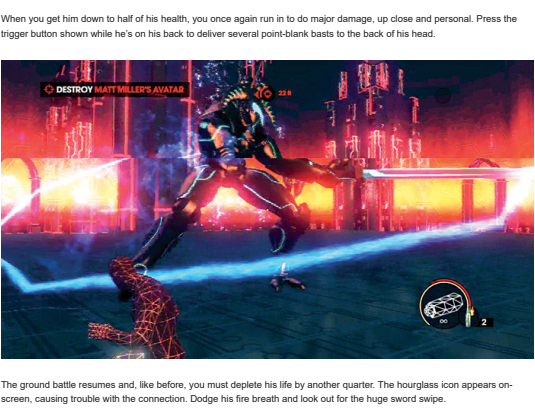
The blast stuns Matt and he becomes truly vulnerable. Jump on his back and press the trigger button shown on-screen to tear off his wings and ground him for good.



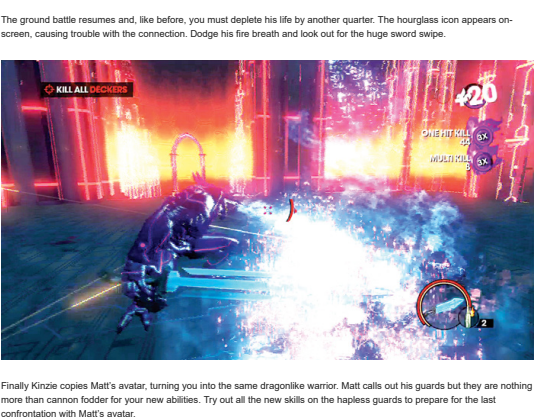
Even without being airborne, Matt is still pretty deadly. Circle-strafe around him, charging your blaster while you move, and release a power shot when you can. Matt uses the slow down effect you experienced earlier, which will hinder the process, but keep moving around him and leap as he shoots his projectiles.



When you get him down to half of his health, you once again run in to do major damage, up close and personal. Press the trigger button shown while he's on his back to deliver several point-blank beats to the back of his head.

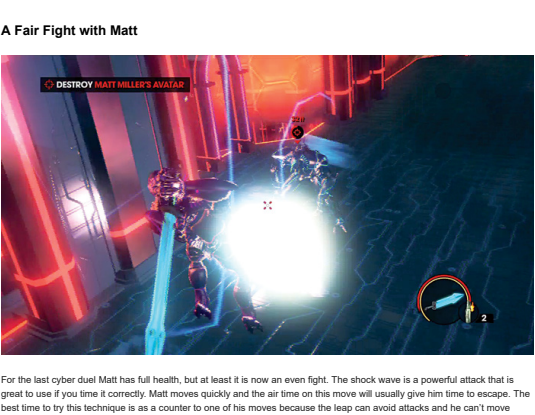


The ground battle resumes and, like before, you must deplete his life by another quarter. The hourglass icon appears on-screen, causing trouble with the connection. Dodge his fire breath and look out for the huge sword swipe.

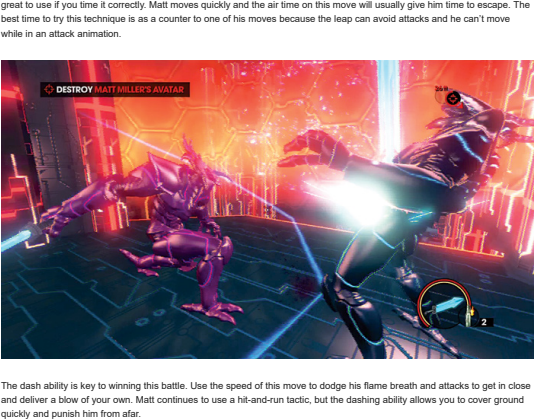


Finally Kinzie copies Matt's avatar, turning you into the same dragonlike warrior. Matt calls out his guards but they are nothing more than cannon fodder for your new abilities. Try out all the new skills on the hapless guards to prepare for the last confrontation with Matt's avatar.

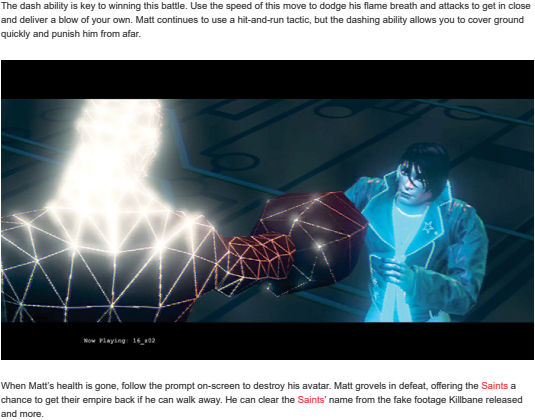
A Fair Fight with Matt



For the last cyber duel Matt has full health, but at least it is now an even fight. The shock wave is a powerful attack that is great to use if you time it correctly. Matt moves quickly and the air time on this move will usually give him time to escape. The best time to try this technique is as a counter to one of his moves because the leap can avoid attacks and he can't move while in an attack animation.

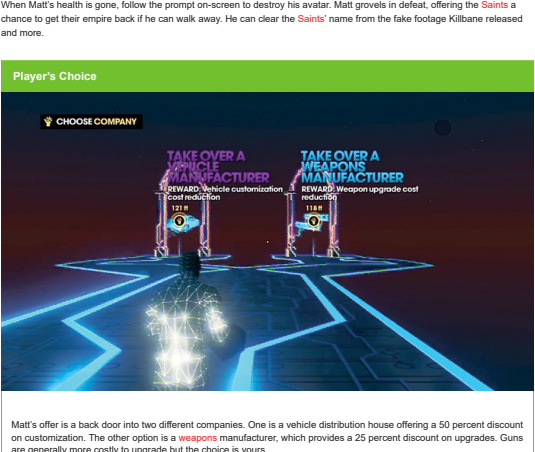


The dash ability is key to winning this battle. Use the speed of this move to dodge his flame breath and attacks to get in close and deliver a blow of your own. Matt continues to use a hit-and-run tactic, but the dashing ability allows you to cover ground quickly and punish him from afar.

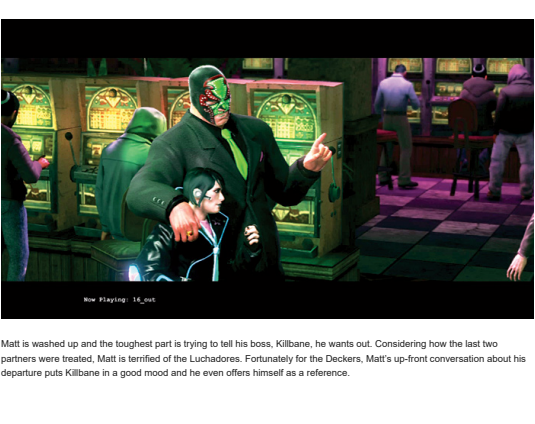


When Matt's health is gone, follow the prompt on-screen to destroy his avatar. Matt grovels in defeat, offering the Saints a chance to get their empire back if he can walk away. He can clear the Saints' name from the fake footage Killbane released and more.

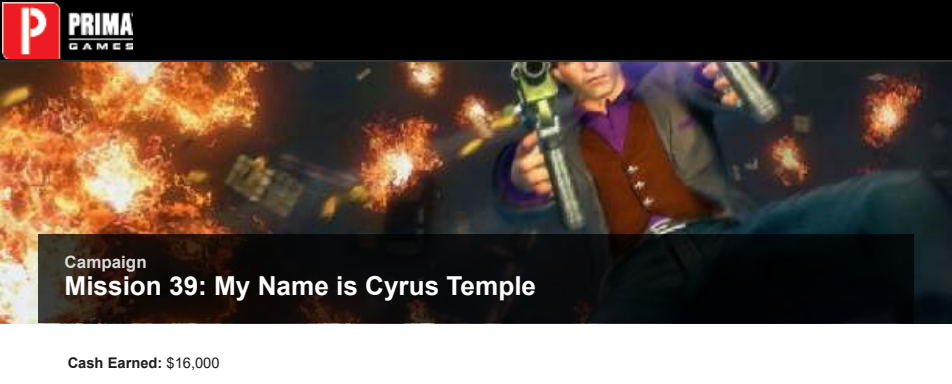
Player's Choice


CHOOSE COMPANY
TAKE OVER A VEHICLE MANUFACTURER
REWARD: Vehicle customization cost reduction
TAKE OVER A WEAPONS MANUFACTURER
REWARD: Weapon upgrade cost reduction

Matt's offer is a back door into two different companies. One is a vehicle distribution house offering a 50 percent discount on customization. The other option is a weapons manufacturer, which provides a 25 percent discount on upgrades. Guns are generally more costly to upgrade but the choice is yours.



Matt is washed up and the toughest part is trying to tell his boss, Killbane, he wants out. Considering how the last two partners were treated, Matt is terrified of the Luchadores. Fortunately for the Deckers, Matt's up-front conversation about his departure puts Killbane in a good mood and he even offers himself as a reference.



Campaign

Mission 39: My Name is Cyrus Temple

Cash Earned: $16,000

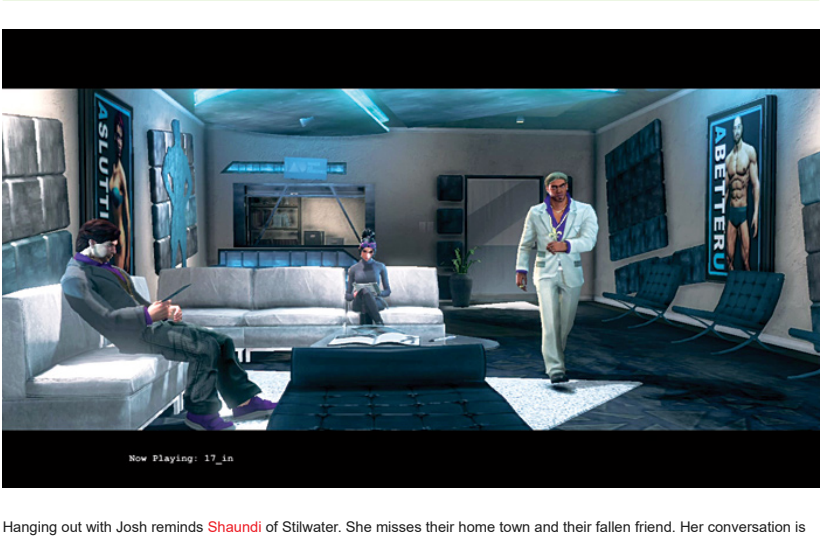
Respect Earned: 4,000

Rewards: Pick two—New Vehicle—Prototype tank; New Weapon—Satchel Charges; New Vehicle—VTOL Jet Bike

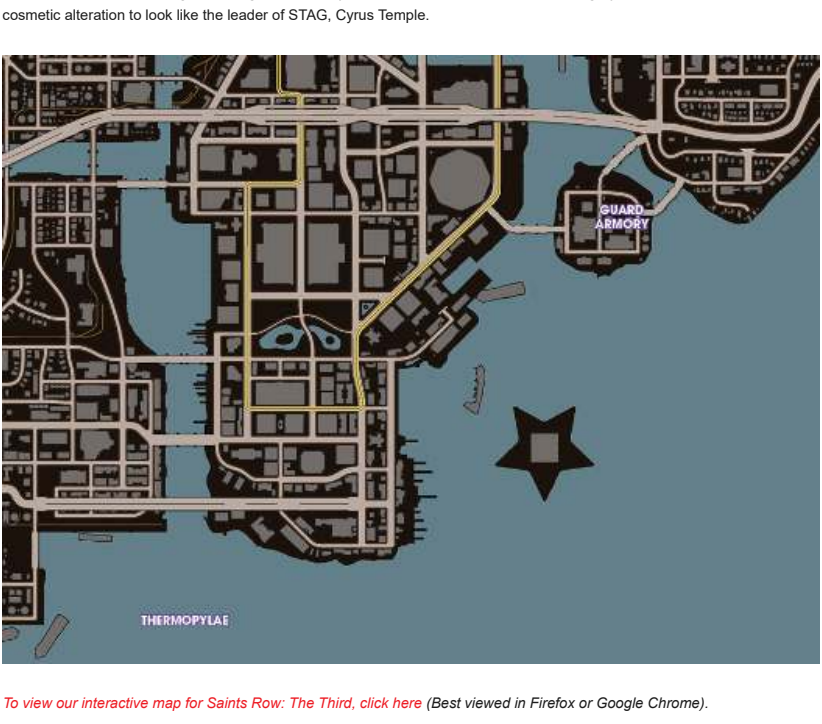
Becoming Cyrus

Tip

Before starting this mission, make sure to stock up on ammo. Also, it might be a good idea to upgrade the amount of ammo and level for single-handed weapons like the pistol and submachine gun.

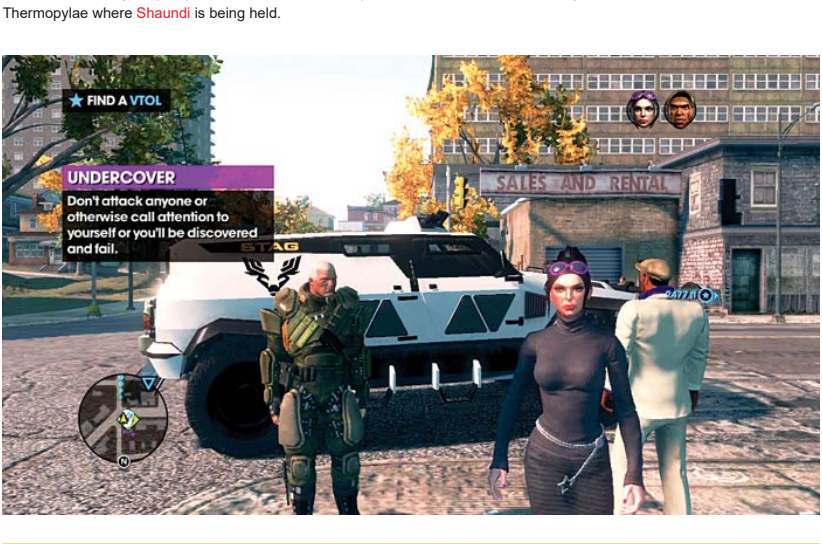

Now Playing: 17_in

Hanging out with Josh reminds Shaundi of Stilwater. She misses their home town and their fallen friend. Her conversation is rudely interrupted as a struggle ensues and another lady picks up the phone. It's time for some desperate measures to get Shaundi back. Drive to Image as Designed to meet your homies. The place is a plastic surgery shop and it's time to do a little cosmetic alteration to look like the leader of STAG, Cyrus Temple.


GUARD ARMORY
THERMOPYLAE

To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

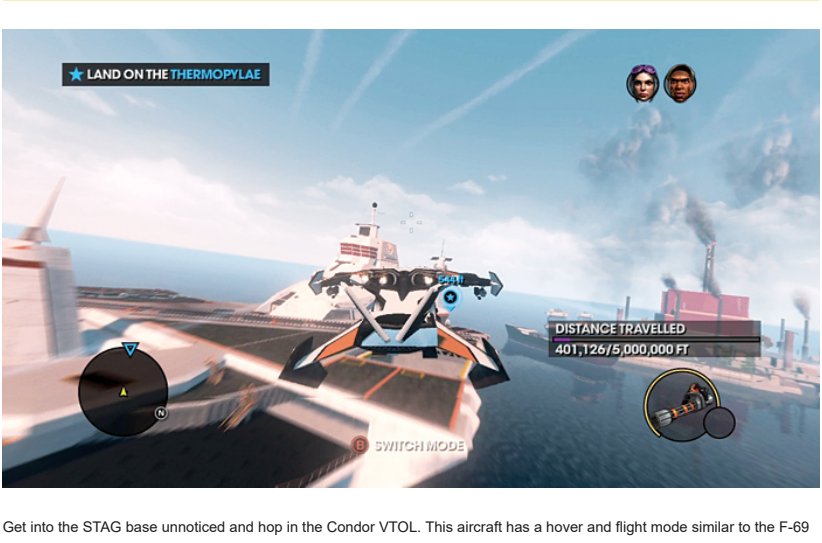
The doctors did a great job, you now look identical to Cyrus. Drive to the STAG base to get a VTOL to make it to the carrier Thermopylae where Shaundi is being held.


FIND A VTOL
SALES AND RENTAL

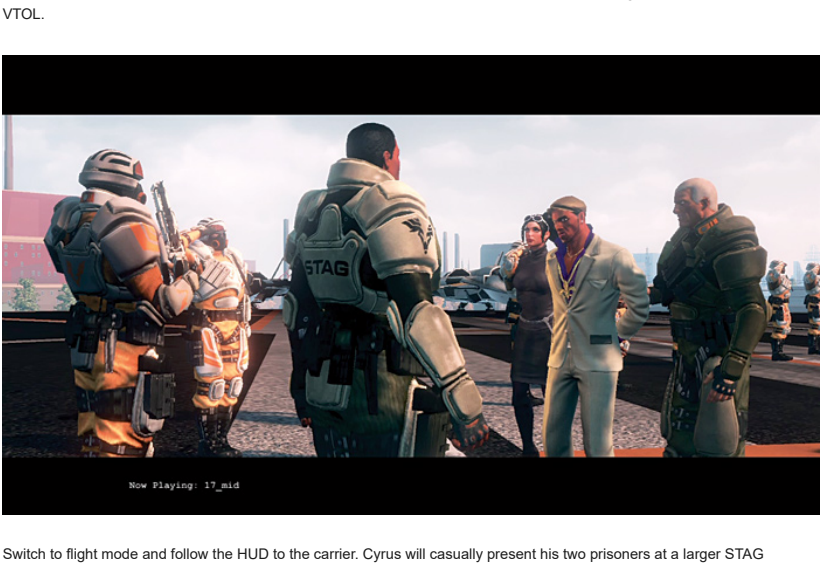
UNDERCOVER
Don't attack anyone or otherwise call attention to yourself or you'll be discovered and fail.

Note

You may look like Cyrus but you must also act the part or it will blow your cover and then it's game over.

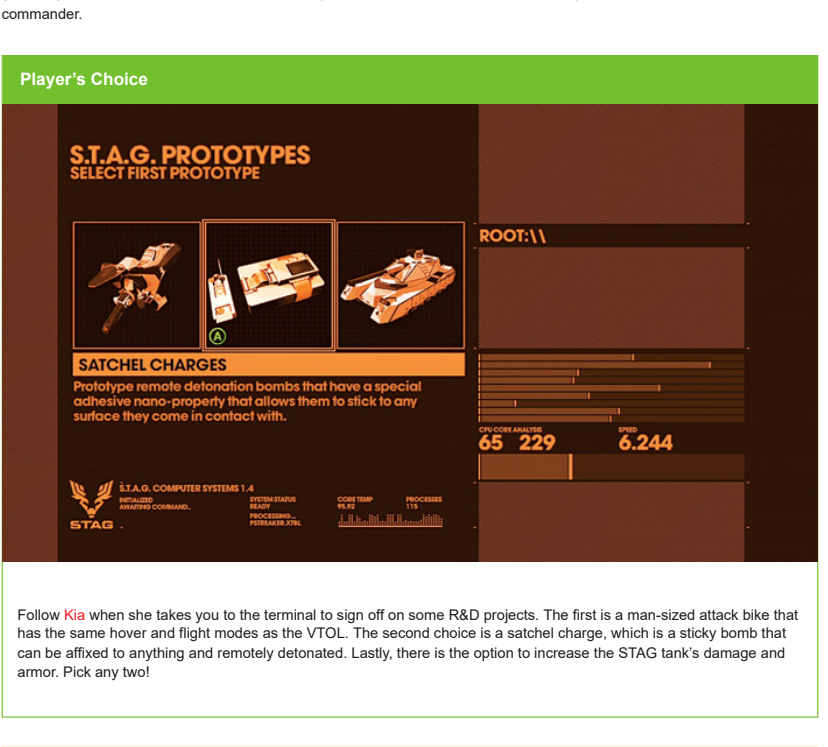

LAND ON THE THERMOPYLAE
DISTANCE TRAVELLED
401,126/5,000,000 FT
SWITCH MODE

Get into the STAG base unnoticed and hop in the Condor VTOL. This aircraft has a hover and flight mode similar to the F-69 VTOL.


Now Playing: 17_mid

Switch to flight mode and follow the HUD to the carrier. Cyrus will casually present his two prisoners at a larger STAG gathering. His second in command is Kia, the lady who took Shaundi. She has some projects she want to show her commander.

Player's Choice


S.T.A.G. PROTOTYPES
SELECT FIRST PROTOTYPE
ROOT:\\
65 229
6.244
S.T.A.G. COMPUTER SYSTEMS 1.4
STAG

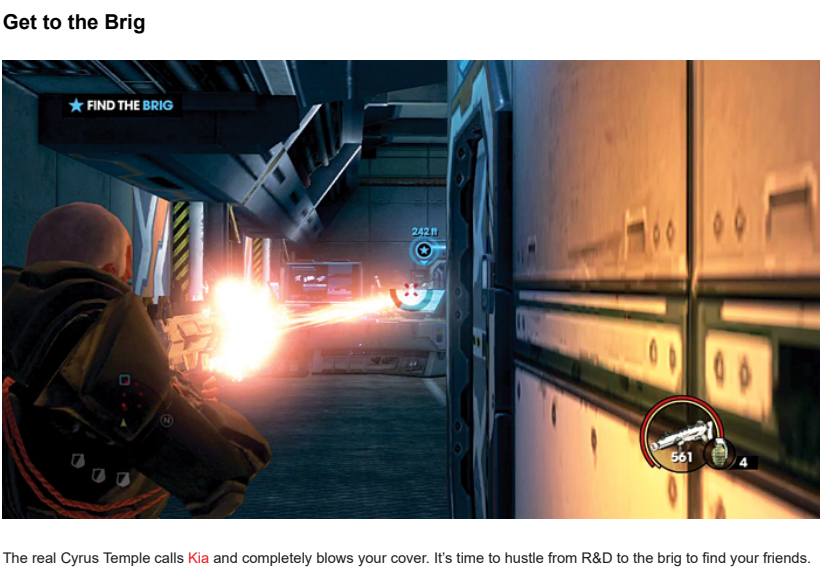
SATCHEL CHARGES
Prototype remote detonation bombs that have a special adhesive nano-property that allows them to stick to any surface they come in contact with.

Follow Kia when she takes you to the terminal to sign off on some R&D projects. The first is a man-sized attack bike that has the same hover and flight modes as the VTOL. The second choice is a satchel charge, which is a sticky bomb that can be affixed to anything and remotely detonated. Lastly, there is the option to increase the STAG tank's damage and armor. Pick any two!

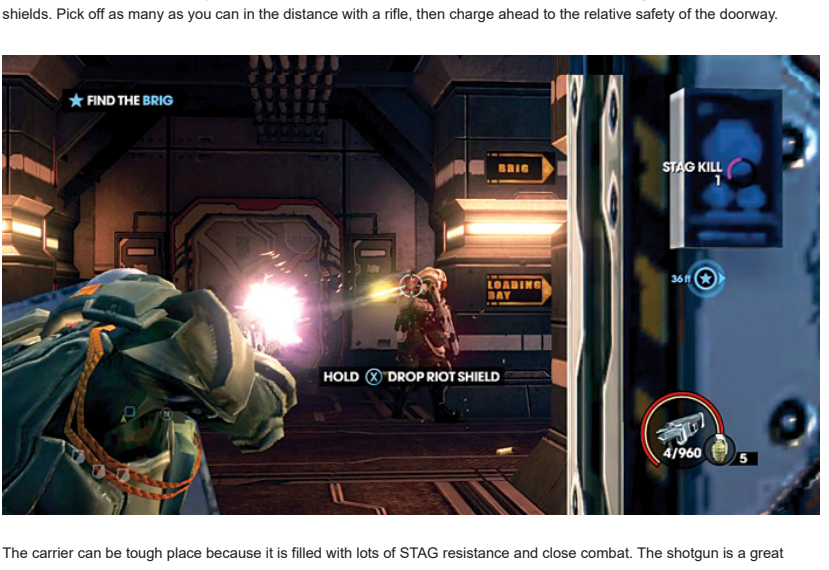
Note

If you plan on doing the barnstorming diversions make sure to get the VTOL jet bike! It's small size and maneuverability makes them a lot easier.

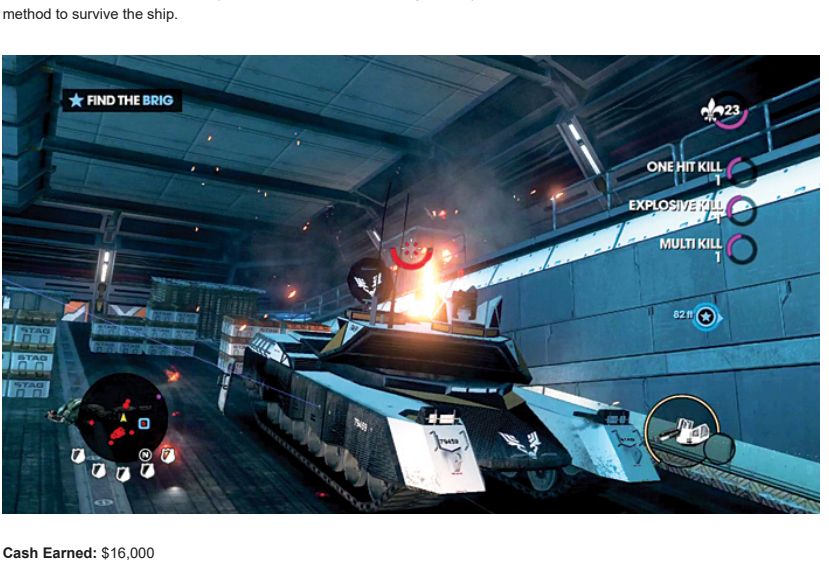
Get to the Brig


FIND THE BRIG
561
4

The real Cyrus Temple calls Kia and completely blows your cover. It's time to hustle from R&D to the brig to find your friends. The start of this section leaves you with little cover and a lot of STAG soldiers to deal with, including those armed with riot shields. Pick off as many as you can in the distance with a rifle, then charge ahead to the relative safety of the doorway.


FIND THE BRIG
STAG KILL
HOLD Ⓧ DROP RIOT SHIELD
4/960
5

The carrier can be tough place because it is filled with lots of STAG resistance and close combat. The shotgun is a great choice for close encounters but if you are taking too much damage, grab a fallen guard's riot shield. The shield allows you to use the SMG and even melee any enemies that are close enough. It may slow down the action a bit but it is the safest method to survive the ship.


FIND THE BRIG
ONE HIT KILL
EXPLOSIVE KILL
MULTI KILL

Cash Earned: $16,000

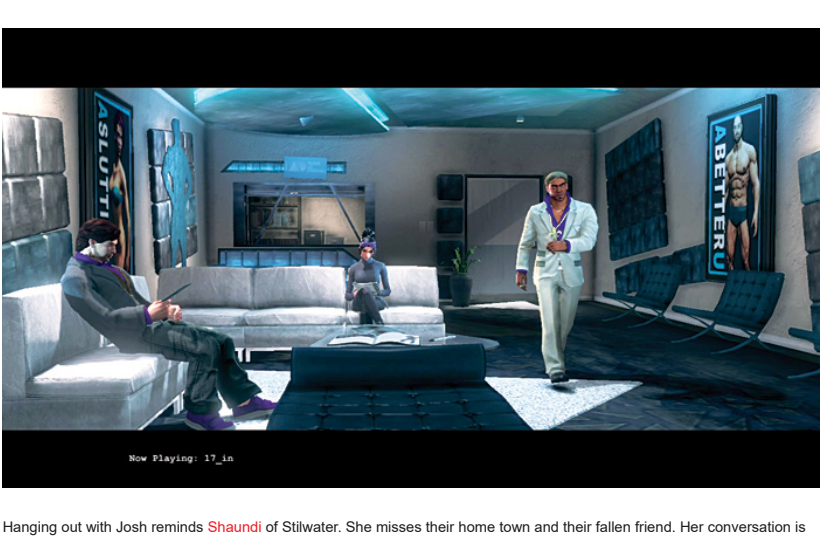
Respect Earned: 4,000

Rewards: Pick two—New Vehicle—Prototype tank; New Weapon—Satchel Charges; New Vehicle—VTOL Jet Bike

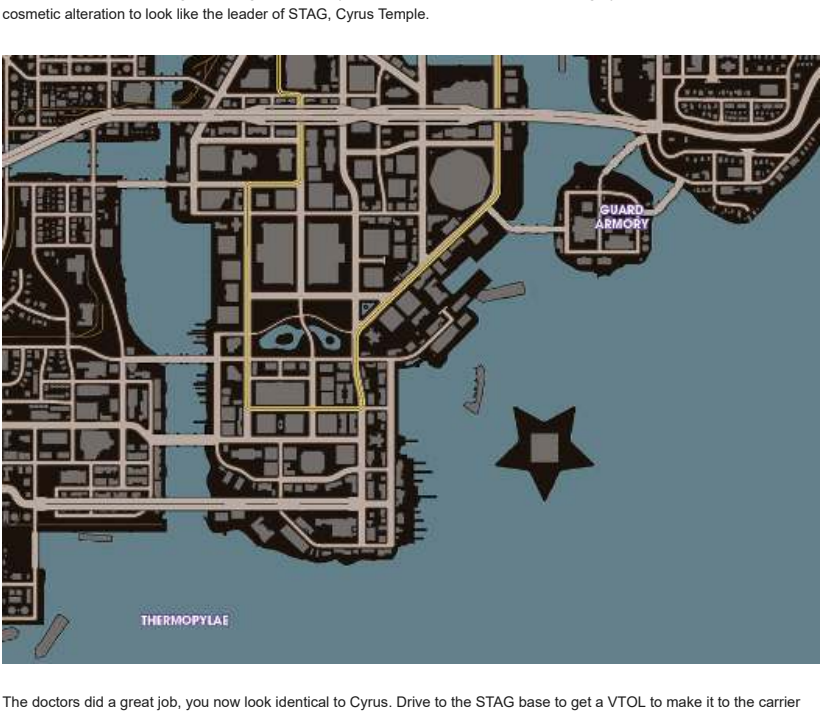
Becoming Cyrus

Tip

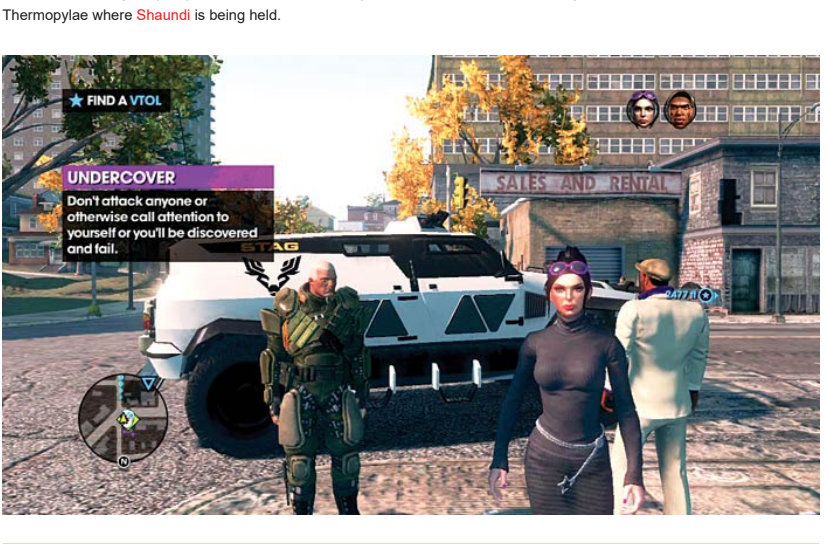
Before starting this mission, make sure to stock up on ammo. Also, it might be a good idea to upgrade the amount of ammo and level for single-handed weapons like the pistol and submachine gun.


Now Playing: 17_in

Hanging out with Josh reminds Shaundi of Stilwater. She misses their home town and their fallen friend. Her conversation is rudely interrupted as a struggle ensues and another lady picks up the phone. It's time for some desperate measures to get Shaundi back. Drive to Image as Designed to meet your homies. The place is a plastic surgery shop and it's time to do a little cosmetic alteration to look like the leader of STAG, Cyrus Temple.


GUARD ARMORY
THERMOPYLAE

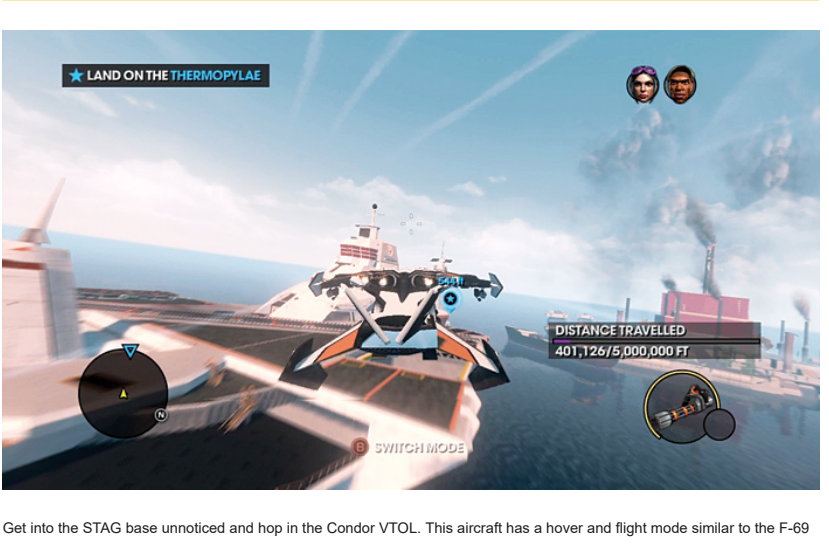
The doctors did a great job, you now look identical to Cyrus. Drive to the STAG base to get a VTOL to make it to the carrier Thermopylae where Shaundi is being held.


FIND A VTOL
SALES AND RENTAL

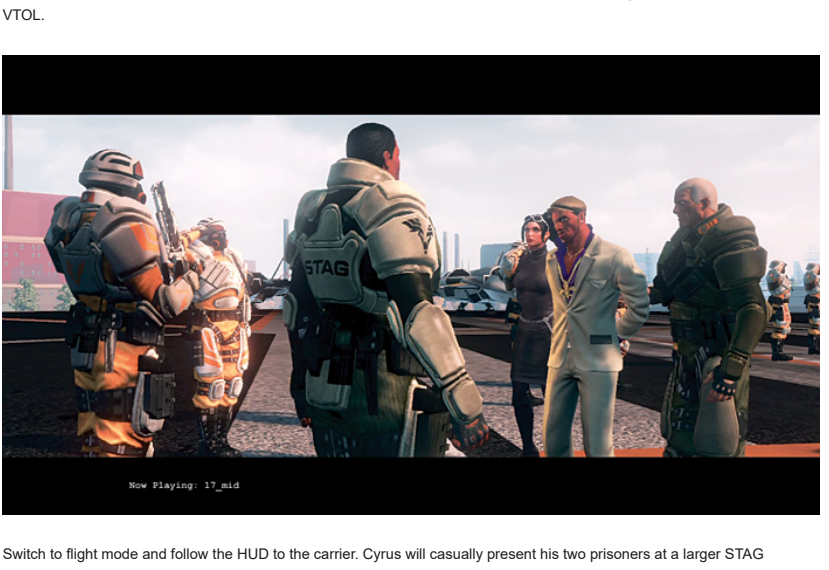
UNDERCOVER
Don't attack anyone or otherwise call attention to yourself or you'll be discovered and fail.

Note

You may look like Cyrus but you must also act the part or it will blow your cover and then it's game over.


LAND ON THE THERMOPYLAE
DISTANCE TRAVELLED
401,126/5,000,000 FT
SWITCH MODE

Get into the STAG base unnoticed and hop in the Condor VTOL. This aircraft has a hover and flight mode similar to the F-69 VTOL.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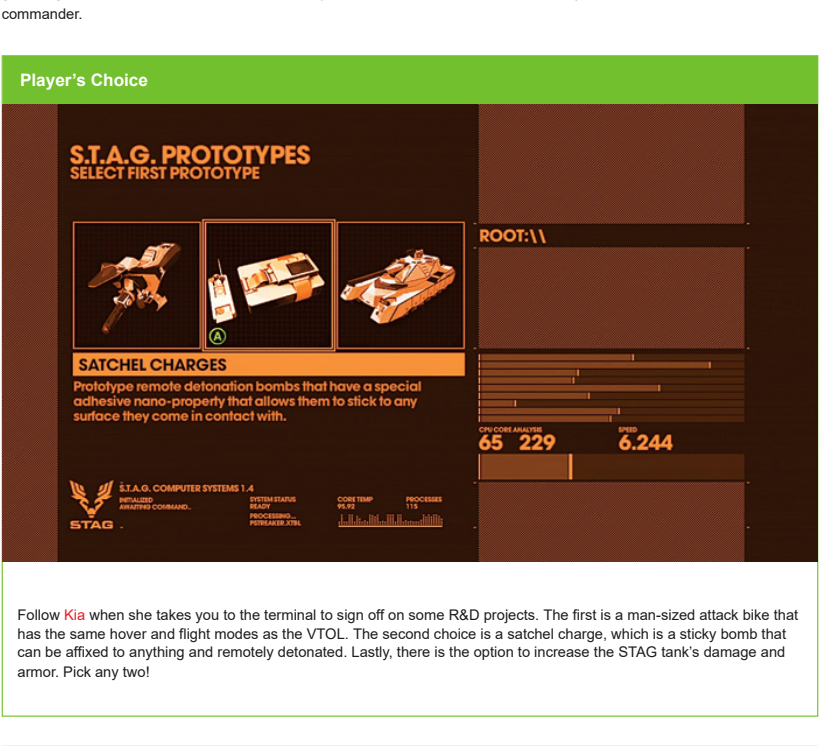
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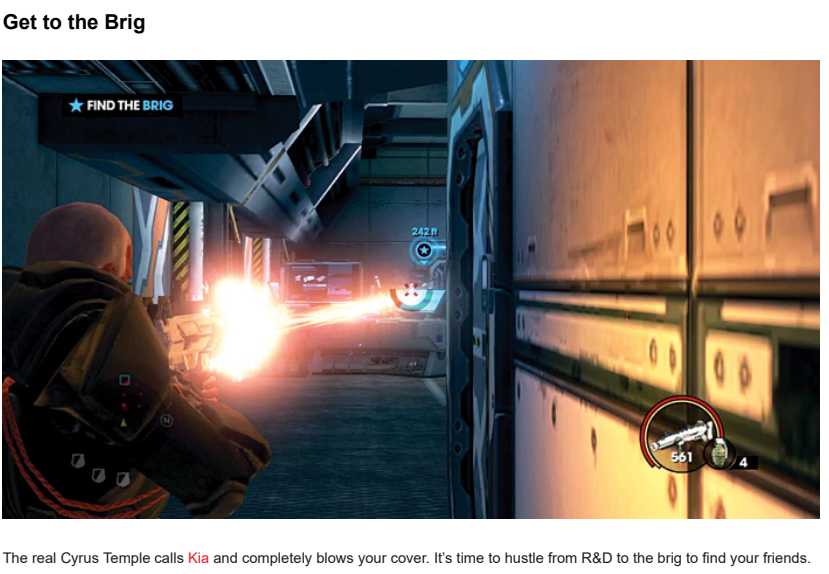
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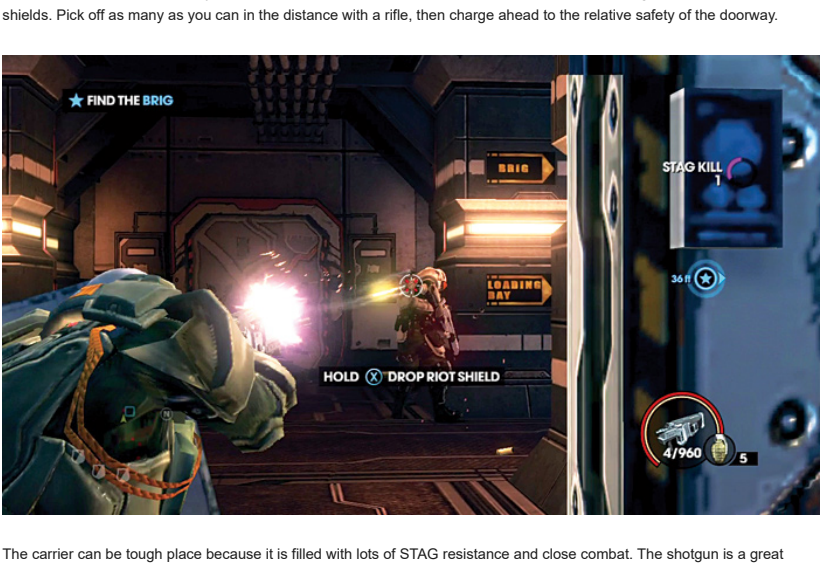
FIND THE BRIG
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4/960

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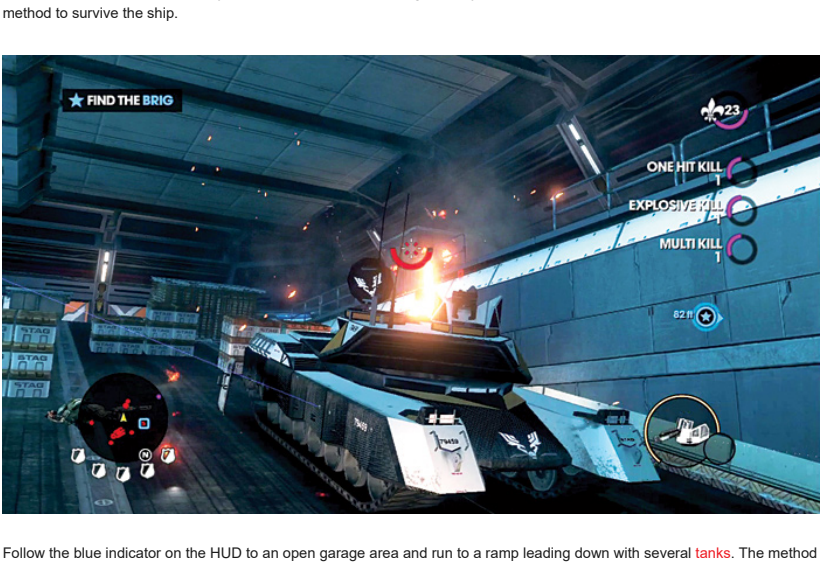
FIND THE BRIG
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EXPLOSIVE KILL
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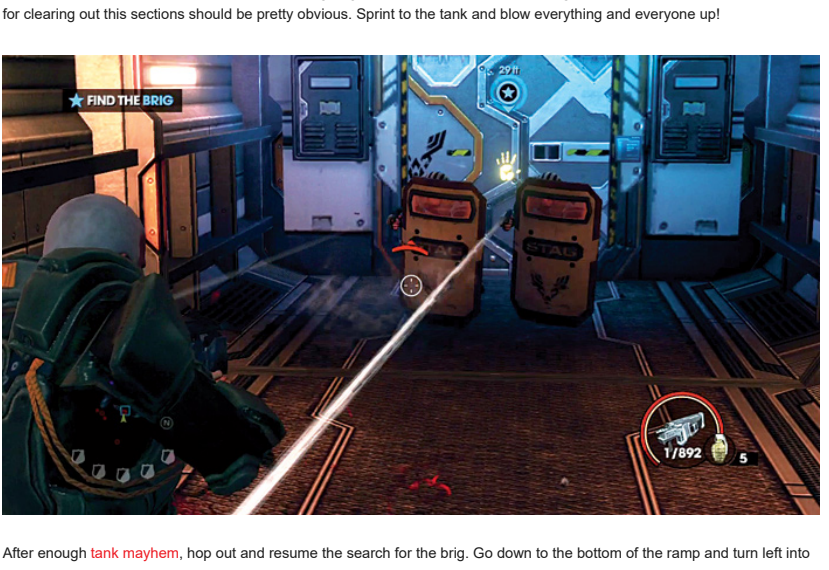
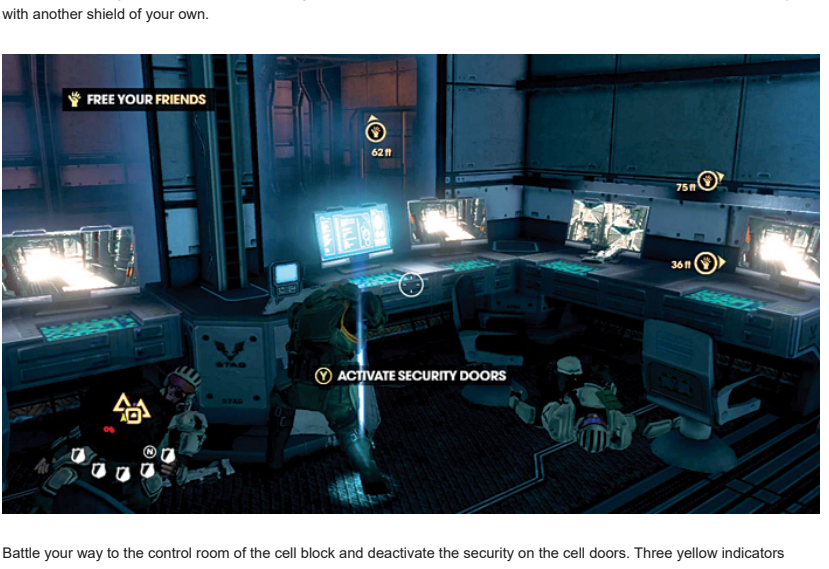
Follow the blue indicator on the HUD to an open garage area and run to a ramp leading down with several tanks. The method for clearing out this sections should be pretty obvious. Sprint to the tank and blow everything and everyone up!

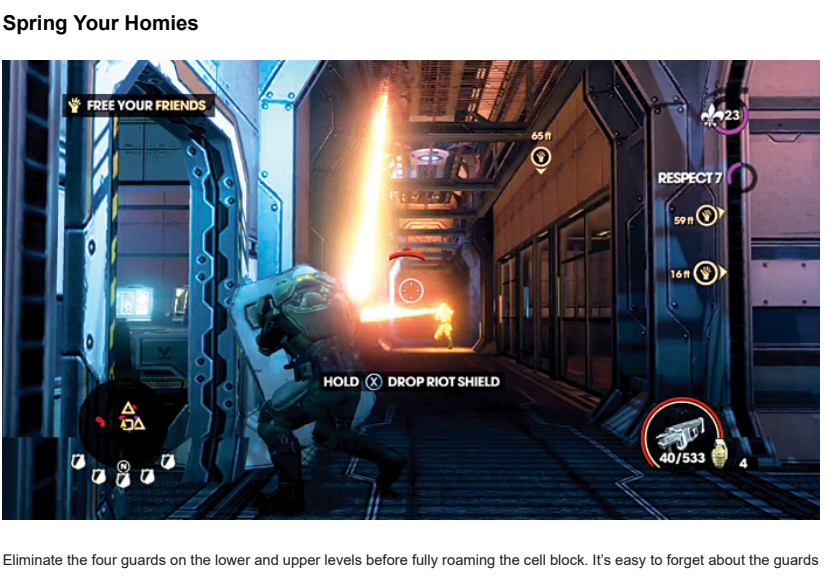

FIND THE BRIG
1/892
5

After enough tank mayhem, hop out and resume the search for the brig. Go down to the bottom of the ramp and turn left into the corridor. Two guards with shields are hiding in this spot. A well-placed explosive can wipe them both out and provide you with another shield of your own.


FREE YOUR FRIENDS
ACTIVATE SECURITY DOORS

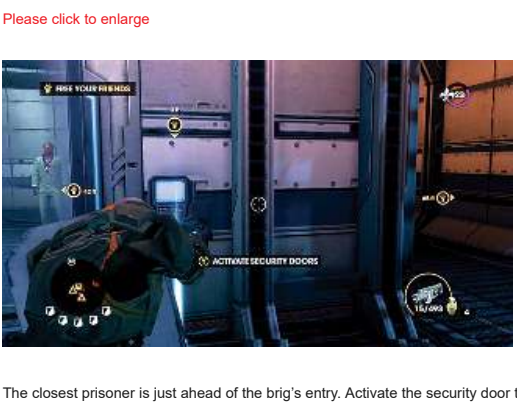
Battle your way to the control room of the cell block and deactivate the security on the cell doors. Three yellow indicators appear on the HUD; they correspond to the location of your homies.

Spring Your Homies

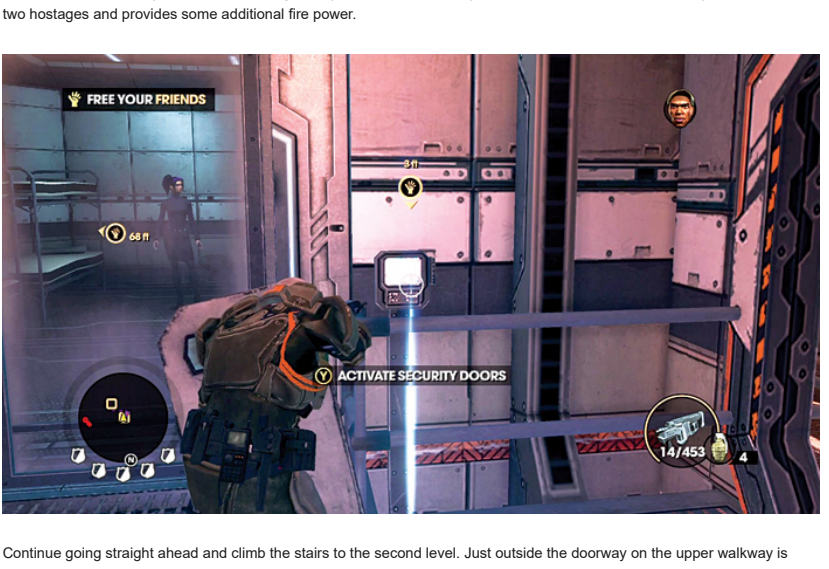

FREE YOUR FRIENDS
RESPECT 7
HOLD Ⓧ DROP RIOT SHIELD
40/533
4

Eliminate the four guards on the lower and upper levels before fully roaming the cell block. It's easy to forget about the guards above until they start firing on you.

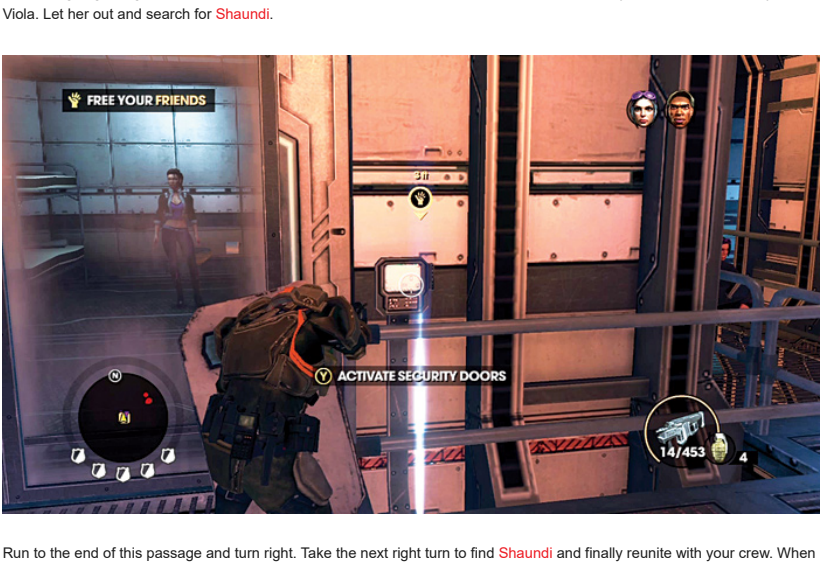
Please click to enlarge


ACTIVATE SECURITY DOORS

The closest prisoner is just ahead of the brig's entry. Activate the security door to free Pierce. He follows as you free the other two hostages and provides some additional fire power.


FREE YOUR FRIENDS
ACTIVATE SECURITY DOORS
14/453
4

Continue going straight ahead and climb the stairs to the second level. Just outside the doorway on the upper walkway is Viola. Let her out and search for Shaundi.


FREE YOUR FRIENDS
ACTIVATE SECURITY DOORS
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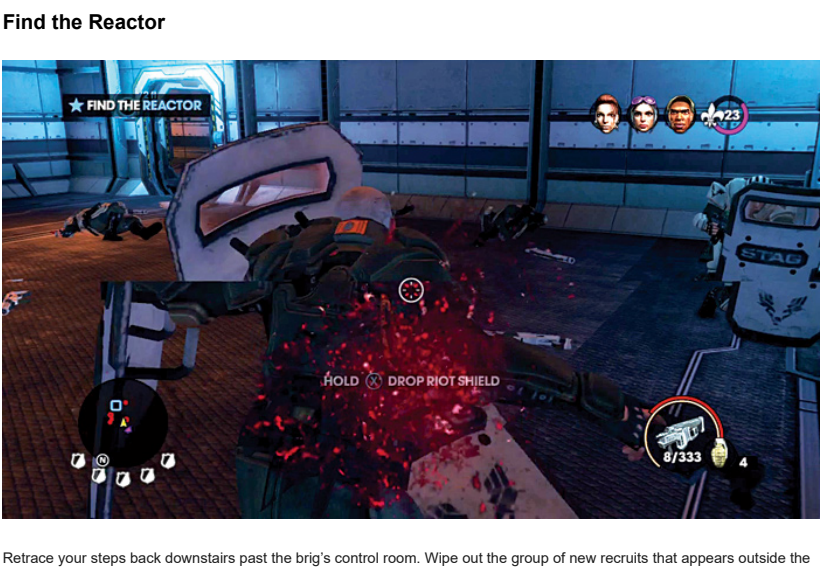
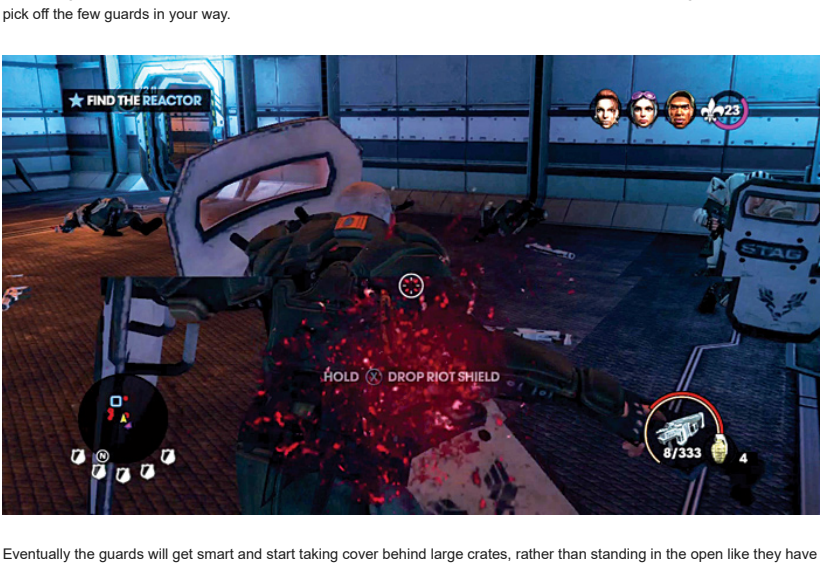
Run to the end of this passage and turn right. Take the next right turn to find Shaundi and finally reunite with your crew. When she is freed, more STAG soldiers spawn all over the ship. Just escaping is not enough for the Saints. Shaundi heard from the guards how dangerous the reactor control room is. That's a great place to give the carrier an explosive send off.

Find the Reactor


FIND THE REACTOR
HOLD Ⓧ DROP RIOT SHIELD
8/333
4

Retrace your steps back downstairs past the brig's control room. Wipe out the group of new recruits that appears outside the room using the melee attack of the riot shield to deal with the specialists. Follow the HUD down several flights of stairs and pick off the few guards in your way.


FIND THE REACTOR
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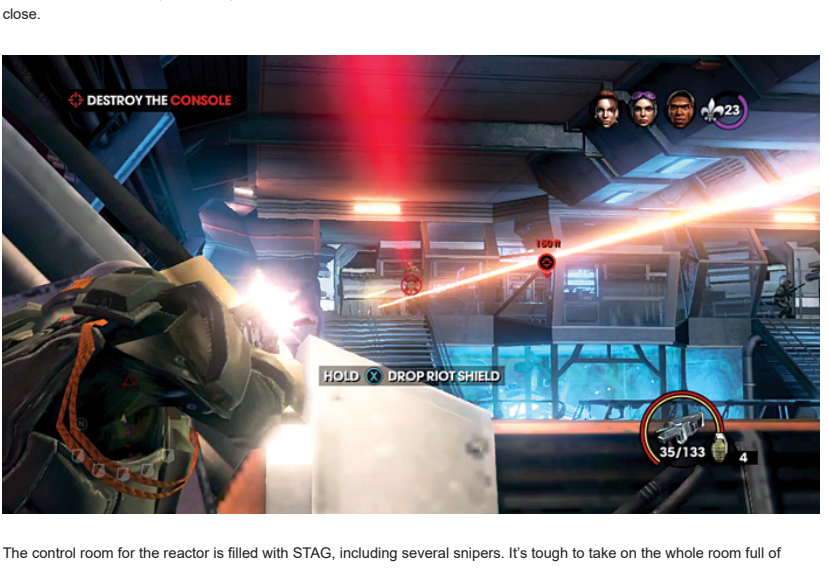
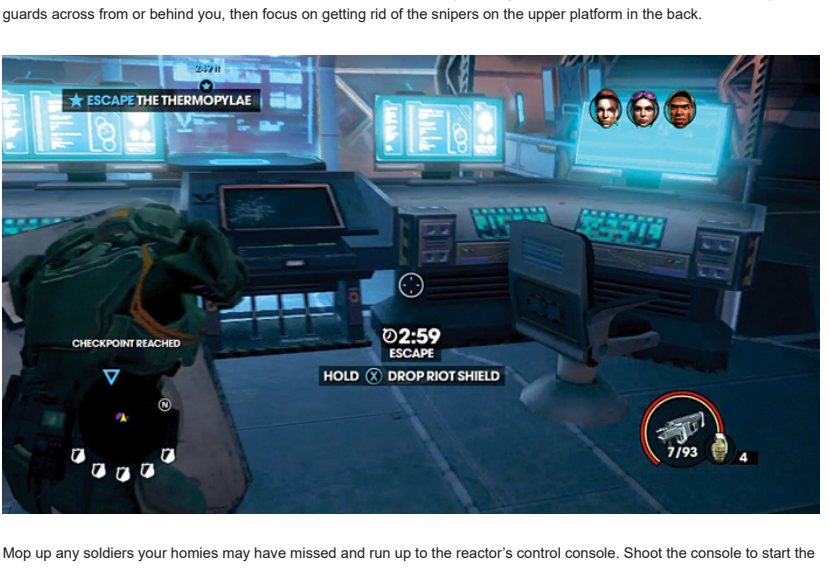
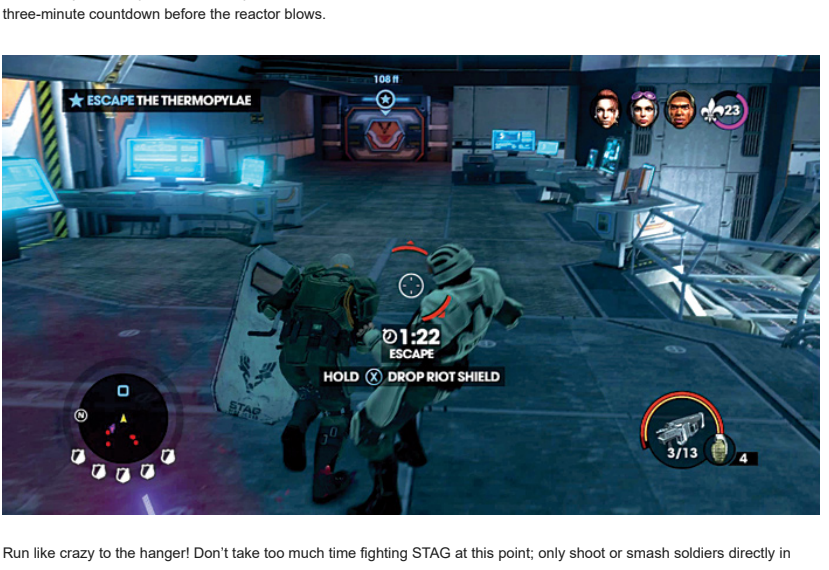

DESTROY THE CONSOLE
HOLD Ⓧ DROP RIOT SHIELD
35/133
4

The control room for the reactor is filled with STAG, including several snipers. It's tough to take on the whole room full of enemies even with the riot shield. Run into the room and take cover by the large support structures on the side. Kill any guards across from or behind you, then focus on getting rid of the snipers on the upper platform in the back.


ESCAPE THE THERMOPYLAE
CHECKPOINT REACHED
2:59
ESCAPE
HOLD Ⓧ DROP RIOT SHIELD
7/93
4

Mop up any soldiers your homies may have missed and run up to the reactor's control console. Shoot the console to start the three-minute countdown before the reactor blows.


ESCAPE THE THERMOPYLAE
108 ft
1:22
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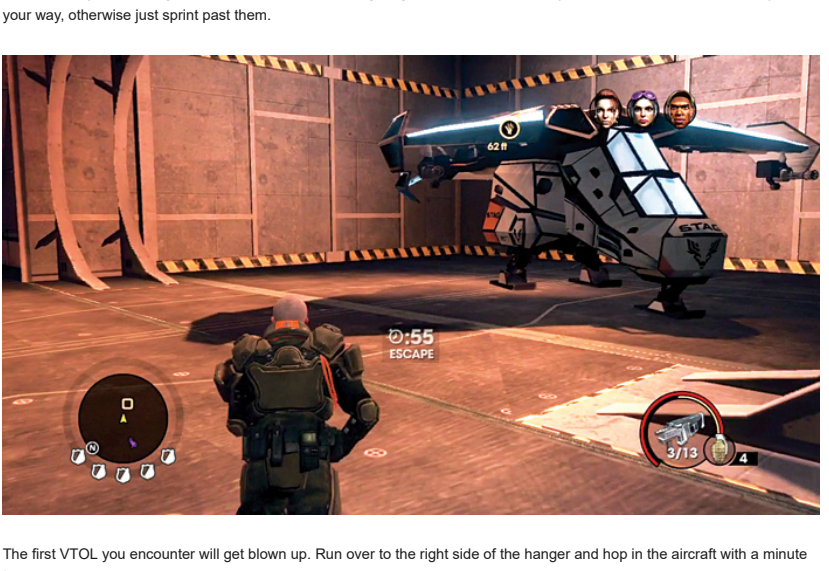
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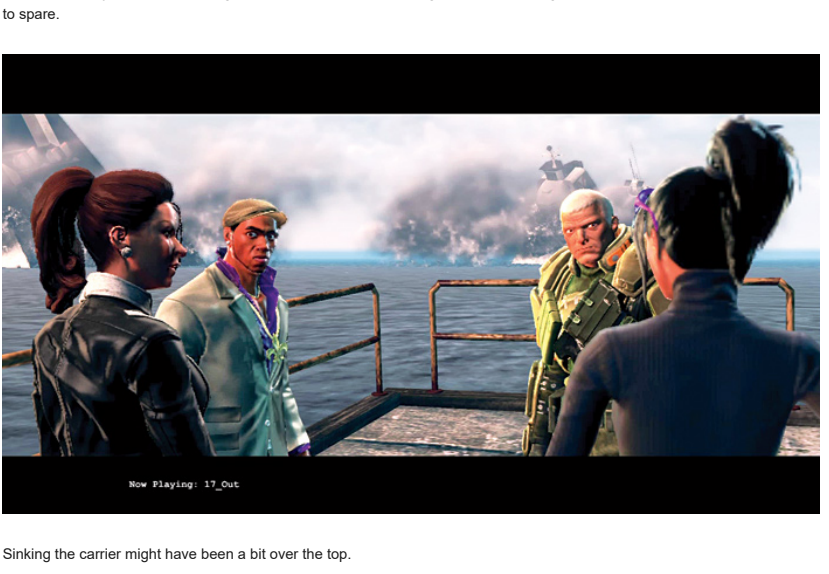
Now Playing: 17_Out

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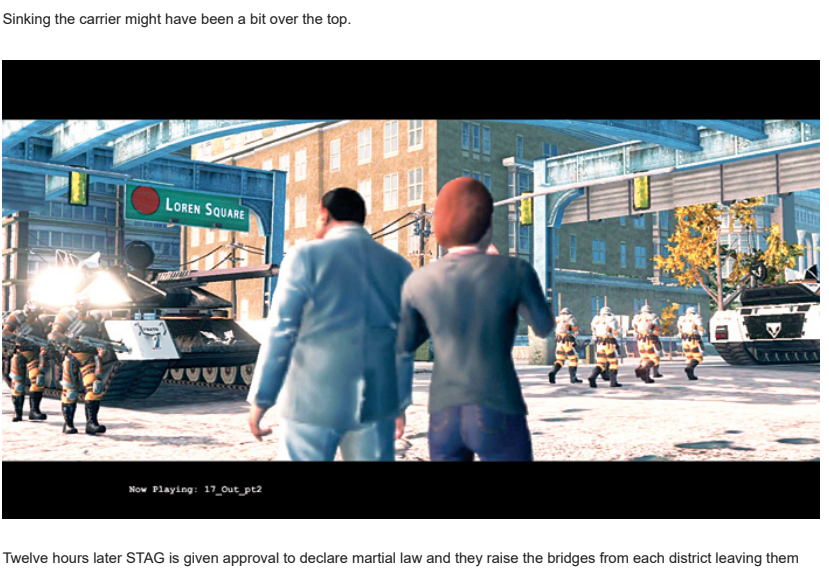
LOREN SQUARE
Now Playing: 17_Out_pt2

Twelve hours later STAG is given approval to declare martial law and they raise the bridges from each district leaving them isolated.

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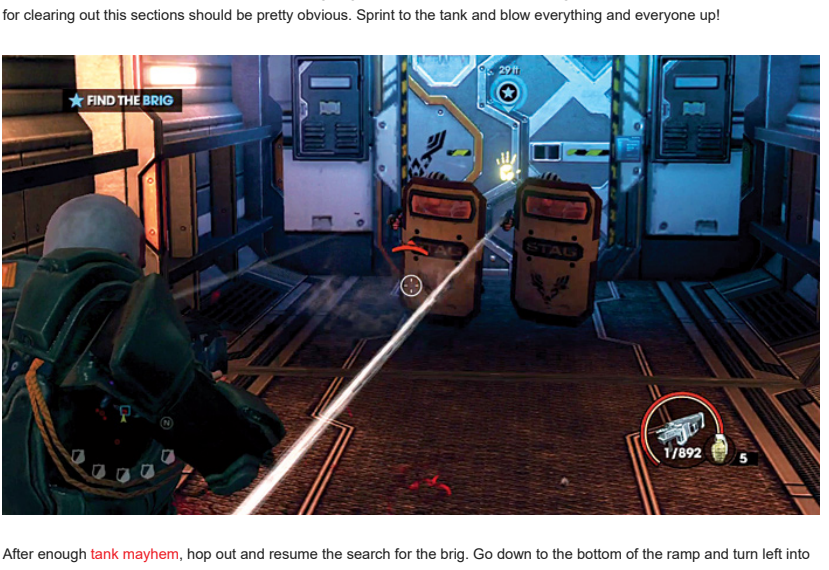
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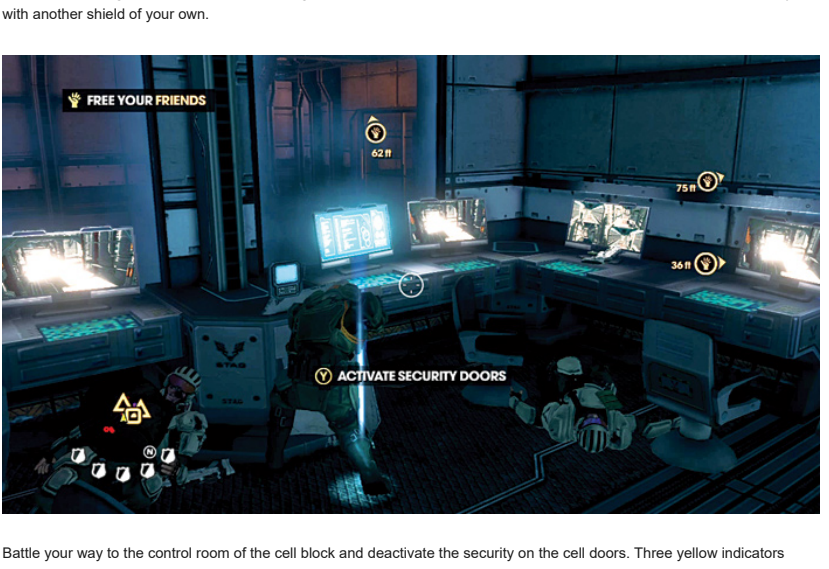
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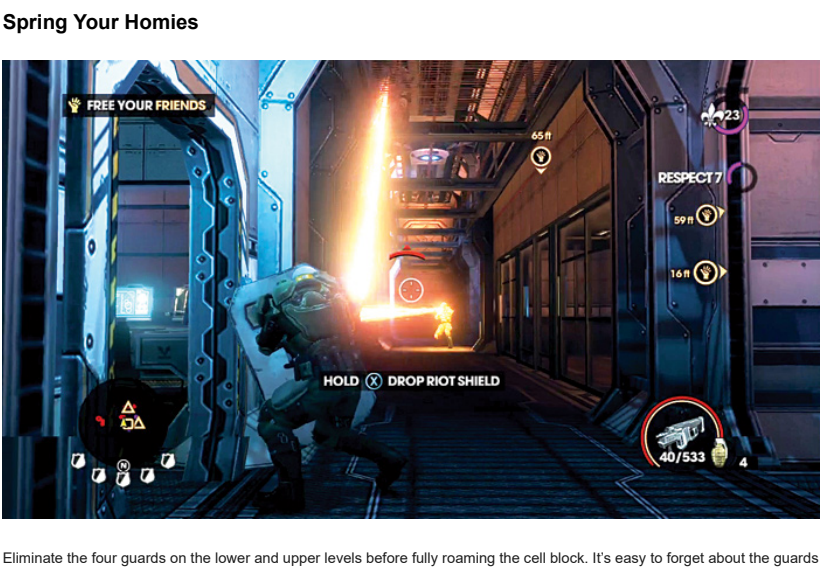
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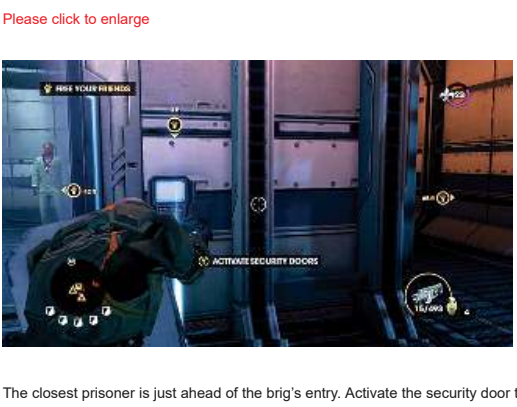
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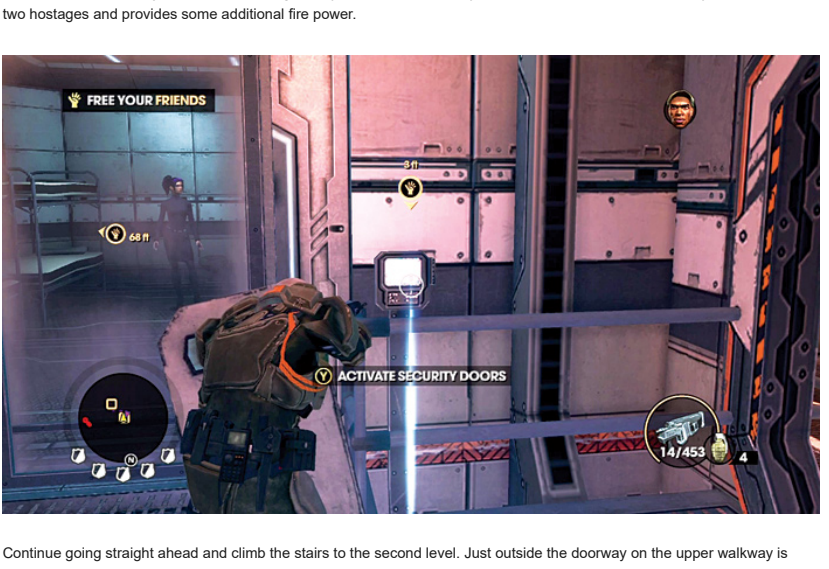
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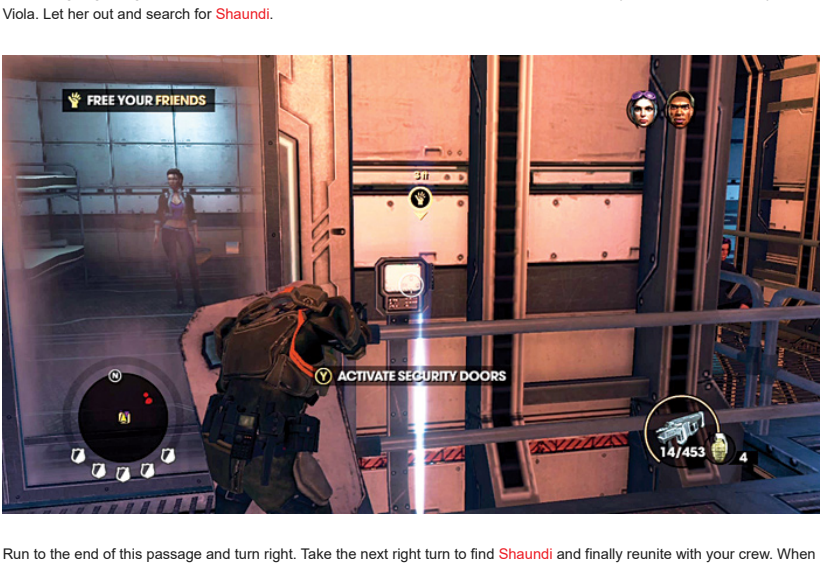
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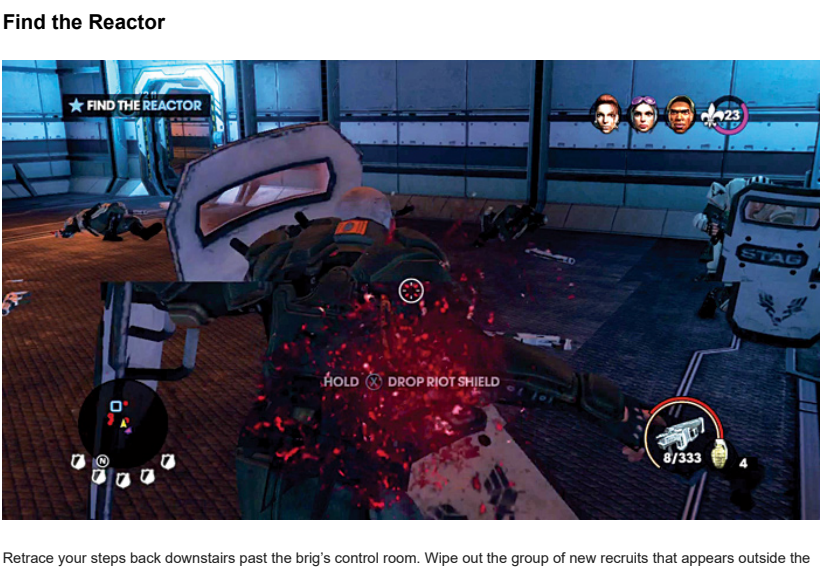
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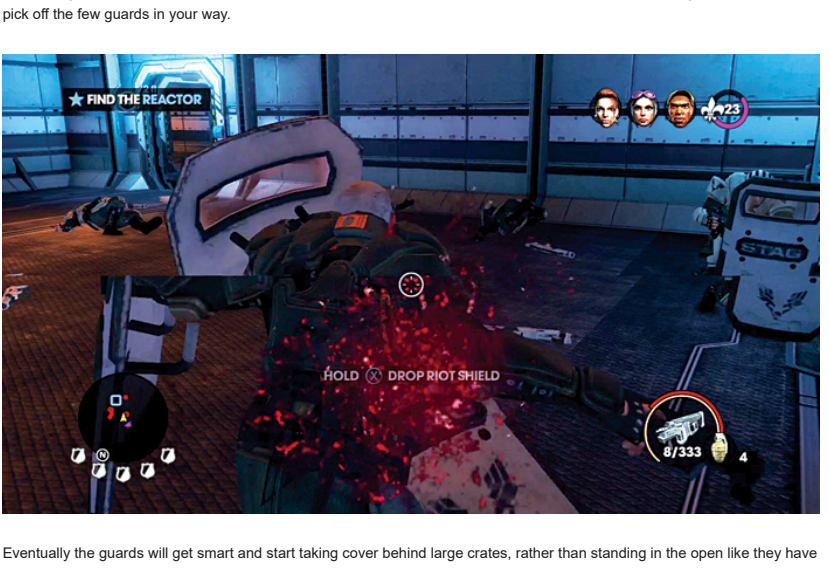
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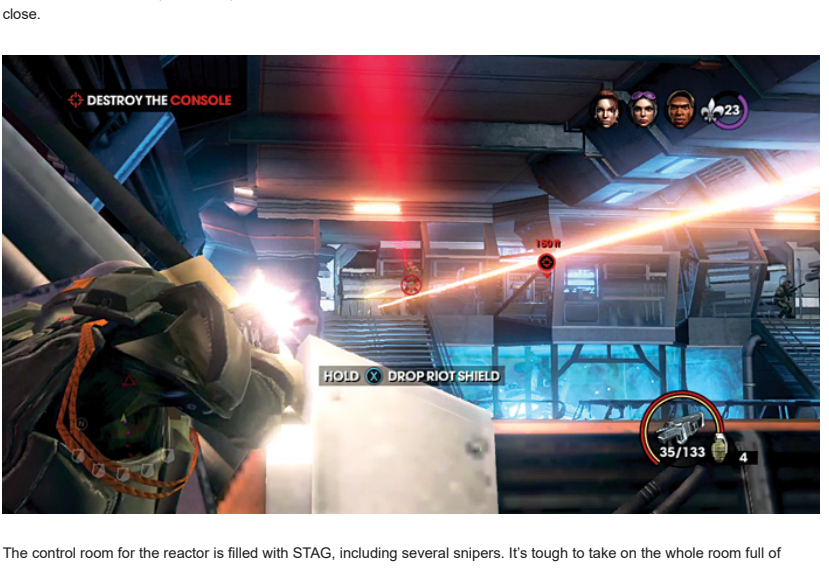
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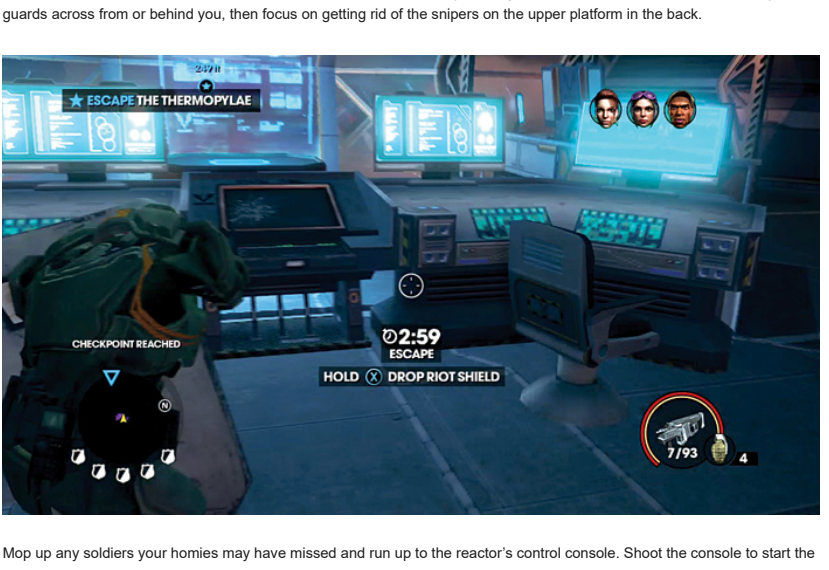
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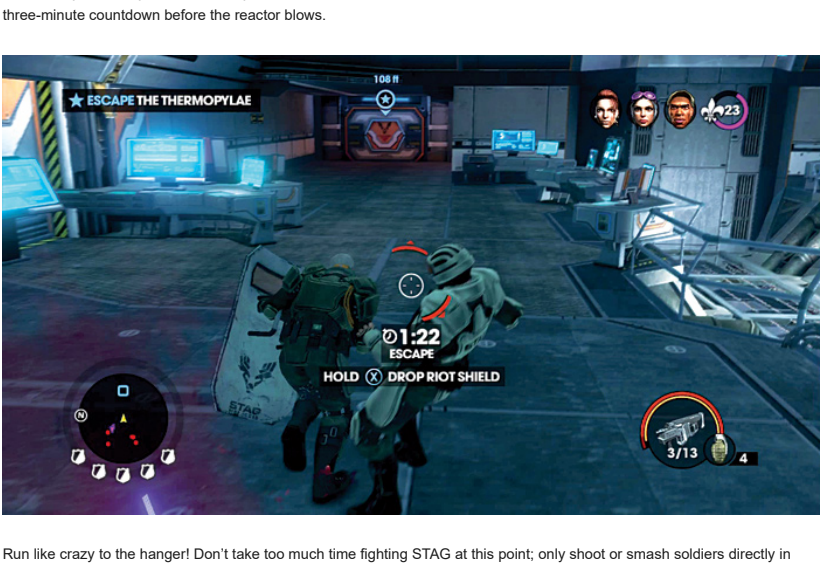
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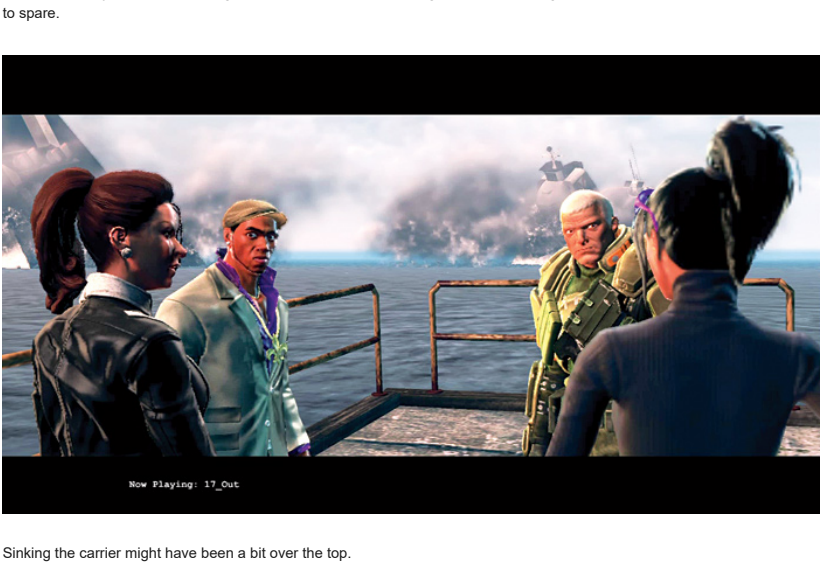
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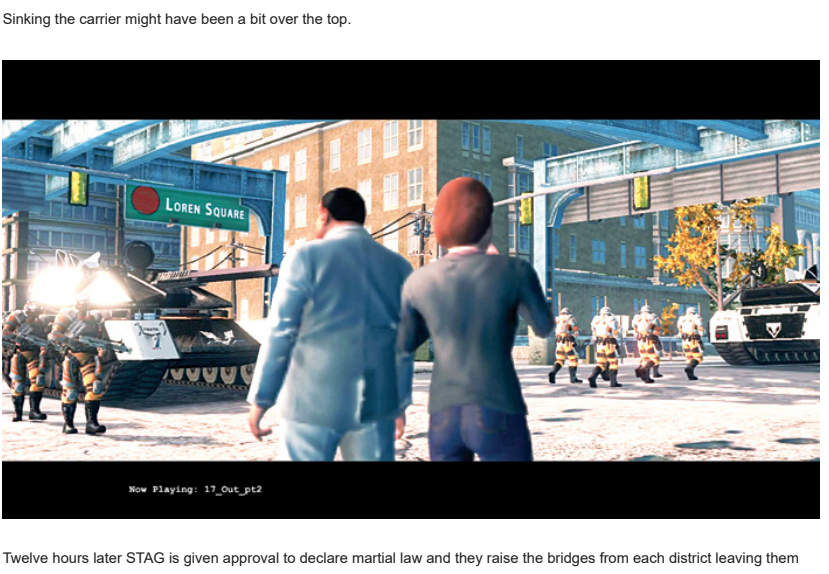
LOREN SQUARE
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Campaign

Stag Arc 2 (Missions 40-41)

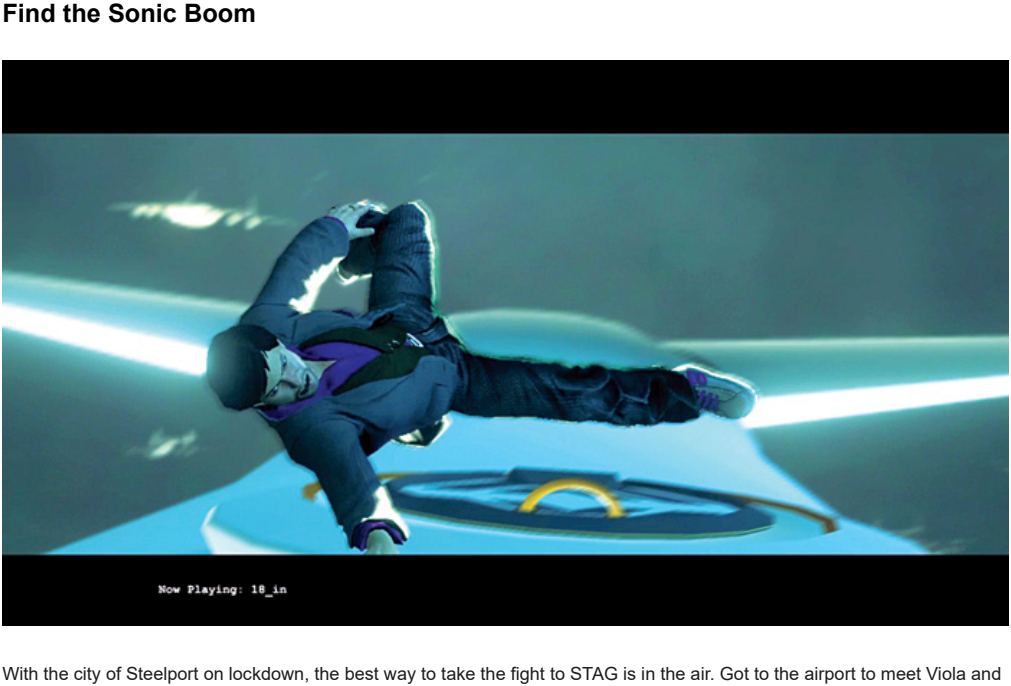
Air Steelport (Stag Arc)

Cash Earned: $16,000

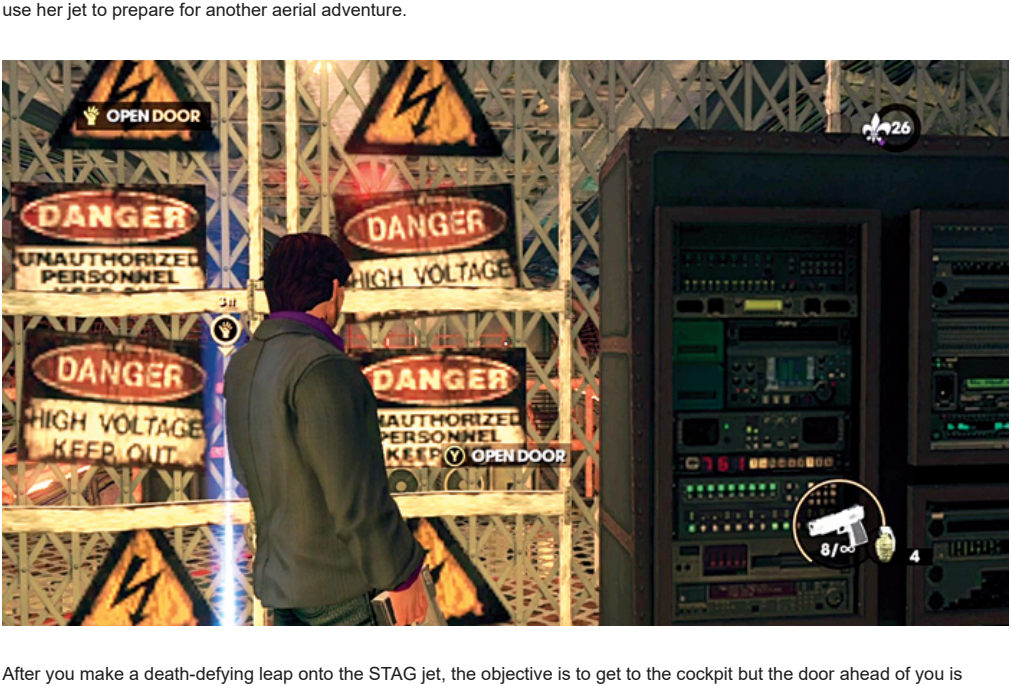
Respect Earned: 4,000

Unlocks: New Vehicle—STAG tank; New Weapon—Sonic Boom

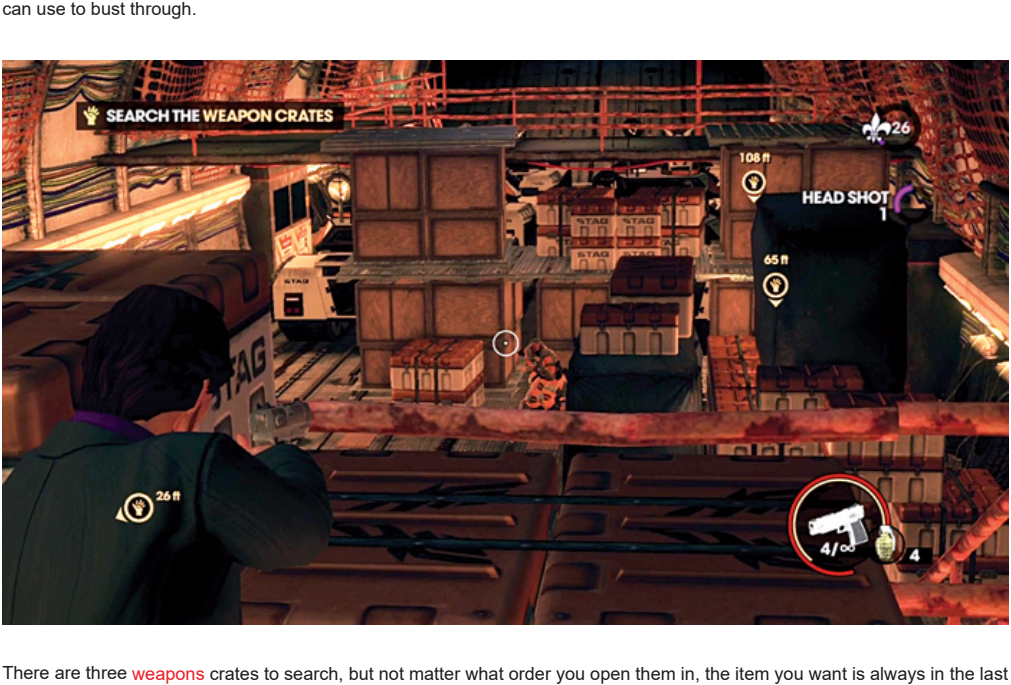
Find the Sonic Boom


Now Playing: 18_in

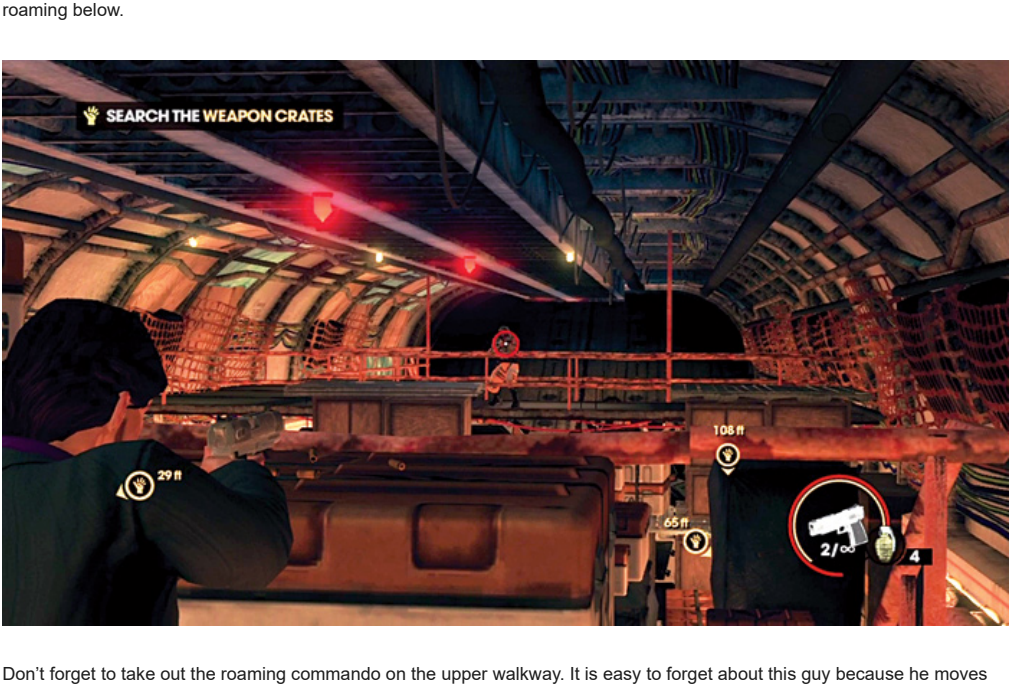
With the city of Steelport on lockdown, the best way to take the fight to STAG is in the air. Got to the airport to meet Viola and use her jet to prepare for another aerial adventure.


OPEN DOOR
DANGER
UNAUTHORIZED PERSONNEL
DANGER
HIGH VOLTAGE
DANGER
HIGH VOLTAGE KEEP OUT
DANGER
AUTHORIZED PERSONNEL
Ⓨ OPEN DOOR

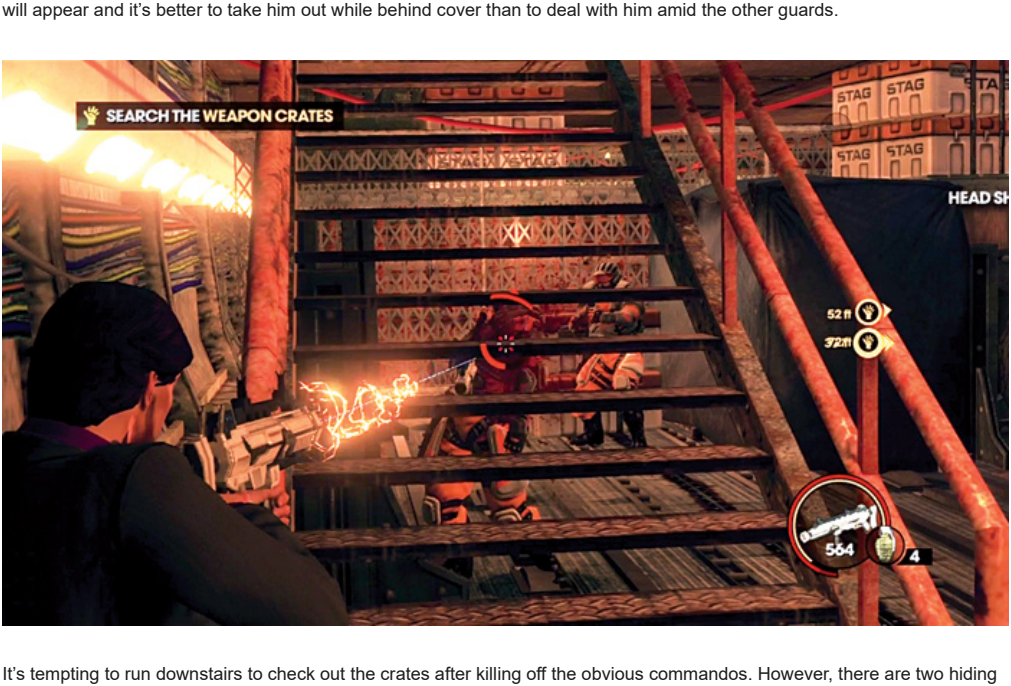
After you make a death-defying leap onto the STAG jet, the objective is to get to the cockpit but the door ahead of you is locked from the other side. Make a vane attempt to open the doors, then turn around to search the plane for something you can use to bust through.


SEARCH THE WEAPON CRATES
HEAD SHOT

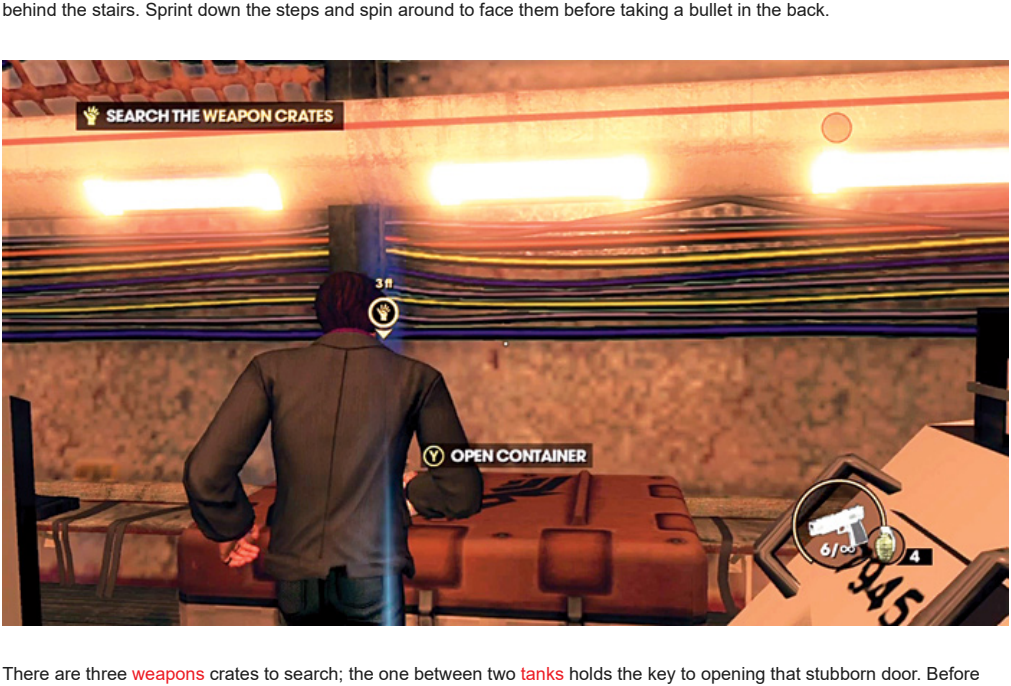
There are three weapons crates to search, but not matter what order you open them in, the item you want is always in the last one. Before getting the goodies in the crates, there is the not-so-small problem of dealing with STAG commandos. These soldiers are the most heavily armored and elusive enemies you have fought. It will take a lot more shots to bring them down and they are agile enough to make it difficult to get a bead on them. Stay behind the crates and pick off the few guards roaming below.


SEARCH THE WEAPON CRATES

Don't forget to take out the roaming commando on the upper walkway. It is easy to forget about this guy because he moves around a lot and also climbs down to the bottom level. At some point, while you take on the couple of commandos below, he will appear and it's better to take him out while behind cover than to deal with him amid the other guards.


SEARCH THE WEAPON CRATES

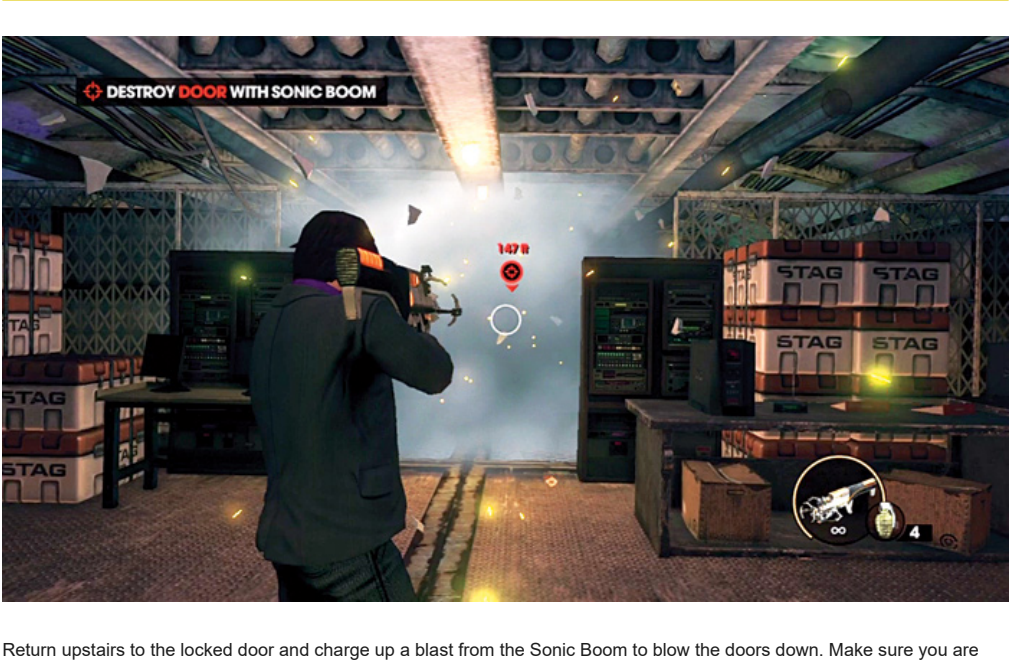
It's tempting to run downstairs to check out the crates after killing off the obvious commandos. However, there are two hiding behind the stairs. Sprint down the steps and spin around to face them before taking a bullet in the back.


SEARCH THE WEAPON CRATES
Ⓨ OPEN CONTAINER

There are three weapons crates to search; the one between two tanks holds the key to opening that stubborn door. Before getting the goodies in the crates, there is the not-so-small problem of dealing with STAG commandos.

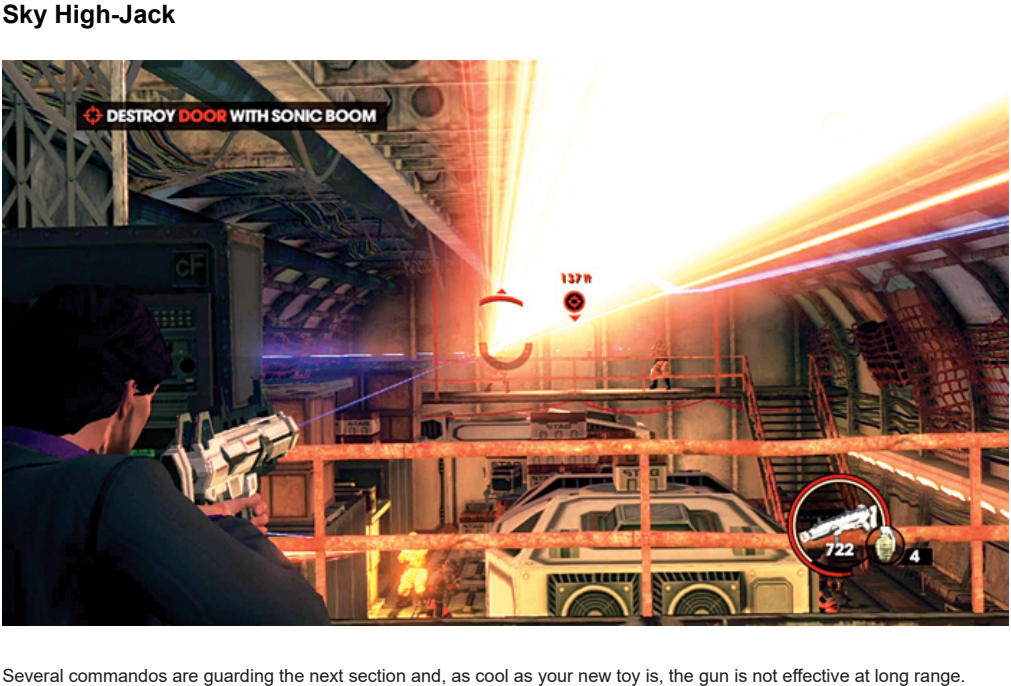
Note

The Sonic Boom may have unlimited ammo and explosive power but it takes a while to charge and it is ineffective at long range.

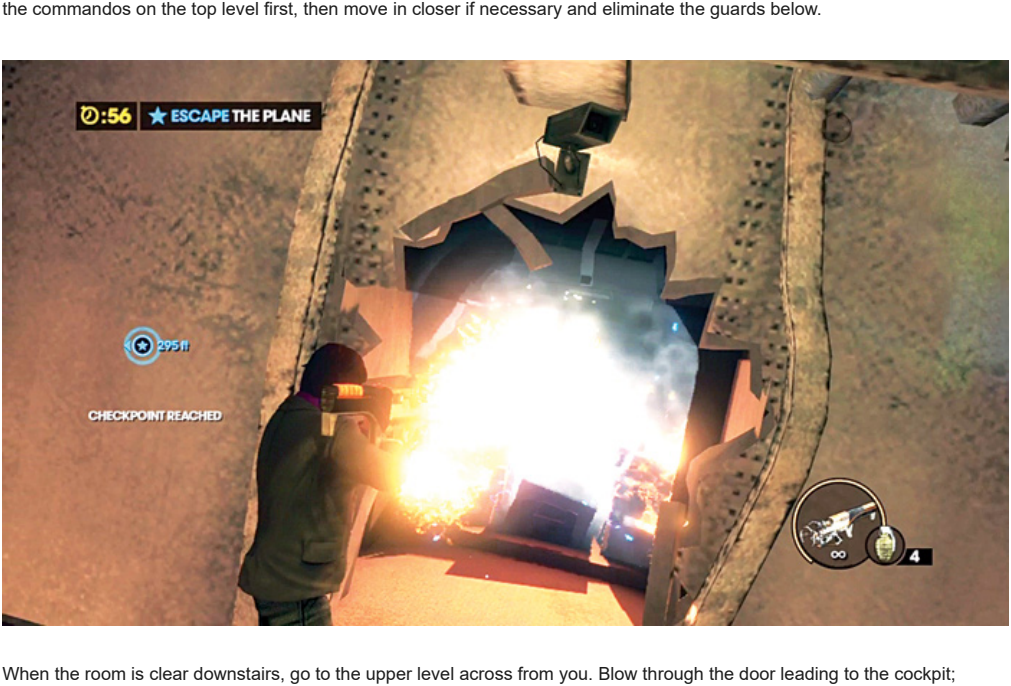

DESTROY DOOR WITH SONIC BOOM

Return upstairs to the locked door and charge up a blast from the Sonic Boom to blow the doors down. Make sure you are close enough to actually do damage. As powerful as the weapon is, it is has limited range.

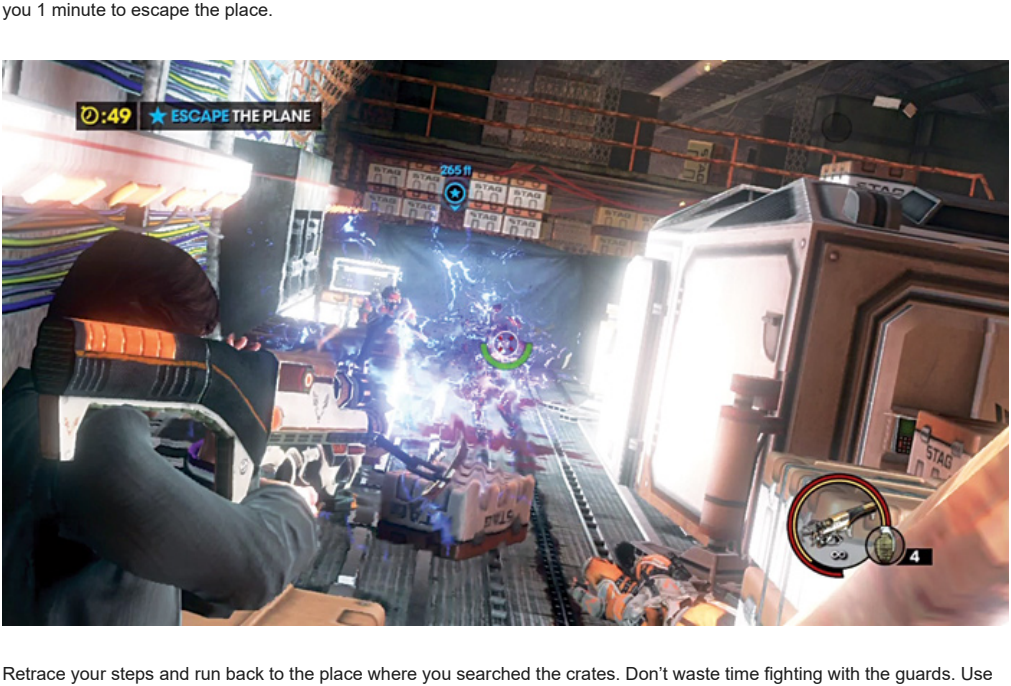
Sky High-Jack


DESTROY DOOR WITH SONIC BOOM

Several commandos are guarding the next section and, as cool as your new toy is, the gun is not effective at long range. Switch to a more practical gun like the laser rifle and wipe out the guards from the cover of the crates and computer rack. Kill the commandos on the top level first, then move in closer if necessary and eliminate the guards below.

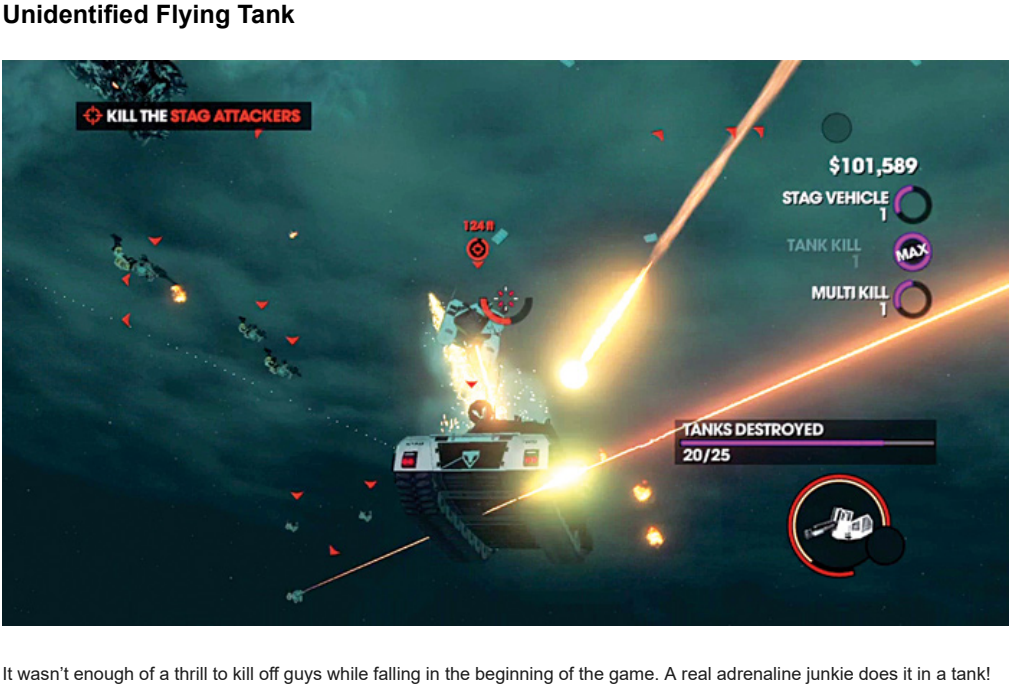

0:56 ESCAPE THE PLANE
CHECKPOINT REACHED

When the room is clear downstairs, go to the upper level across from you. Blow through the door leading to the cockpit; unfortunately, the overpowered weapon ends up destroying the front end of the plane. A timer starts counting down, giving you 1 minute to escape the place.

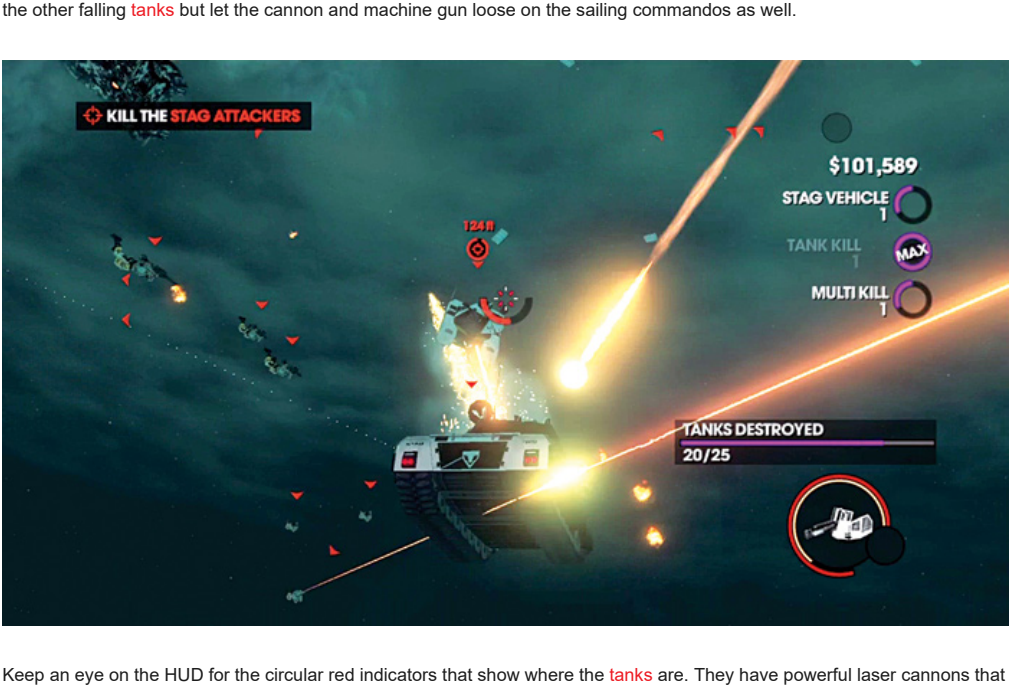

0:49 ESCAPE THE PLANE

Retrace your steps and run back to the place where you searched the crates. Don't waste time fighting with the guards. Use the Sonic Boom to clear a path if you need to and keep running. Hop into one of the tanks to go tank gliding.

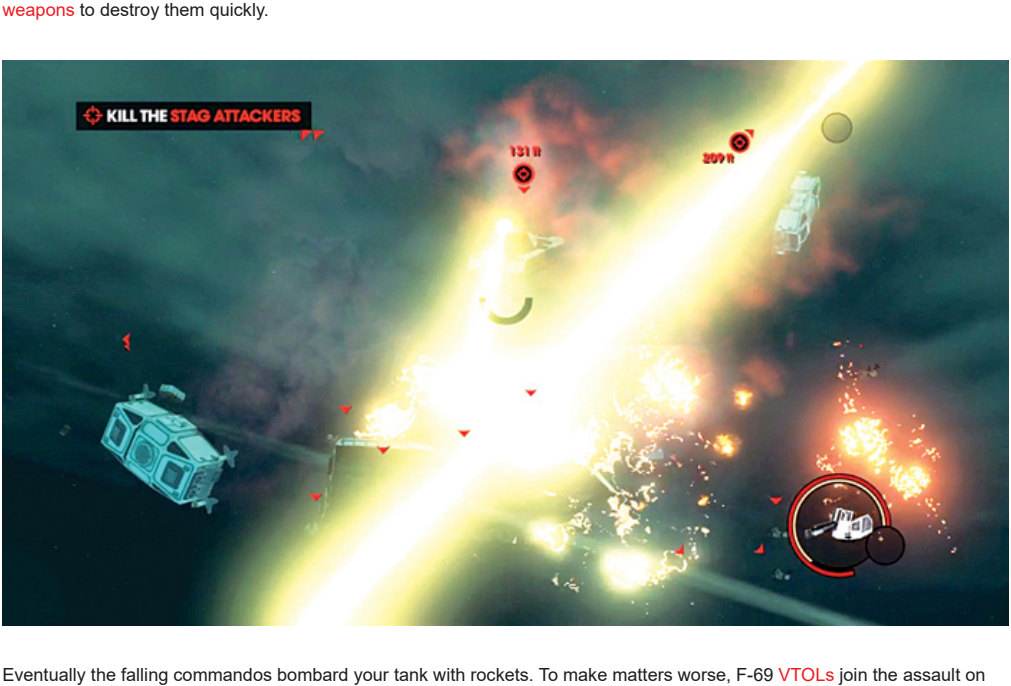
Unidentified Flying Tank


KILL THE STAG ATTACKERS
$101,589
STAG VEHICLE
TANK KILL
MULTI KILL
TANKS DESTROYED
20/25

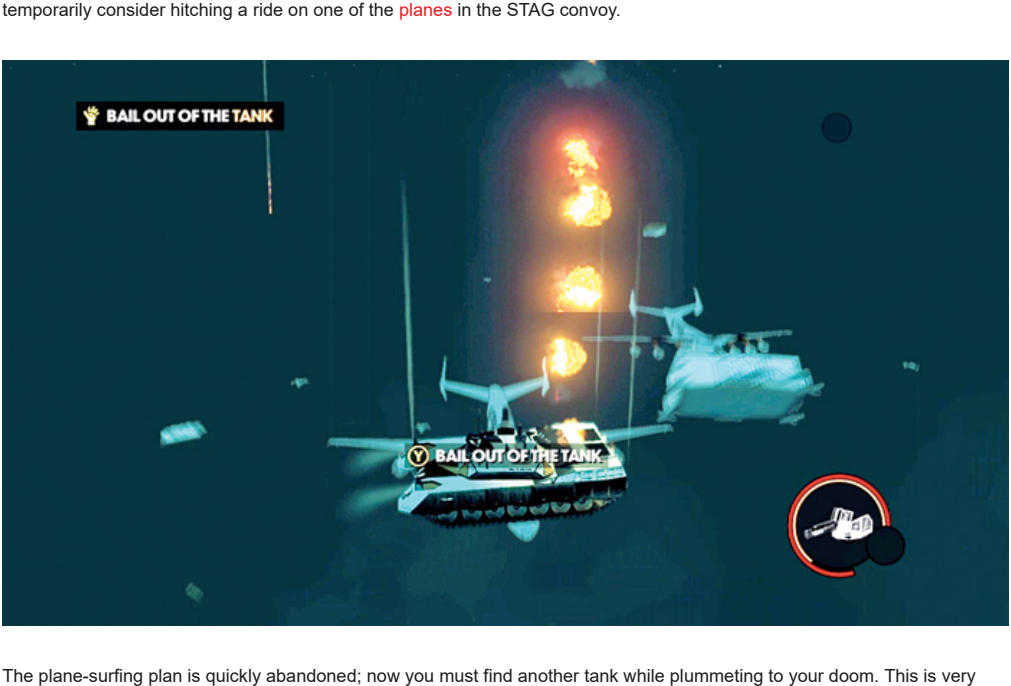
It wasn't enough of a thrill to kill off guys while falling in the beginning of the game. A real adrenaline junkie does it in a tank! The heavy military vehicle falls really slowly, which gives you plenty of time to blow up falling enemies. The main targets are the other falling tanks but let the cannon and machine gun loose on the sailing commandos as well.


KILL THE STAG ATTACKERS
$101,589
STAG VEHICLE
TANK KILL
MULTI KILL
TANKS DESTROYED
20/25

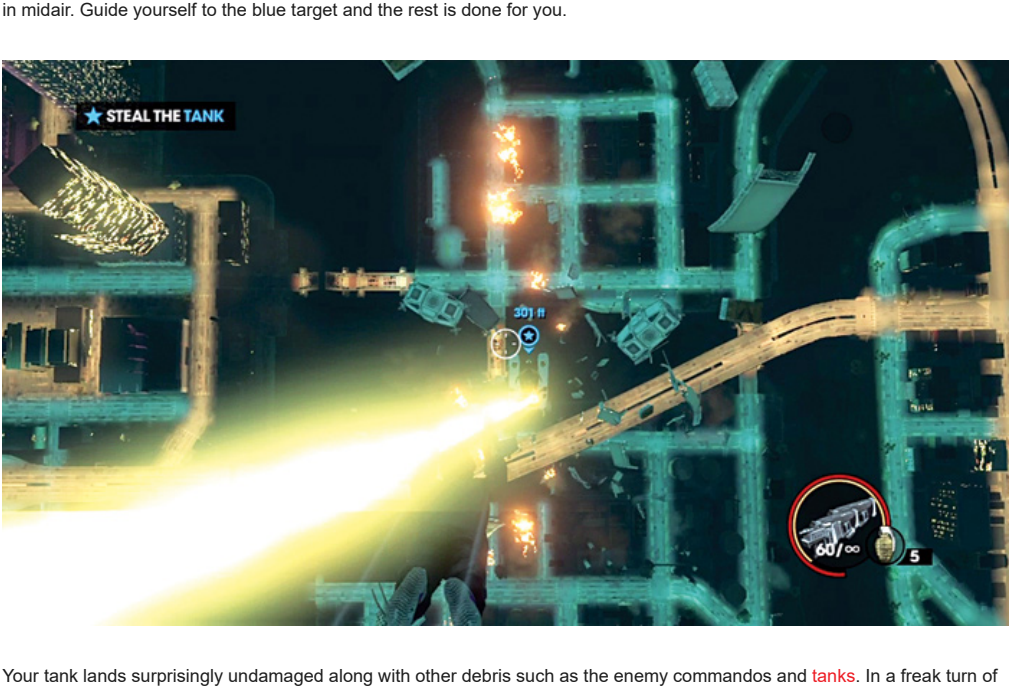
Keep an eye on the HUD for the circular red indicators that show where the tanks are. They have powerful laser cannons that can be very deadly, especially when you are caught in a crossfire. Spin your sights to find the closest ones and use all the weapons to destroy them quickly.


KILL THE STAG ATTACKERS

Eventually the falling commandos bombard your tank with rockets. To make matters worse, F-69 VTOLs join the assault on the tank. The tank will start to smoke and blaze. This is actually not a problem and should be expected. Bail out of the tank to temporarily consider hitching a ride on one of the planes in the STAG convoy.


BAIL OUT OF THE TANK
Ⓨ BAIL OUT OF THE TANK

The plane-surfing plan is quickly abandoned; now you must find another tank while plummeting to your doom. This is very reminiscent of the scene where you saved Shaundi. This time around, you need to hijack an enemy tank, that is firing on you, in midair. Guide yourself to the blue target and the rest is done for you.


STEAL THE TANK

Your tank lands surprisingly undamaged along with other debris such as the enemy commandos and tanks. In a freak turn of events, the fallen items smash into larger containers at a chemical factory. An eerie green gas escapes the containers and soon the fallen commandos reanimate as freaking zombies.

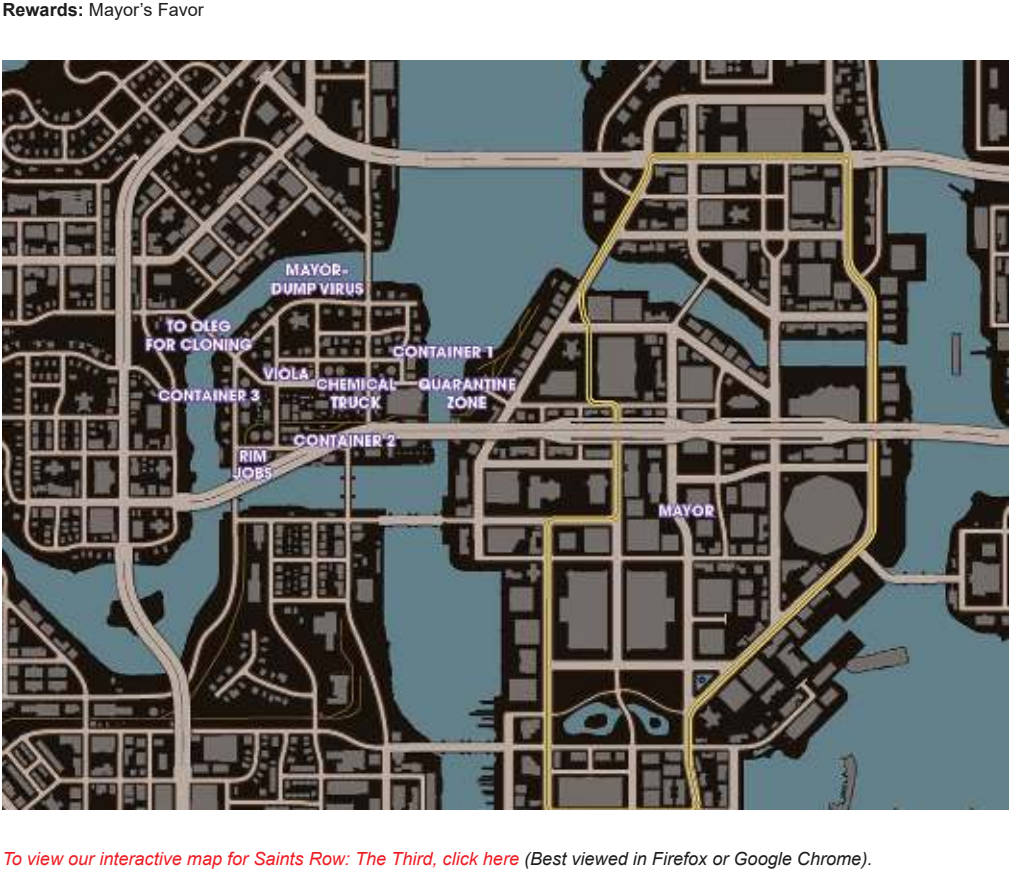
Zombie Attack (STAG Arc)

Cash Earned: $16,000

Respect Earned: 4,000

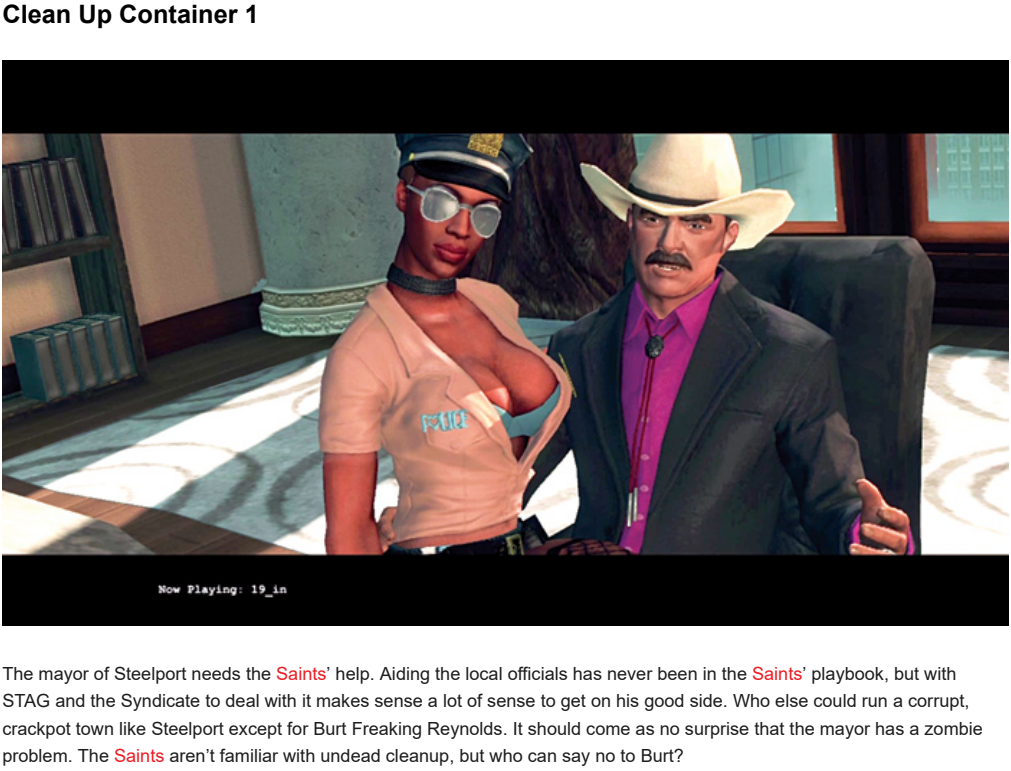
Unlocks: New Homie—Burt Reynolds and SWAT backup or Zombie Homie; New Item—Gas Mask

Rewards: Mayor's Favor


MAYOR
DUMP VIRUS
TO OLEG FOR CLONING
CONTAINER 3
VIOLA
CONTAINER 1
CHEMICAL TRUCK
QUARANTINE ZONE
CONTAINER 2
RIM JOBS
MAYOR

To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Clean Up Container 1

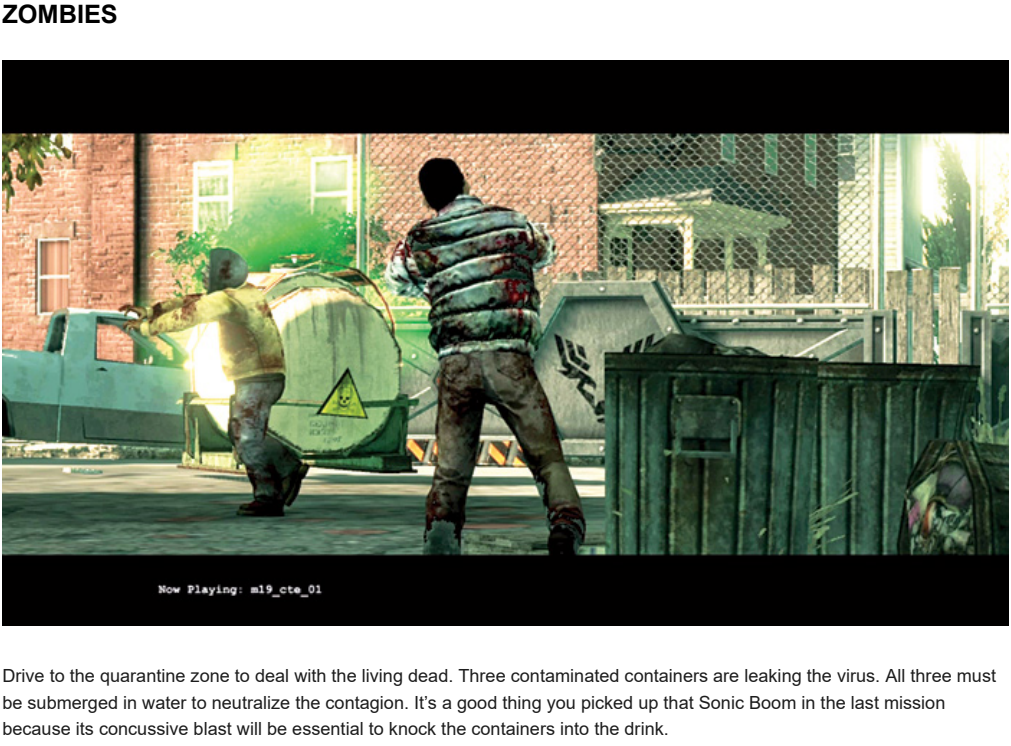

Now Playing: 19_in

The mayor of Steelport needs the Saints' help. Aiding the local officials has never been in the Saints' playbook, but with STAG and the Syndicate to deal with it makes sense a lot of sense to get on his good side. Who else could run a corrupt, crackpot town like Steelport except for Burt Freaking Reynolds. It should come as no surprise that the mayor has a zombie problem. The Saints aren't familiar with undead cleanup, but who can say no to Burt?

Note

In order to survive the toxic fumes you will wear a gas mask for the entire mission. This may prevent you from turning into the undead but it will greatly reduce your sprint ability!

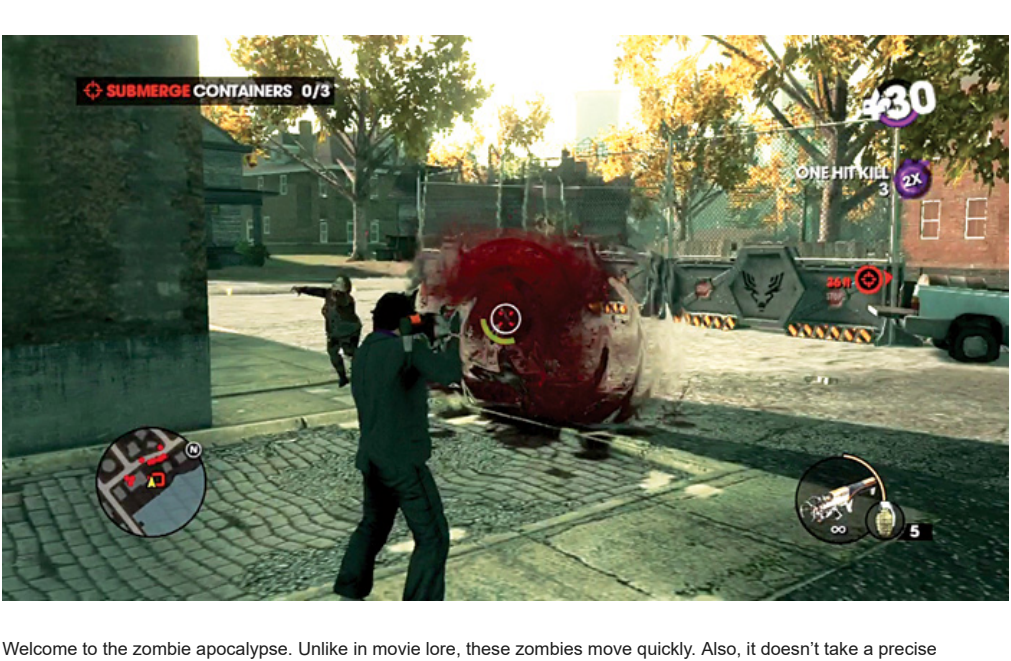
ZOMBIES


Now Playing: m19_cts_01

Drive to the quarantine zone to deal with the living dead. Three contaminated containers are leaking the virus. All three must be submerged in water to neutralize the contagion. It's a good thing you picked up that Sonic Boom in the last mission because its concussive blast will be essential to knock the containers into the drink.

Note

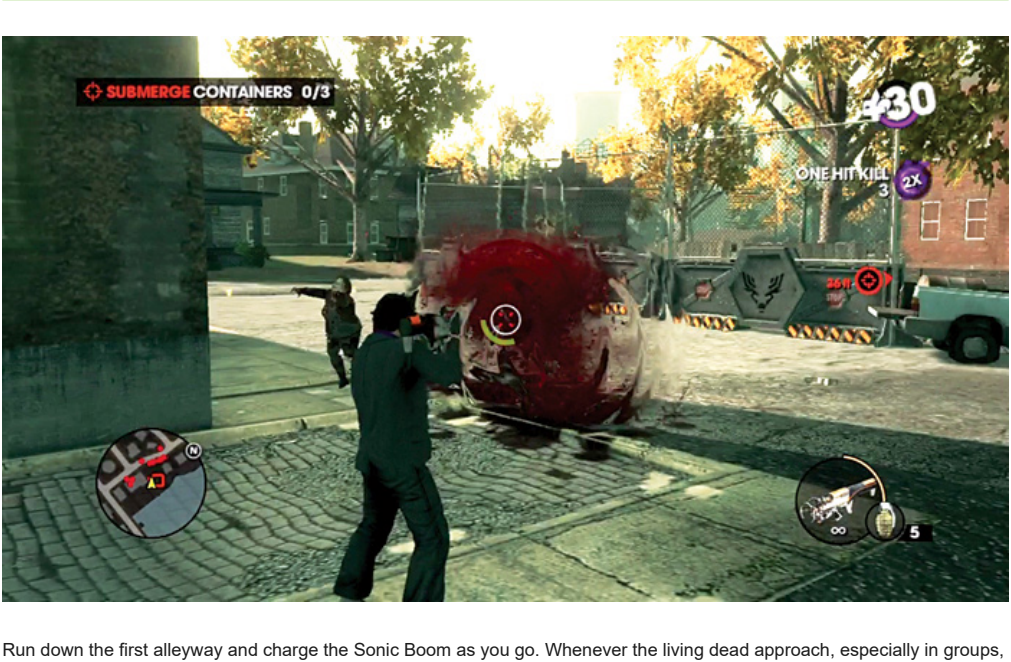
In true zombie style, the undead are an endless wave of enemies that can never be completely eradicated. Kill only the ones in your way and keep moving.


SUBMERGE CONTAINERS 0/3
ONE HIT KILL

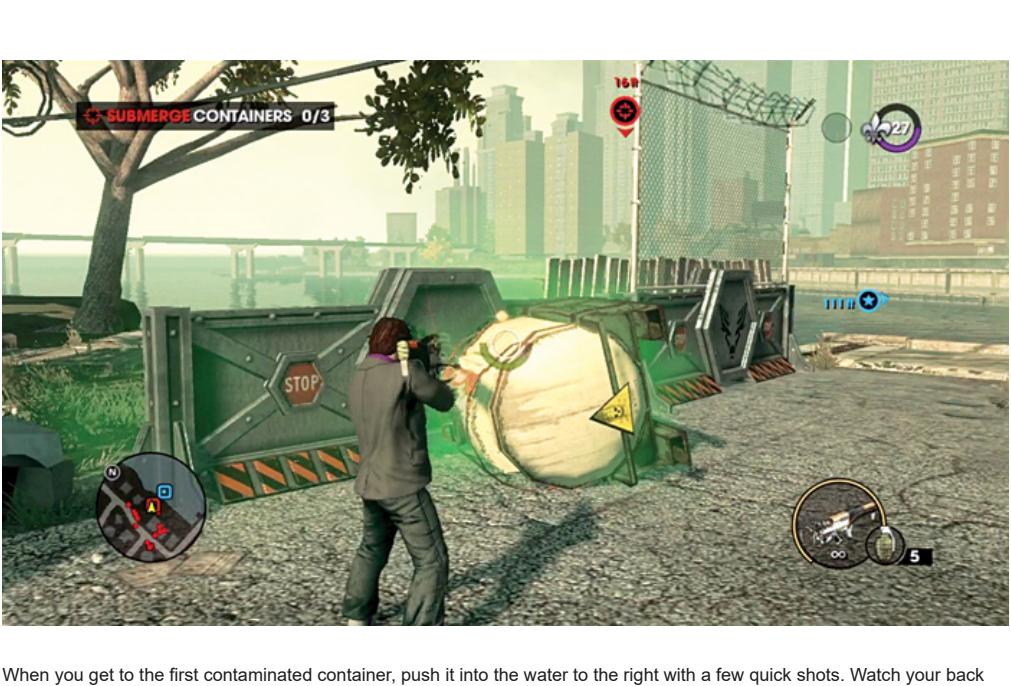
Welcome to the zombie apocalypse. Unlike in movie lore, these zombies move quickly. Also, it doesn't take a precise headshot to get rid of these variety of undead. Any weapon will suffice; but be warned, this mission can really chew through your ammo. The best option to wipe out the zombies is any upgraded weapon you have. Any powerful gun should be able to dispatch the undead with one or two bullets. Just be careful to switch back to the Sonic Boom so you don't shoot the containers. It's possible to use the Sonic Boom for most of the mission, but the long charge time is a drawback. However it does have unlimited ammo and no reload time.

Tip

Unlike classic zombies, a single nut shot will drop these corpses. It's not the most effect technique but it's pretty dang funny and a great time to rack up a series of testicular assaults. Also, all the walking dead make great targets for the people run over challenge. Hop in a vehicle and let the bodies hit the floor.


SUBMERGE CONTAINERS 0/3
ONE HIT KILL

Run down the first alleyway and charge the Sonic Boom as you go. Whenever the living dead approach, especially in groups, let it rip with a full charge. The gun is rather ineffective for quick shots and you must keep sprinting to give it time to charge.

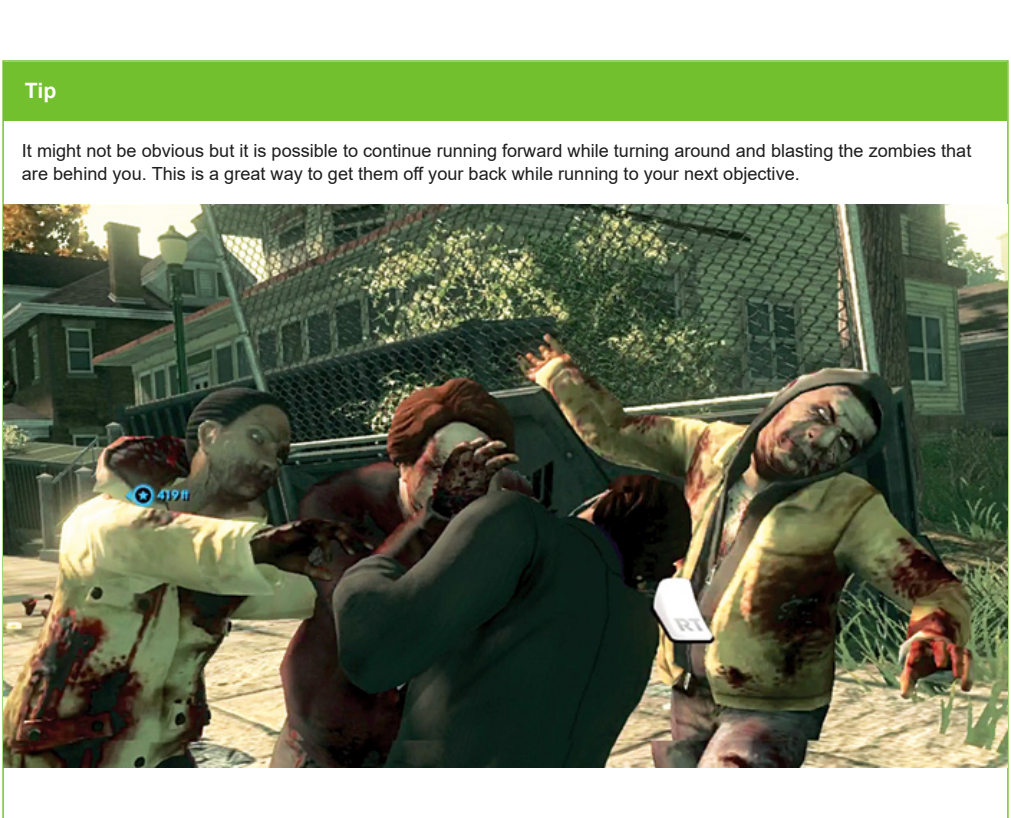

SUBMERGE CONTAINERS 0/3

When you get to the first contaminated container, push it into the water to the right with a few quick shots. Watch your back while shooting the tank into the drink or a gang of zombies will start chowing down on you neck.

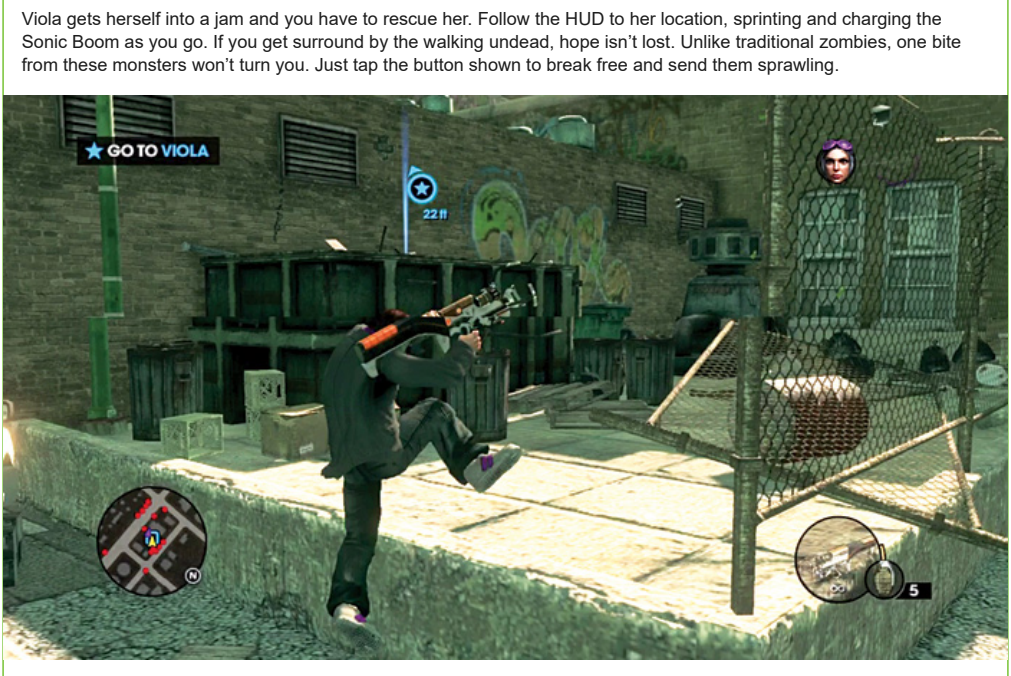
Help Viola and Find Container 2

Tip

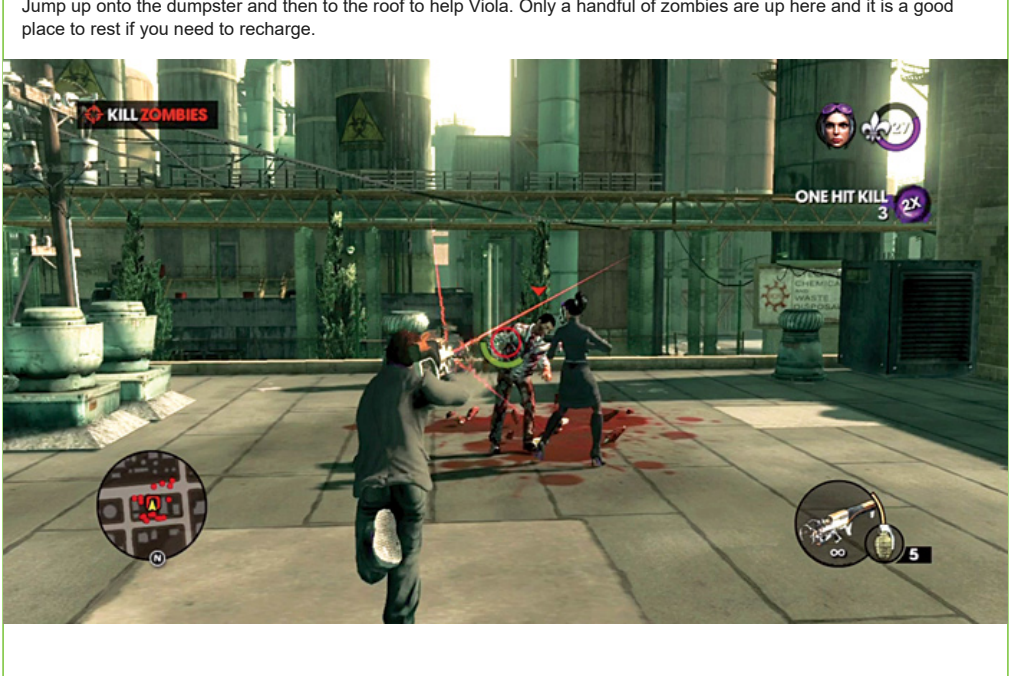
It might not be obvious but it is possible to continue running forward while turning around and blasting the zombies that are behind you. This is a great way to get them off your back while running to your next objective.



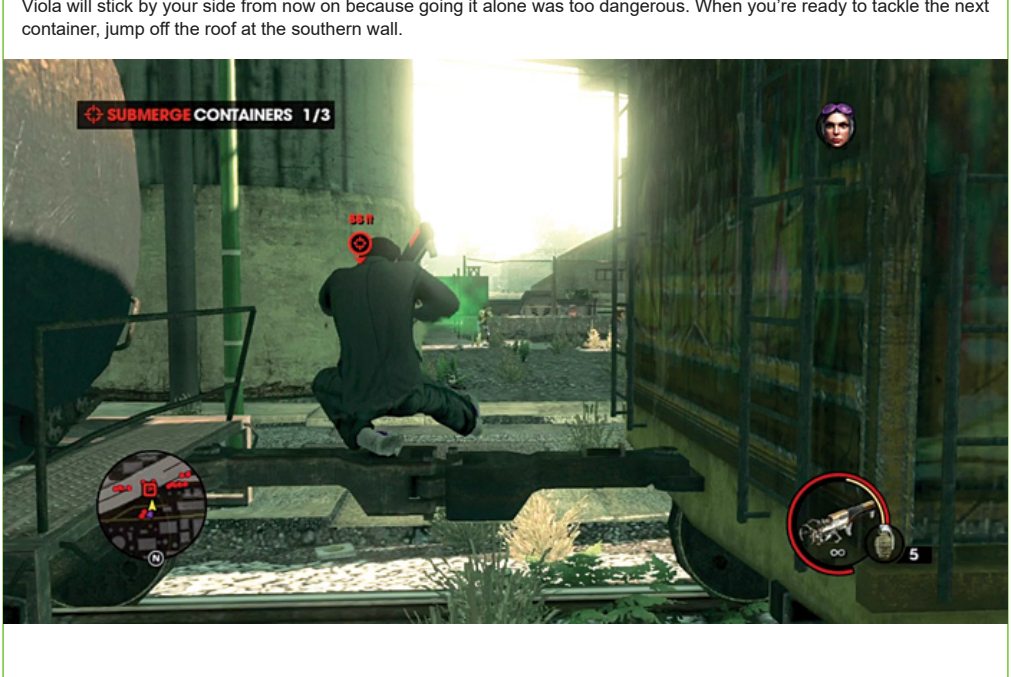
Viola gets herself into a jam and you have to rescue her. Follow the HUD to her location, sprinting and charging the Sonic Boom as you go. If you get surround by the walking undead, hope isn't lost. Unlike traditional zombies, one bite from these monsters won't turn you. Just tap the button shown to break free and send them sprawling.



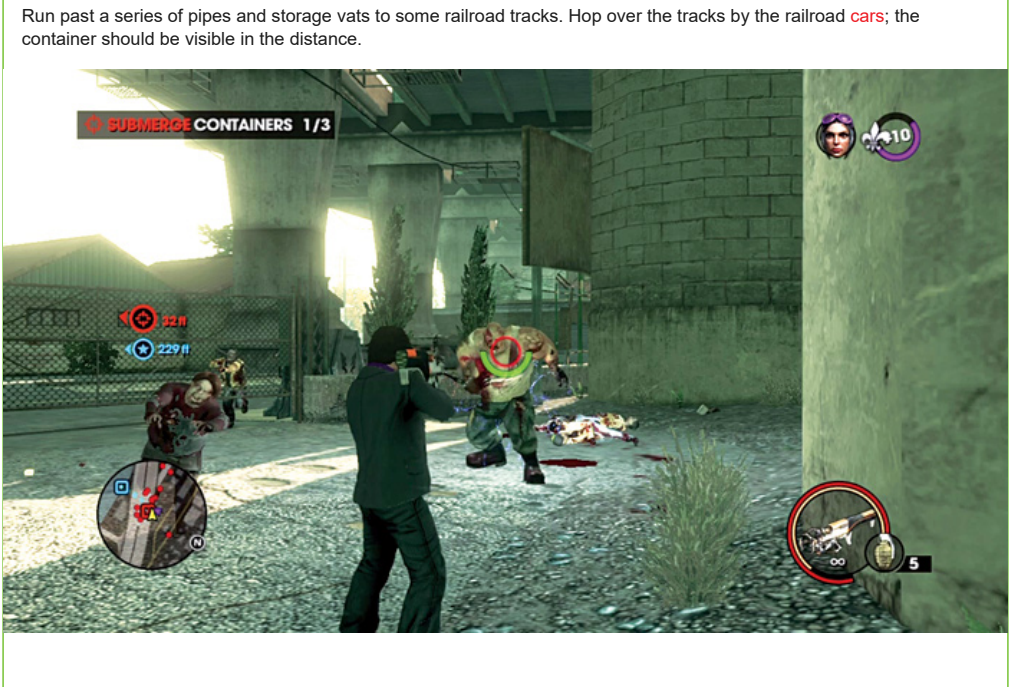
Jump up onto the dumpster and then to the roof to help Viola. Only a handful of zombies are up here and it is a good place to rest if you need to recharge.


KILL ZOMBIES
ONE HIT KILL

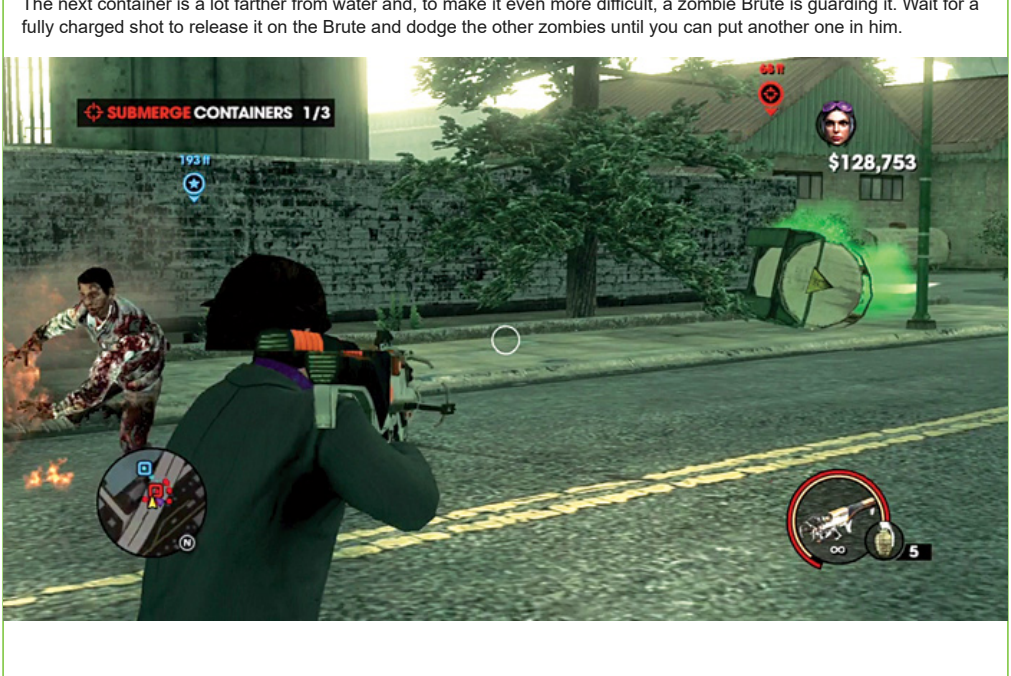
Viola will stick by your side from now on because going it alone was too dangerous. When you're ready to tackle the next container, jump off the roof at the southern wall.


SUBMERGE CONTAINERS 1/3

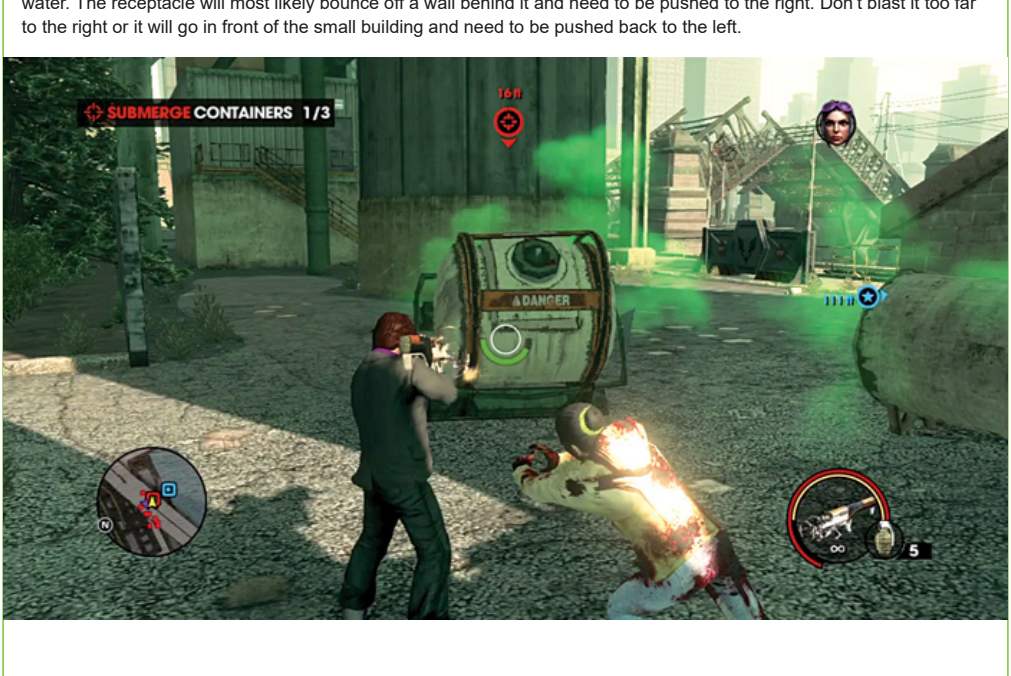
Run past a series of pipes and storage vats to some railroad tracks. Hop over the tracks by the railroad cars; the container should be visible in the distance.


SUBMERGE CONTAINERS 1/3

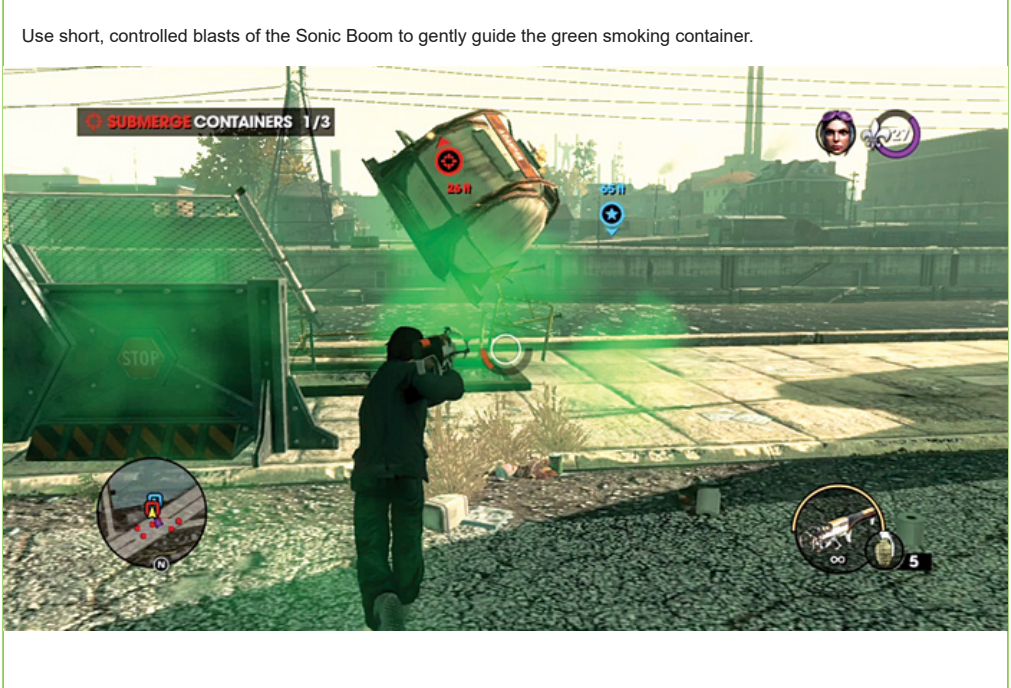
The next container is a lot farther from water and, to make it even more difficult, a zombie Brute is guarding it. Wait for a fully charged shot to release it on the Brute and dodge the other zombies until you can put another one in him.


SUBMERGE CONTAINERS 1/3
$128,753

With the majority of the threat eliminated, blast the container to the south. It's not going to be an easy, straight path to the water. The receptacle will most likely bounce off a wall behind it and need to be pushed to the right. Don't blast it too far to the right or it will go in front of the small building and need to be pushed back to the left.

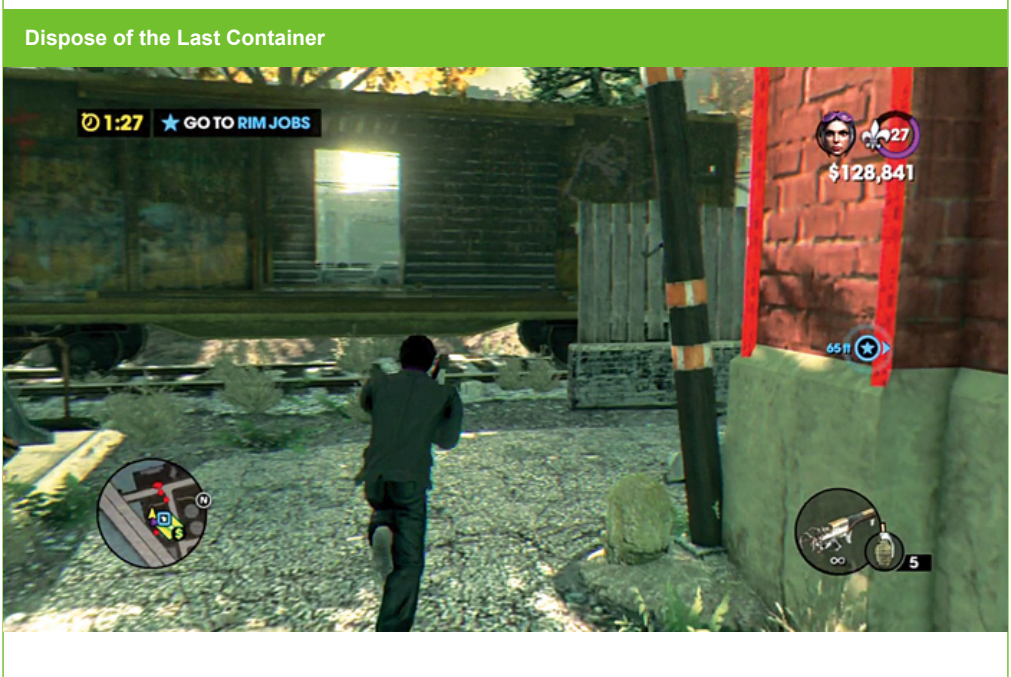

SUBMERGE CONTAINERS 1/3
DANGER

Use short, controlled blasts of the Sonic Boom to gently guide the green smoking container.

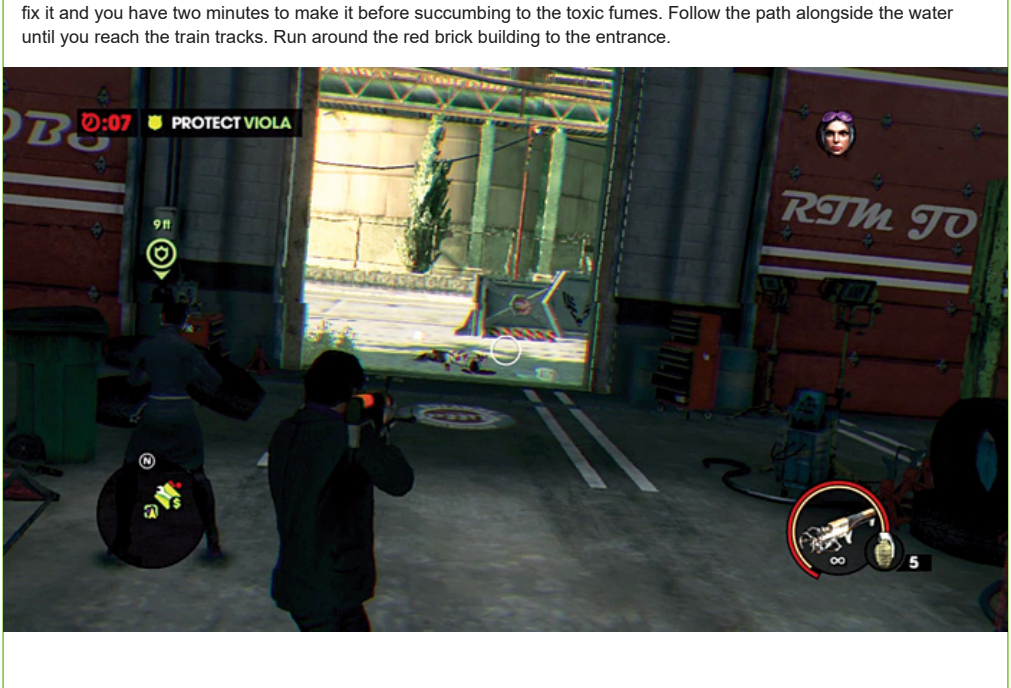

SUBMERGE CONTAINERS 1/3

If you charge up the weapon and release a too-strong shot, it will go too far and take way too long to maneuver it. When it is finally lined up in front of the water, give it a fully charged shot to send it in to the sea.

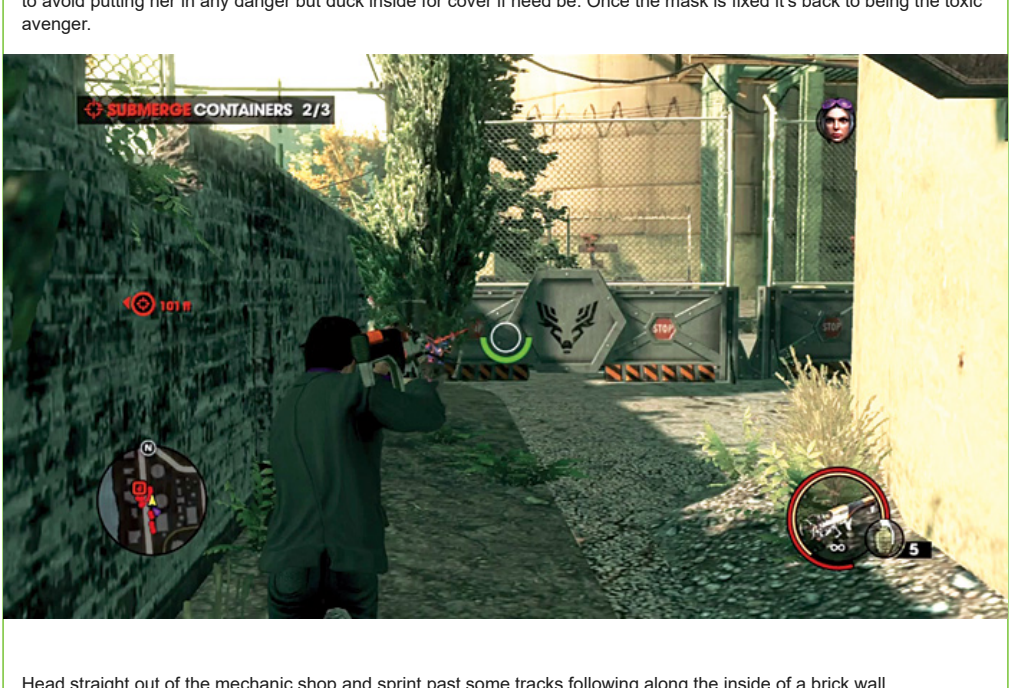
Dispose of the Last Container


1:27 GO TO RIM JOBS
$128,841

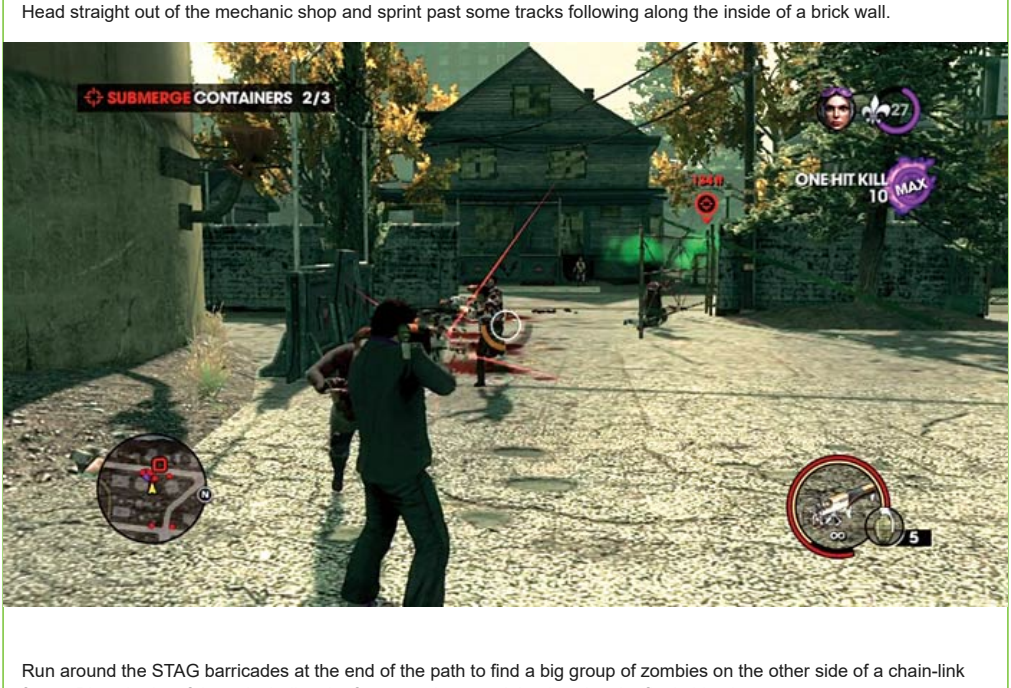
As the second tank is submerged, the hose on your gas mask starts leaking. Viola recommends going to a Rim Jobs to fix it and you have two minutes to make it before succumbing to the toxic fumes. Follow the path alongside the water until you reach the train tracks. Run around the red brick building to the entrance.


0:07 PROTECT VIOLA
RIM JO

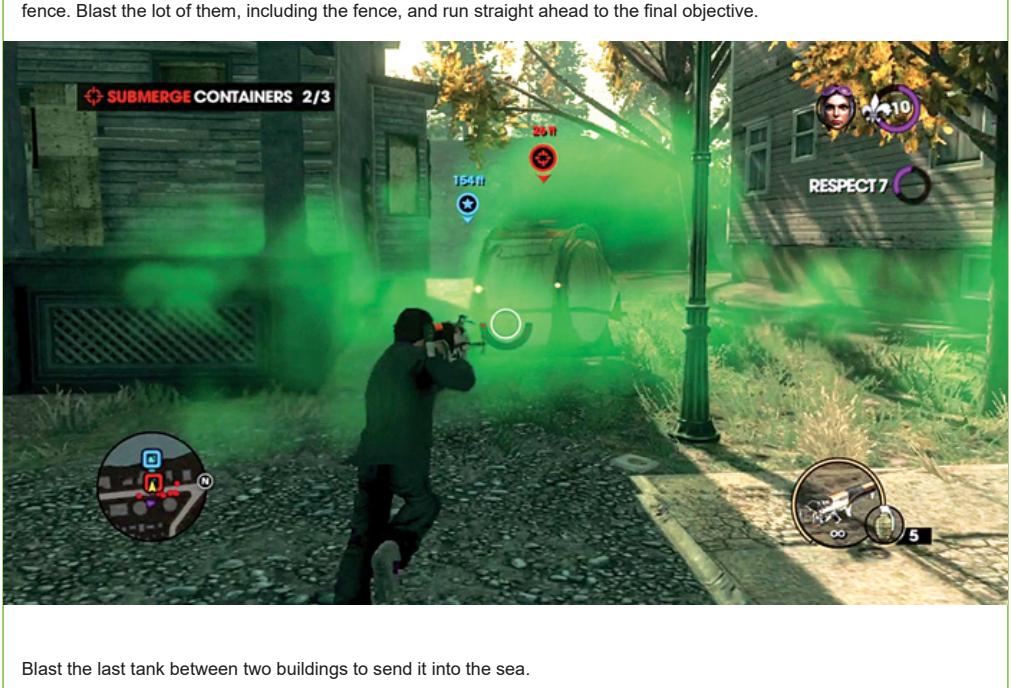
Open the garage door to Rim Jobs and protect Viola while she tries to fix your mask. Try to stay just outside the building to avoid putting her in any danger but duck inside for cover if need be. Once the mask is fixed it's back to being the toxic avenger.


SUBMERGE CONTAINERS 2/3

Head straight out of the mechanic shop and sprint past some tracks following along the inside of a brick wall.

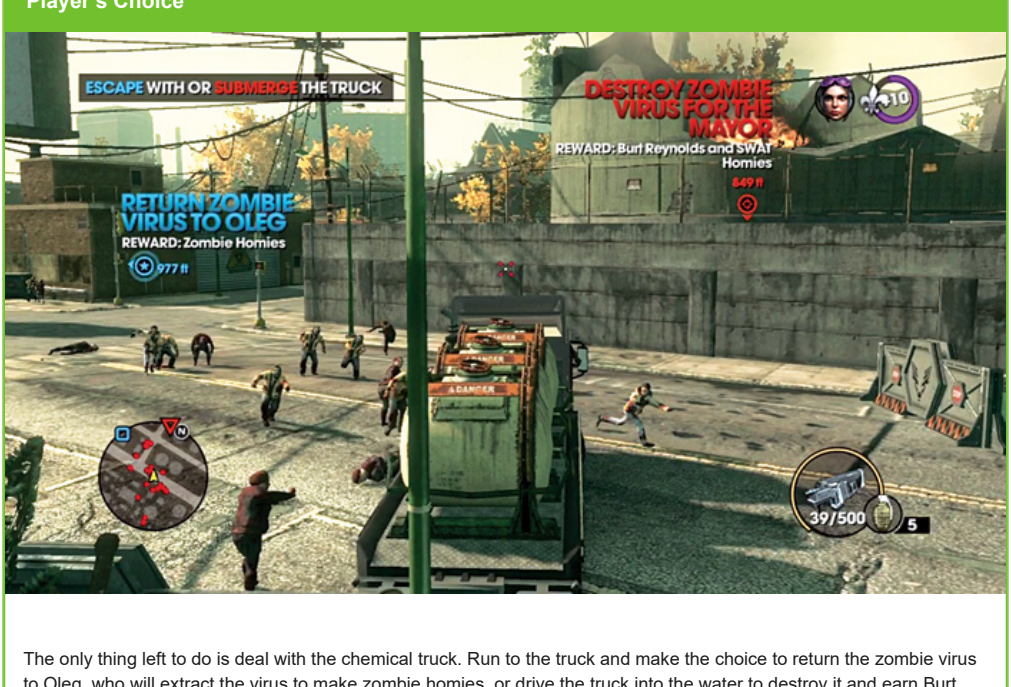

SUBMERGE CONTAINERS 2/3
ONE HIT KILL

Run around the STAG barricades at the end of the path to find a big group of zombies on the other side of a chain-link fence. Blast the lot of them, including the fence, and run straight ahead to the final objective.

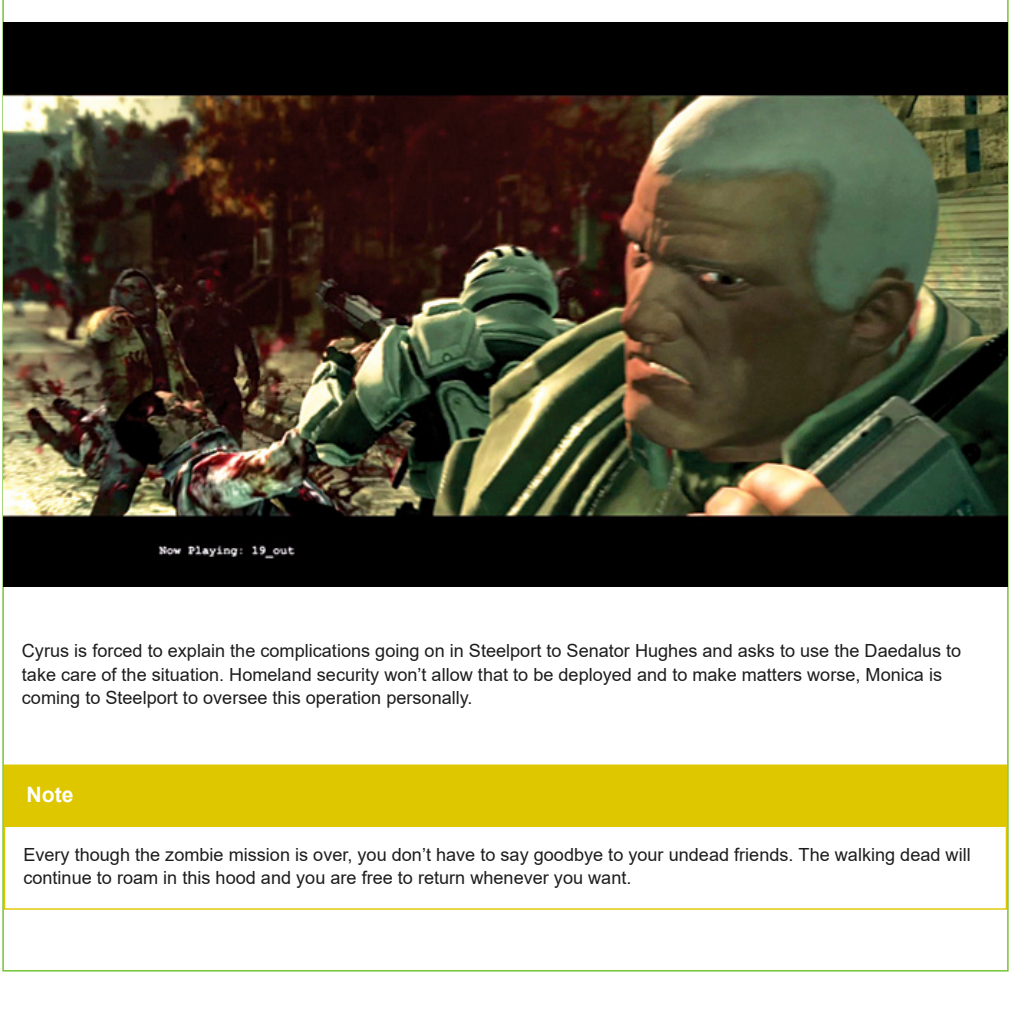

SUBMERGE CONTAINERS 2/3
RESPECT 7

Blast the last tank between two buildings to send it into the sea.

Player's Choice


ESCAPE WITH OR SUBMERGE THE TRUCK
RETURN ZOMBIE VIRUS TO OLEG
REWARD: Zombie Homies
DESTROY ZOMBIE VIRUS FOR THE MAYOR
REWARD: Burt Reynolds and SWAT Homies

The only thing left to do is deal with the chemical truck. Run to the truck and make the choice to return the zombie virus to Oleg, who will extract the virus to make zombie homies, or drive the truck into the water to destroy it and earn Burt Reynolds and SWAT homies. Mayor Reynolds is pretty generous as allying with him gives you the aid of the Steelport municipality, SWAT teams, favors from the police chief, and a little help from Burt personally. It's tough to pass on a crew of zombies, but it's even more difficult to miss out on Burt and having the SWAT team at your disposal.


Now Playing: 19_out

Cyrus is forced to explain the complications going on in Steelport to Senator Hughes and asks to use the Daedalus to take care of the situation. Homeland security won't allow that to be deployed and to make matters worse, Monica is coming to Steelport to oversee this operation personally.

Note

Every though the zombie mission is over, you don't have to say goodbye to your undead friends. The walking dead will continue to roam in this hood and you are free to return whenever you want.

PRIMA GAMES

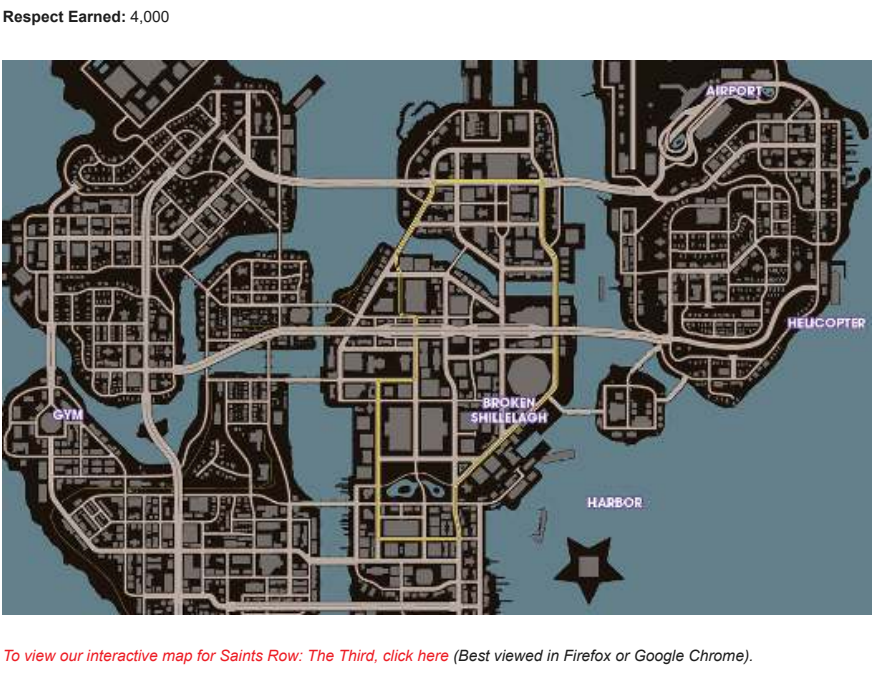
Campaign

Killbane Arc (Missions 42-44)

A Remote Chance (Killbane Arc)

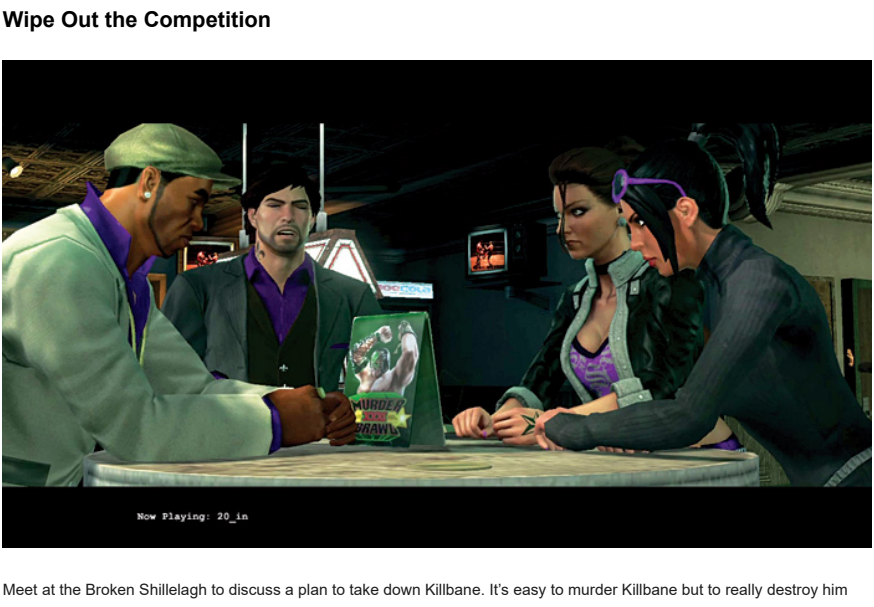
Cash Earned: $16,000

Respect Earned: 4,000


AIRPORT
HELICOPTER
GYM
BROKEN SHILLELAGH
HARBOR

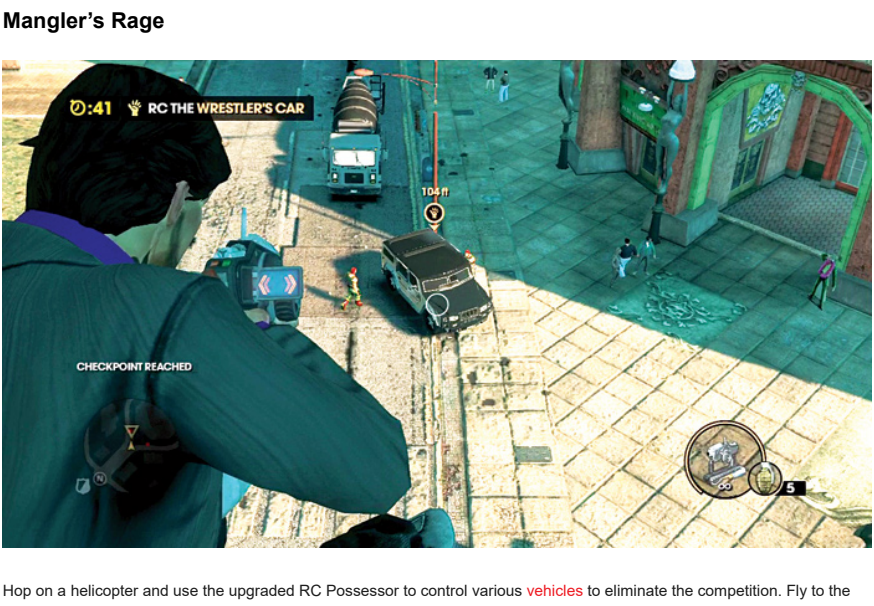
To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Wipe Out the Competition

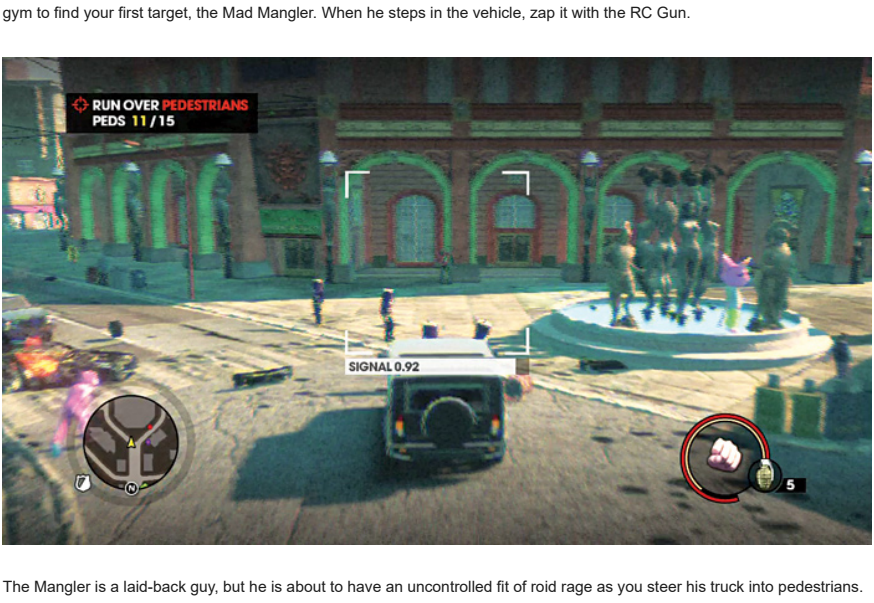

Now Playing: 20_in

Meet at the Broken Shillelagh to discuss a plan to take down Killbane. It's easy to murder Killbane but to really destroy him the Saints have to take away his pride and respect by defeating him in the ring. Killbane won't give you or Angel the time of day, but if all the other contenders for MurderBrawl are out of the picture he will have to take your challenge.

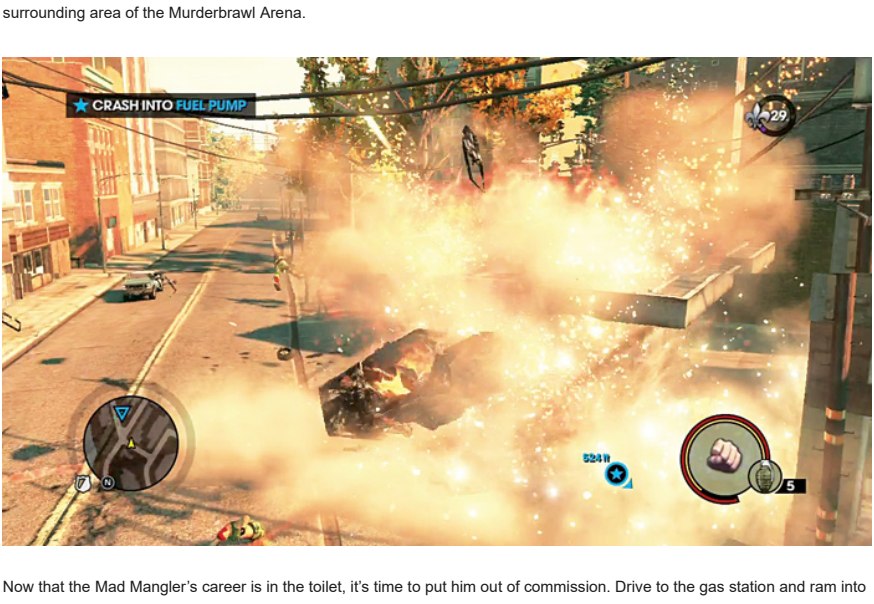
Mangler's Rage


0:41 RC THE WRESTLER'S CAR
CHECKPOINT REACHED

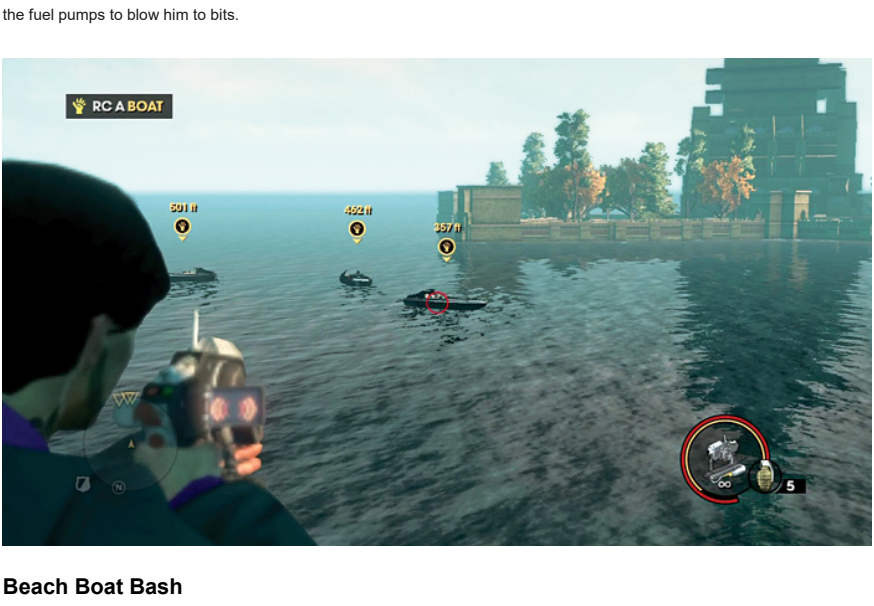
Hop on a helicopter and use the upgraded RC Possessor to control various vehicles to eliminate the competition. Fly to the gym to find your first target, the Mad Mangler. When he steps in the vehicle, zap it with the RC Gun.


RUN OVER PEDESTRIANS
PEDS 11 / 15
SIGNAL 0.92

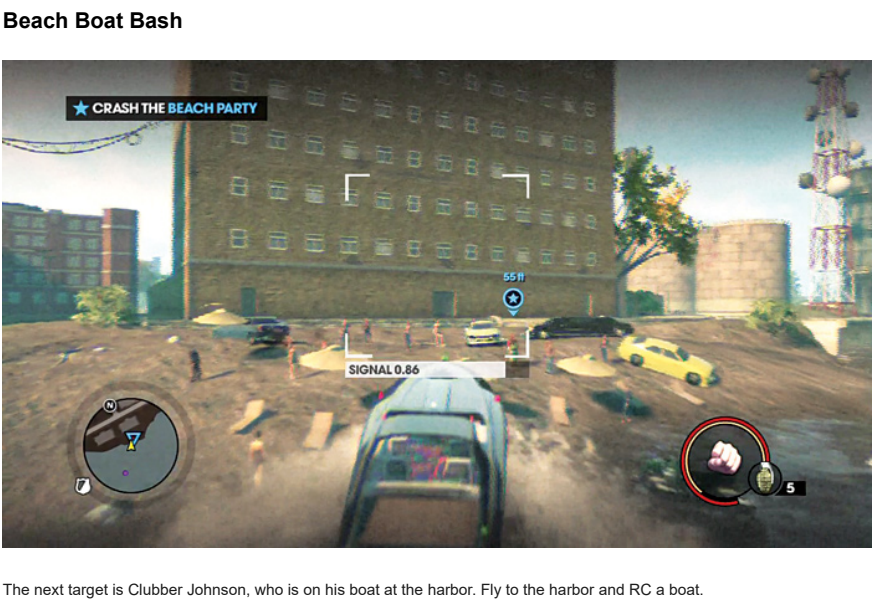
The Mangler is a laid-back guy, but he is about to have an uncontrolled fit of roid rage as you steer his truck into pedestrians. The signal of the RC Gun lasts a relatively short distance, as shown by the signal bar over the vehicle. If the signal is lost, you must shoot the truck again to regain control. However, there should be plenty of time to run down 15 people if you stick to the surrounding area of the Murderbrawl Arena.


CRASH INTO FUEL PUMP

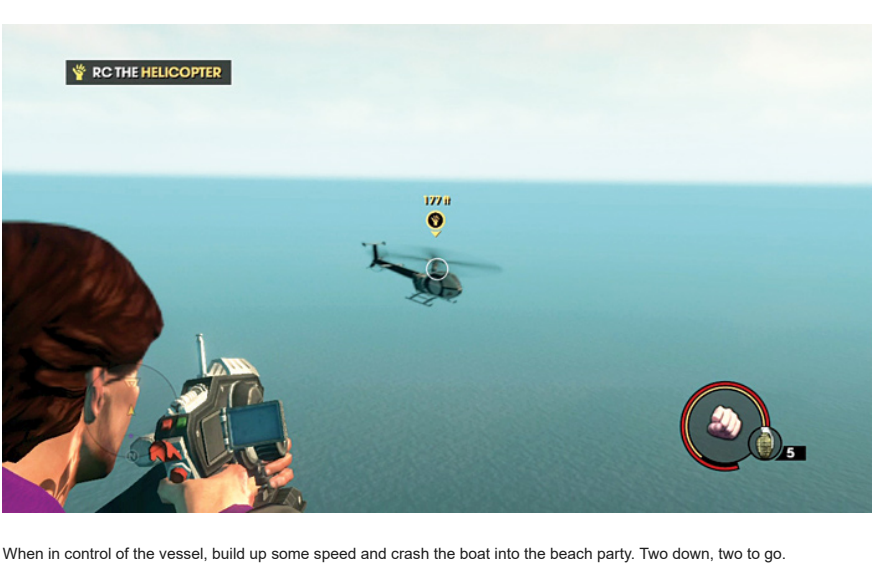
Now that the Mad Mangler's career is in the toilet, it's time to put him out of commission. Drive to the gas station and ram into the fuel pumps to blow him to bits.



Beach Boat Bash

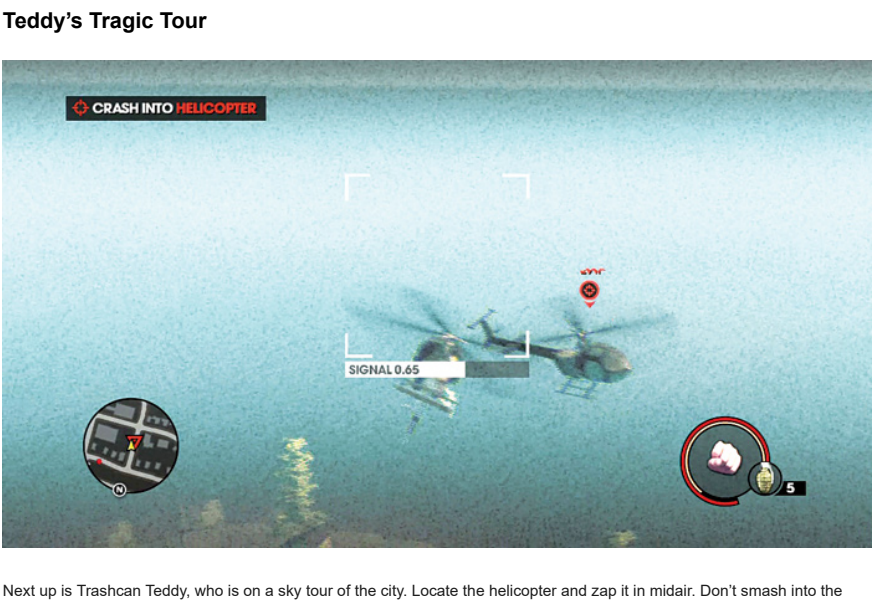

CRASH THE BEACH PARTY
SIGNAL 0.86

The next target is Clubber Johnson, who is on his boat at the harbor. Fly to the harbor and RC a boat.


RC THE HELICOPTER

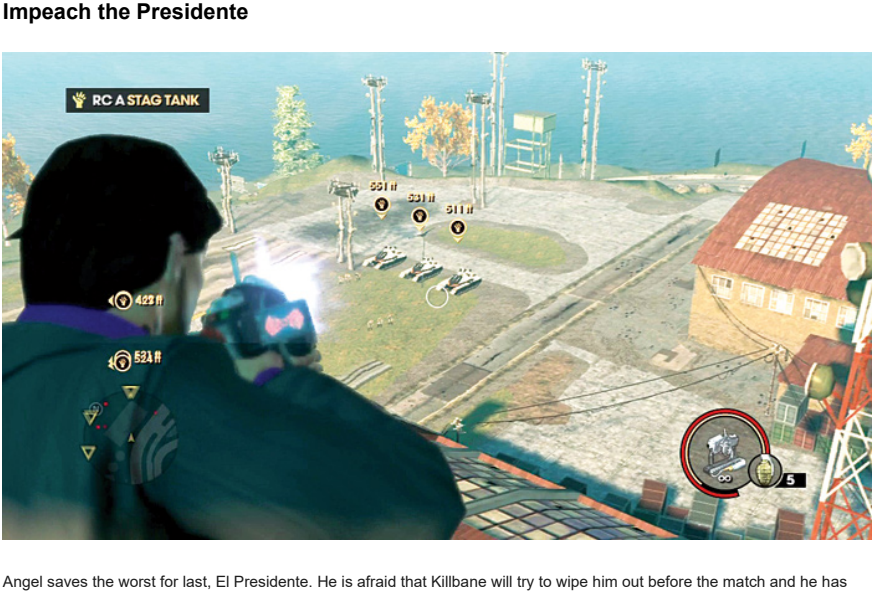
When in control of the vessel, build up some speed and crash the boat into the beach party. Two down, two to go.

Teddy's Tragic Tour

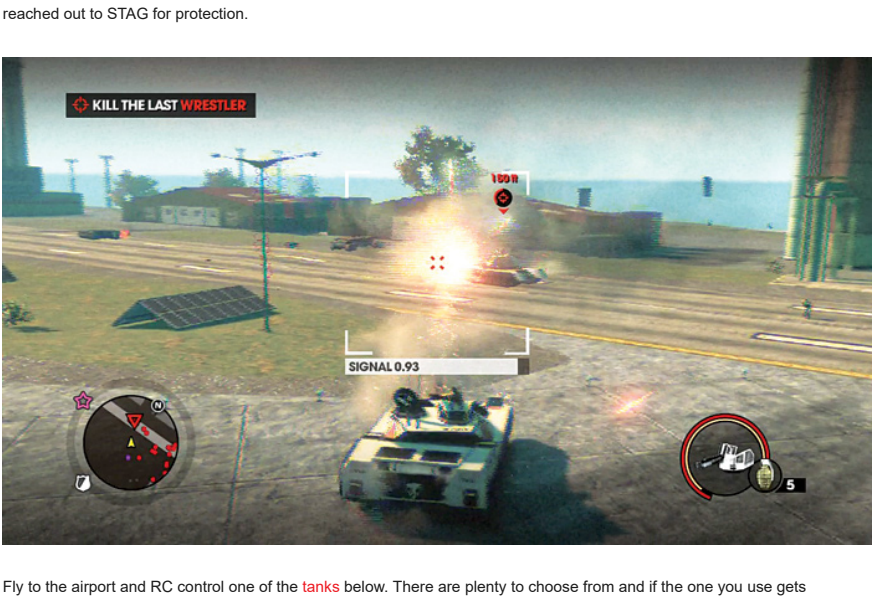

CRASH INTO HELICOPTER
SIGNAL 0.65

Next up is Trashcan Teddy, who is on a sky tour of the city. Locate the helicopter and zap it in midair. Don't smash into the chopper right next to you. Follow the red indicator to locate the real target. When you get close, the pilot bails out, leaving Trashcan to fly the helicopter. The guy is pretty good at steering the chopper, but if you stay at the same height and box him in, there is going to be a midair collision.

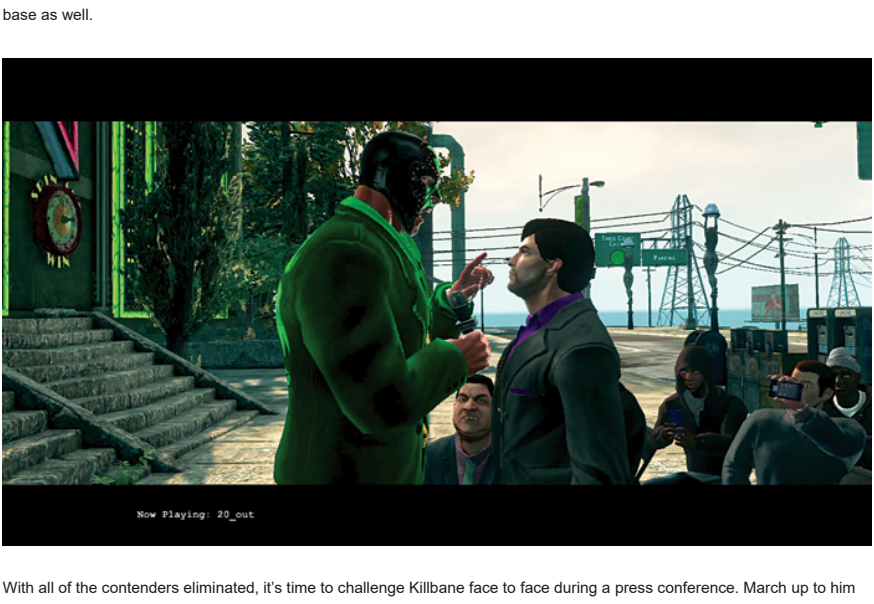
Impeach the Presidente


RC A STAG TANK

Angel saves the worst for last, El Presidente. He is afraid that Killbane will try to wipe him out before the match and he has reached out to STAG for protection.


KILL THE LAST WRESTLER
SIGNAL 0.93

Fly to the airport and RC control one of the tanks below. There are plenty to choose from and if the one you use gets destroyed, just zap another one and resume the hunt. Blast his ride with your tank but feel free to wreak a bit of havoc on the base as well.


Now Playing: 20_out

With all of the contenders eliminated, it's time to challenge Killbane face to face during a press conference. March up to him and demand that he fight the best there is, or at least the only one left, the Stilwater Butcher.

3 Count Beat Down (Killbane Arc)

Cash Earned: $12,000

Respect Earned: 3,000

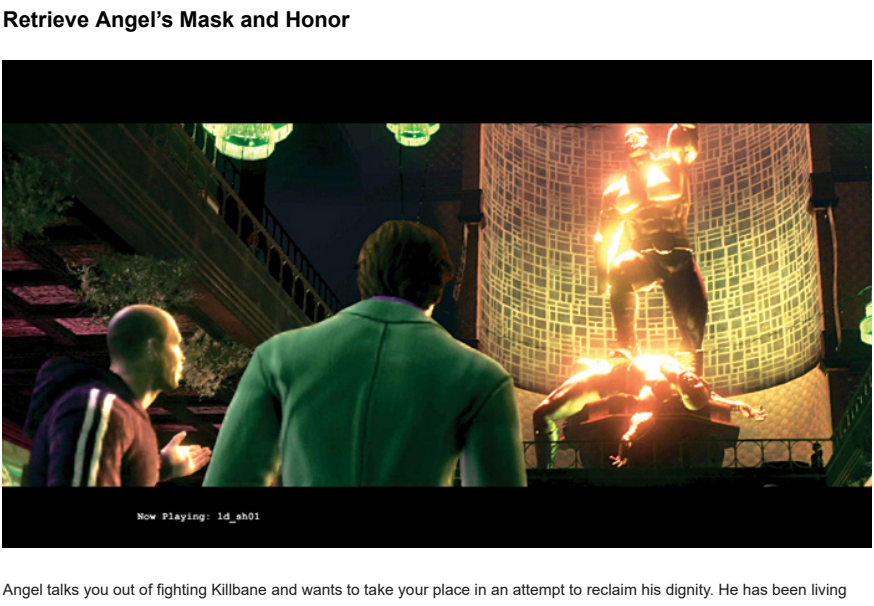
Unlocks: New Stronghold—3 Count Casino

Rewards: Stronghold bonuses—respect bonus, Luchadores vehicles and Gang Customization, increased transfer limit, hourly cash bonus

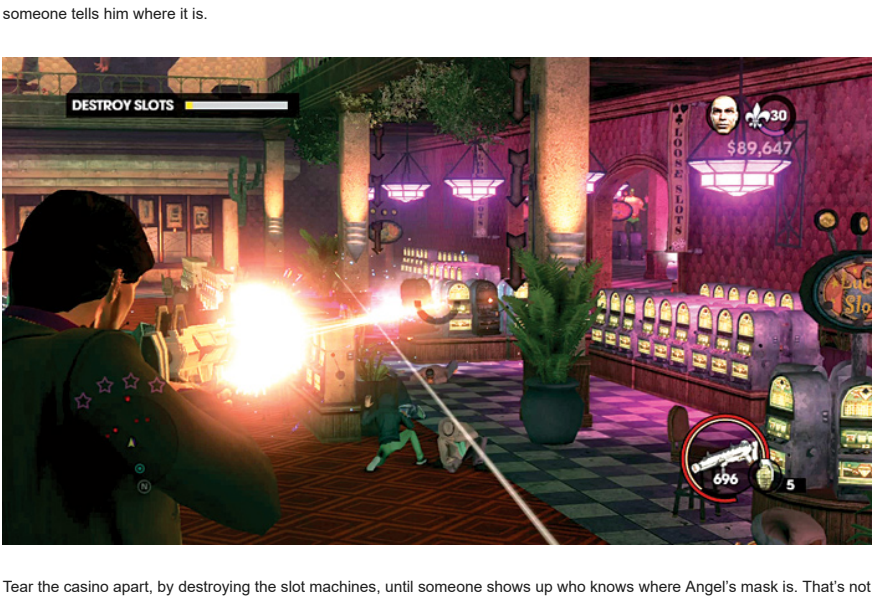
Note

All of the Activity missions for Angel (Angel's Arc) must be completed before starting this level.

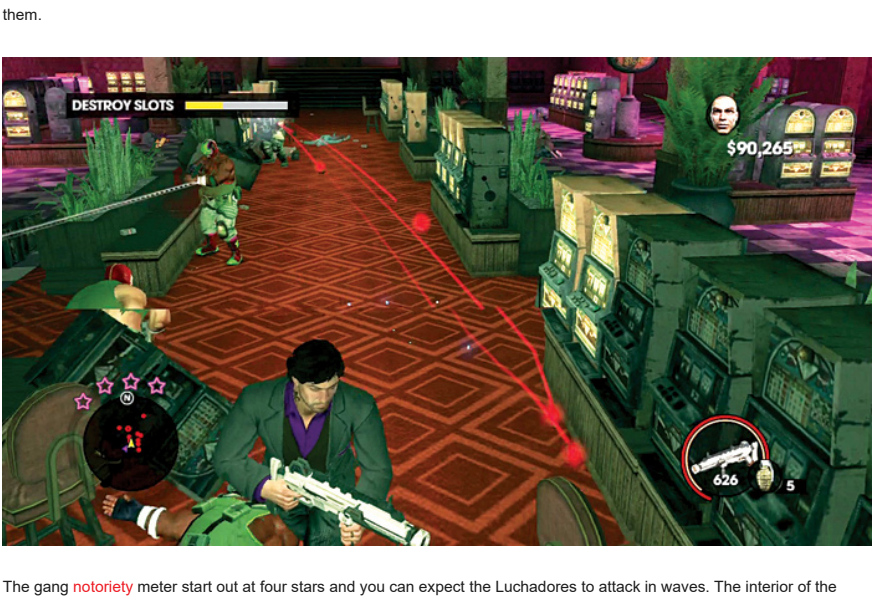
Retrieve Angel's Mask and Honor


Now Playing: ld_eh01

Angel talks you out of fighting Killbane and wants to take your place in an attempt to reclaim his dignity. He has been living with the shame of his defeat and the only way to resolve the situation is to seize this opportunity. First, Angel must set things right and reclaim his honor. He will need to earn his mask and the best way to do that, apparently, is to hurt people until someone tells him where it is.


DESTROY SLOTS
$89,647

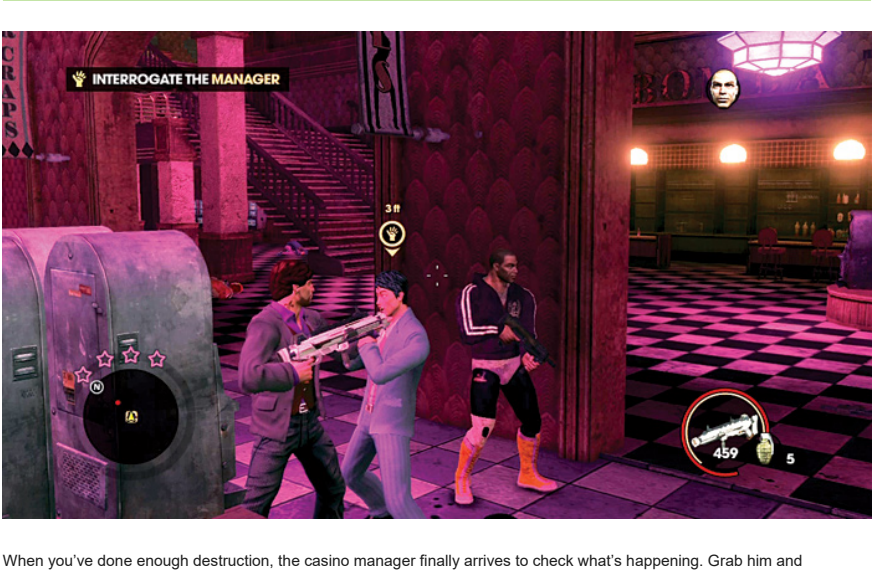
Tear the casino apart, by destroying the slot machines, until someone shows up who knows where Angel's mask is. That's not exactly a great way to earn the mask back but it's close enough. Shoot the slots to fill the yellow bar in the upper-left corner. There are more than enough slots, including those in the two adjoining rooms, that you don't need to break every one of them.


DESTROY SLOTS
$90,265

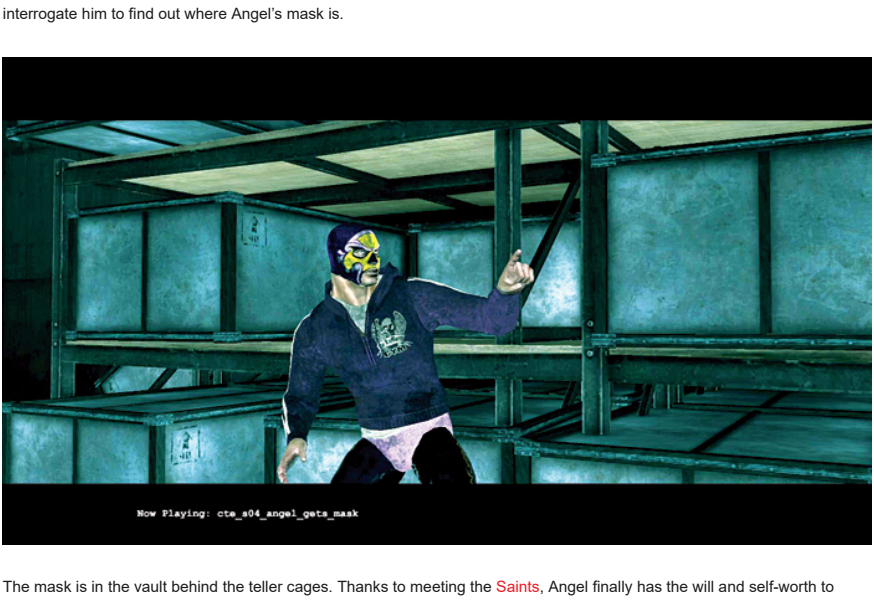
The gang notoriety meter start out at four stars and you can expect the Luchadores to attack in waves. The interior of the casino is large and the numerous pillars and gambling stations make it fairly easy to pick off the guards. The only ones that can be a concern are the Luchadore Grenadier, who hurls—what else?—grenades at you. As long you keep moving and use the slots for cover, there should be no problem destroying the slots during the gunfight.

Tip

Additional rooms on both sides of the main section have a lot more slots and usually fewer guards.

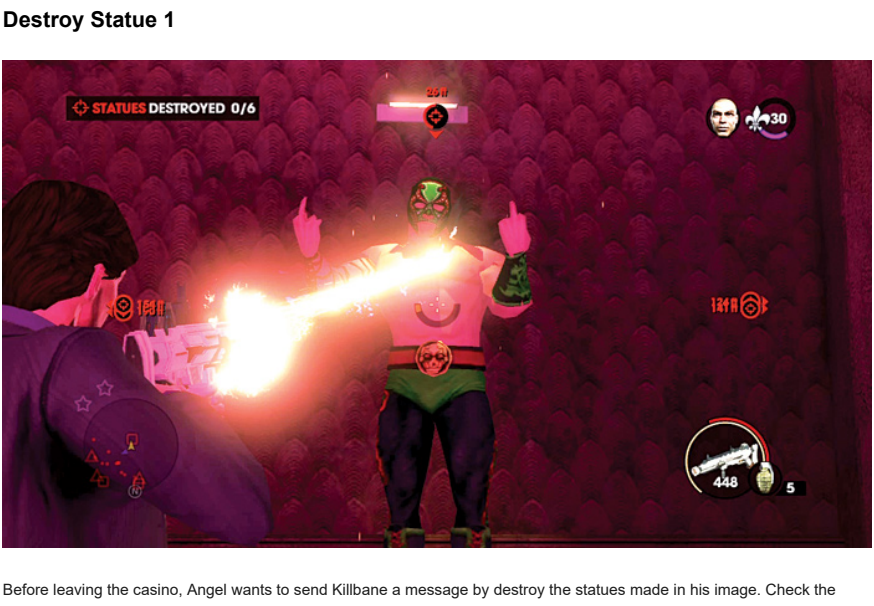

INTERROGATE THE MANAGER

When you've done enough destruction, the casino manager finally arrives to check what's happening. Grab him and interrogate him to find out where Angel's mask is.


Now Playing: cts_s04_angel_gets_mask

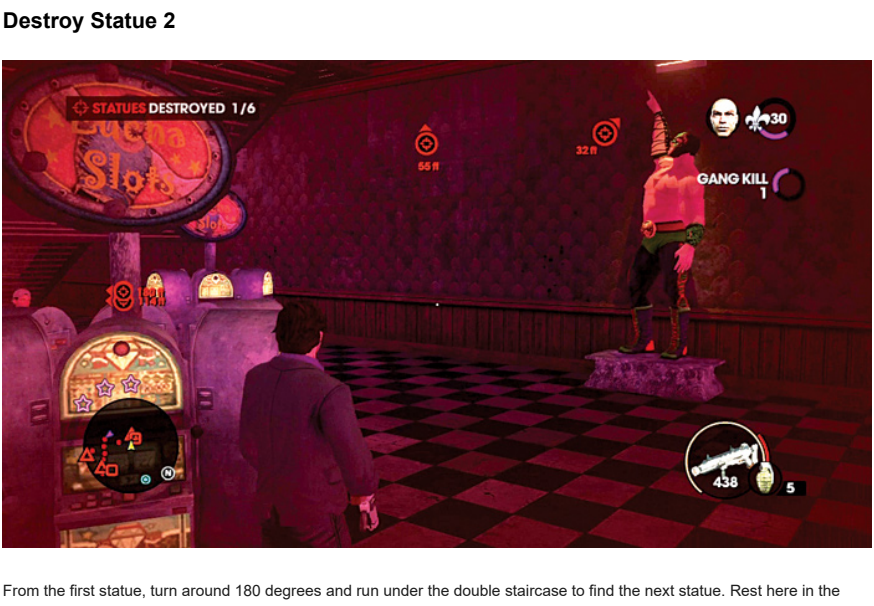
The mask is in the vault behind the teller cages. Thanks to meeting the Saints, Angel finally has the will and self-worth to reclaim his mask. Run behind the cages to the vault that was suspiciously left open. Angel finally reclaims his mask and his honor.

Destroy Statue 1


STATUES DESTROYED 0/6

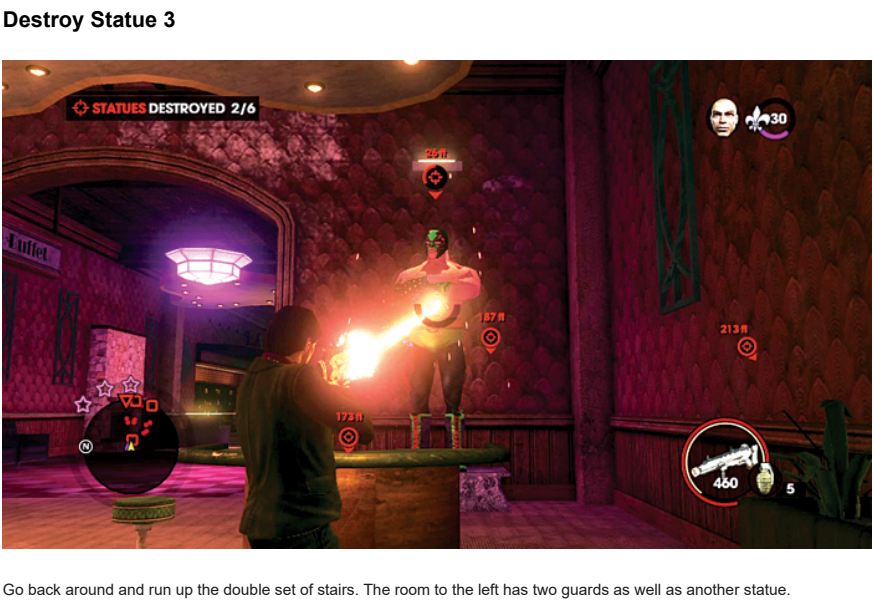
Before leaving the casino, Angel wants to send Killbane a message by destroy the statues made in his image. Check the minimap for the location of the six statues and don't focus too much attention on the Luchadores except when they get in your way. The first statue is in the back of the adjacent room to the west. A few shots is all it take to shatter the Killbane likeness.

Destroy Statue 2

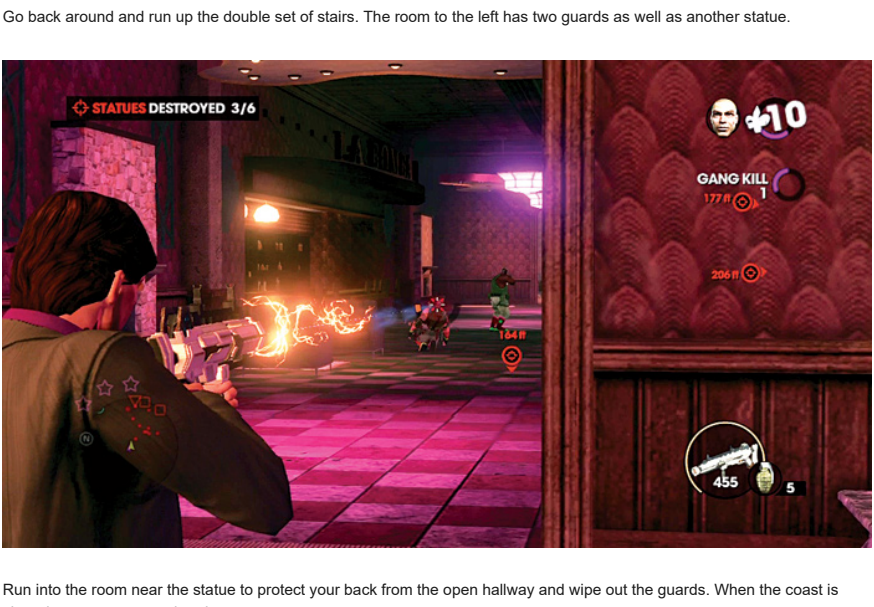

STATUES DESTROYED 1/6
GANG KILL

From the first statue, turn around 180 degrees and run under the double staircase to find the next statue. Rest here in the corner if your health is running low. The middle room is filled with enemies and side rooms like these are great for taking a break.

Destroy Statue 3

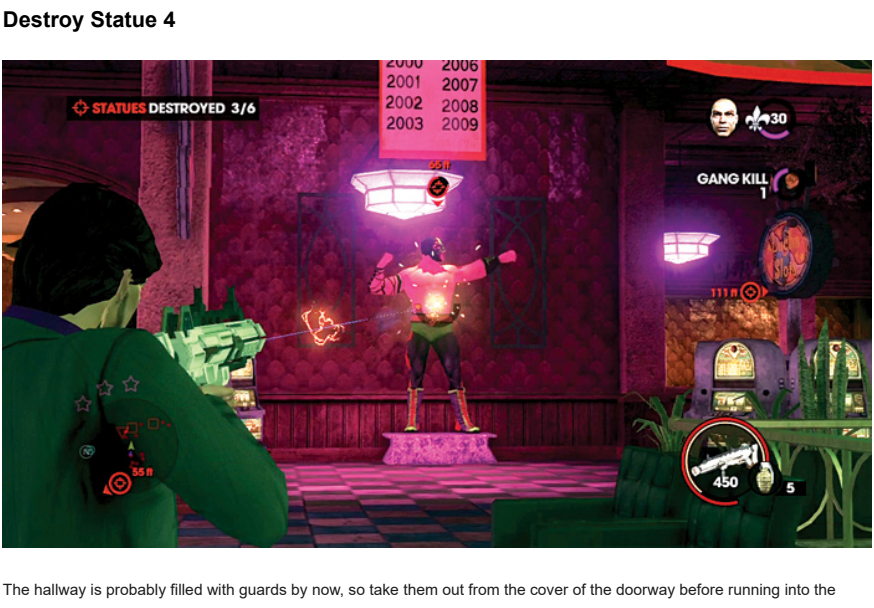

STATUES DESTROYED 2/6

Go back around and run up the double set of stairs. The room to the left has two guards as well as another statue.

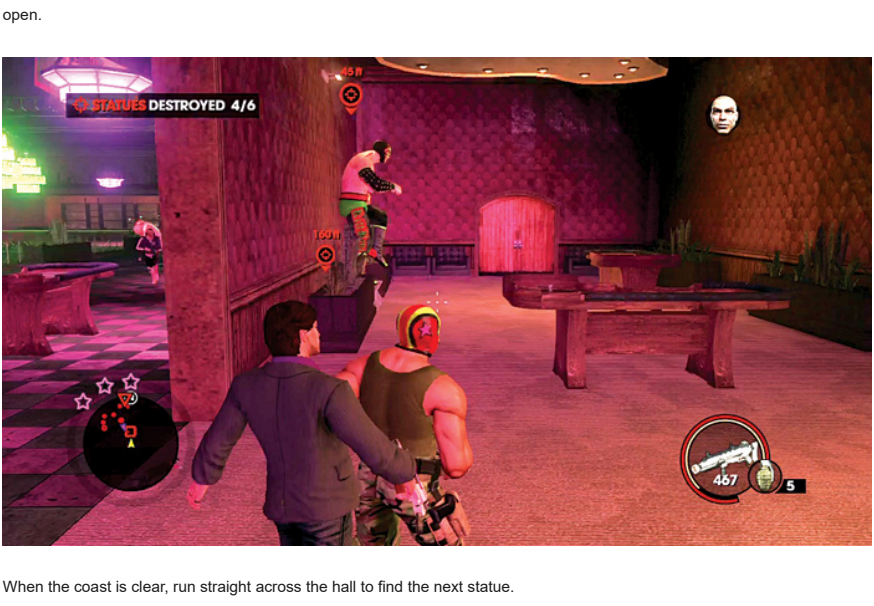

STATUES DESTROYED 3/6
GANG KILL

Run into the room near the statue to protect your back from the open hallway and wipe out the guards. When the coast is clear destroy statue number three.

Destroy Statue 4


STATUES DESTROYED 3/6
GANG KILL

The hallway is probably filled with guards by now, so take them out from the cover of the doorway before running into the open.

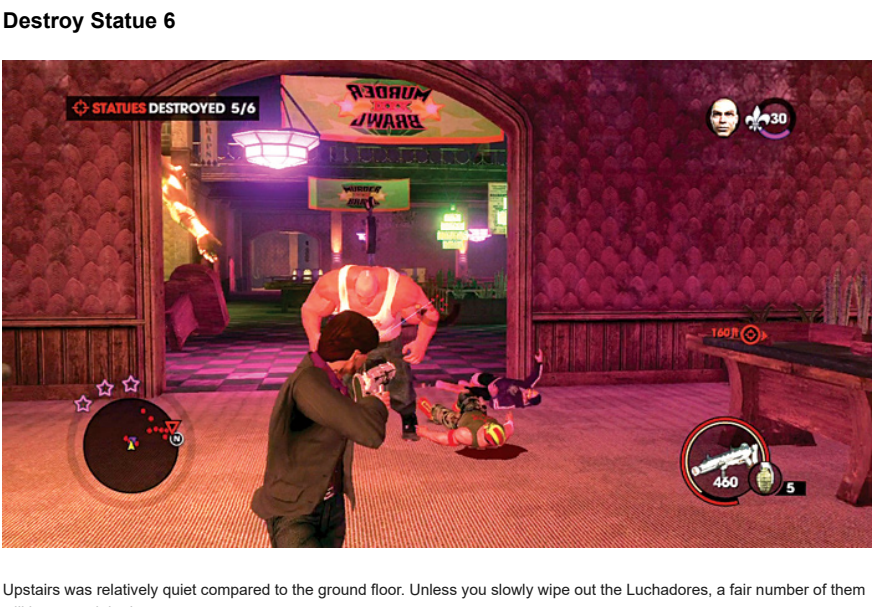

STATUES DESTROYED 4/6

When the coast is clear, run straight across the hall to find the next statue.

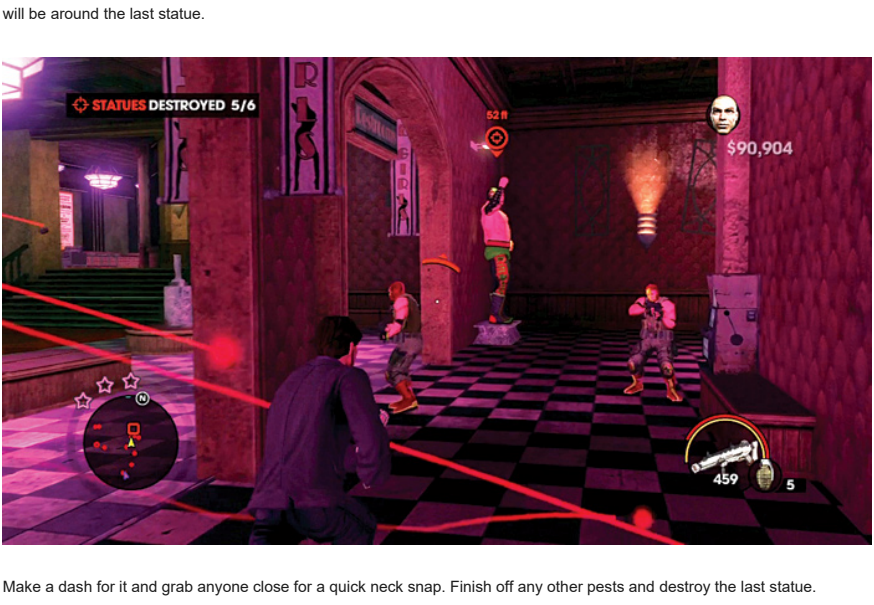
Destroy Statue 5

The last one upstairs is in a room at the far southern corner. Turn right at the last statue and run to the end of the hallway to the left of the enormous golden statue. Duck into the room, kill any Luchadores and waste statue number five. Don't be surprised if a Brute shows up at this point. There is plenty of room to fight the big man, but you can also sprint right past him and jump downstairs.

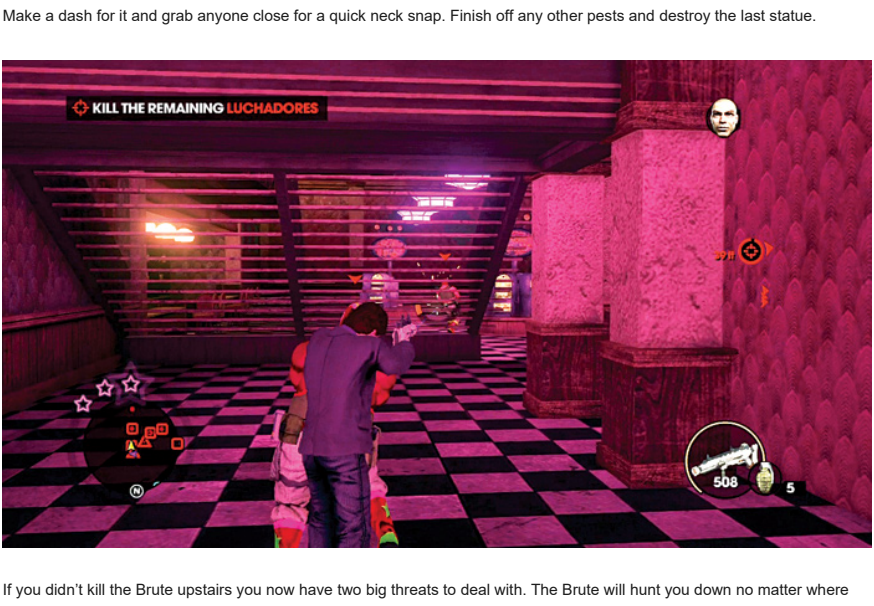
Destroy Statue 6



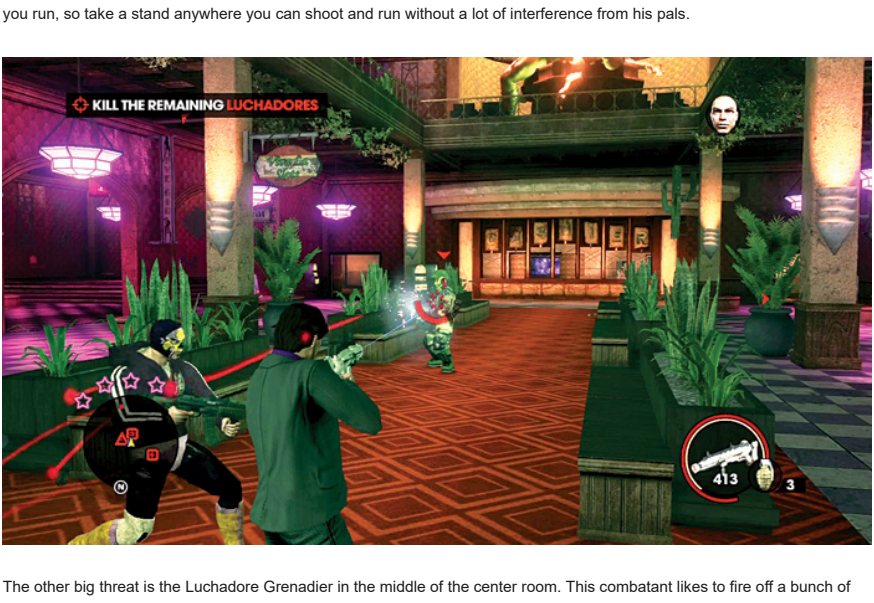
Upstairs was relatively quiet compared to the ground floor. Unless you slowly wipe out the Luchadores, a fair number of them will be around the last statue.


STATUES DESTROYED 5/6
$90,904

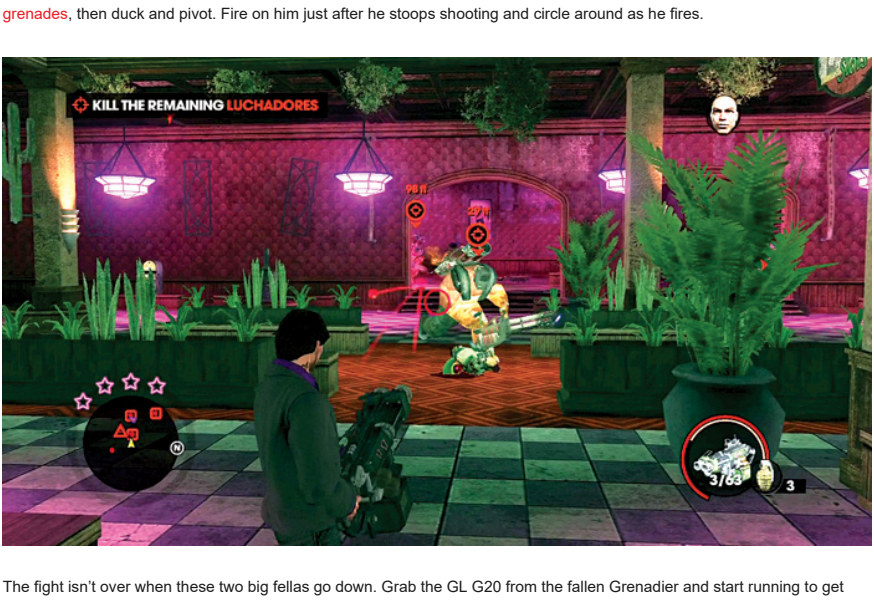
Make a dash for it and grab anyone close for a quick neck snap. Finish off any other pests and destroy the last statue.


KILL THE REMAINING LUCHADORES

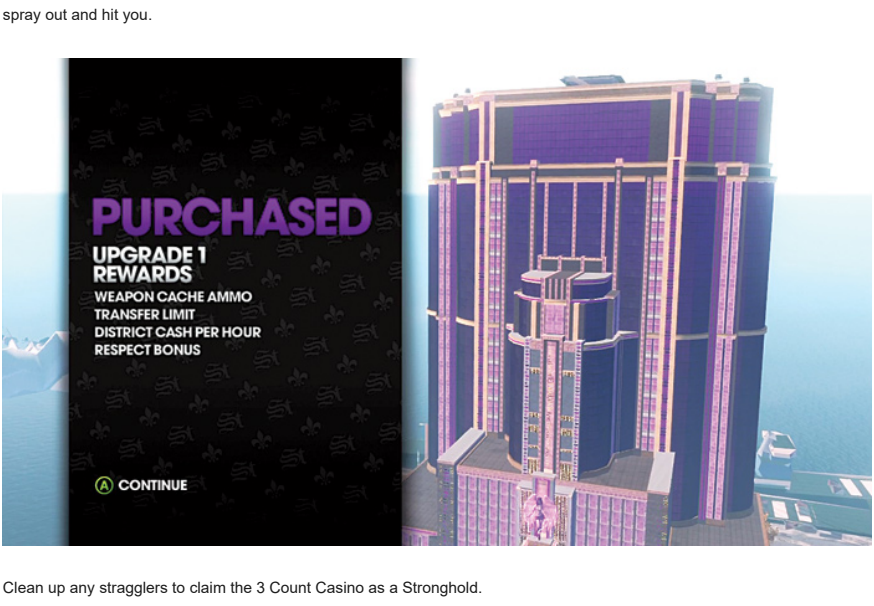
If you didn't kill the Brute upstairs you now have two big threats to deal with. The Brute will hunt you down no matter where you run, so take a stand anywhere you can shoot and run without a lot of interference from his pals.


KILL THE REMAINING LUCHADORES

The other big threat is the Luchadore Grenadier in the middle of the center room. This combatant likes to fire off a bunch of grenades, then duck and pivot. Fire on him just after he stoops shooting and circle around as he fires.


KILL THE REMAINING LUCHADORES

The fight isn't over when these two big fellas go down. Grab the GL G20 from the fallen Grenadier and start running to get some space from the pair of Flamethrower Brutes. Get as much distance as possible before turning around and opening fire because they can cover ground quickly. The stairs may provide a bit a hurdle for them, but make sure to keep moving and firing. Another technique to deal with them is to slow or stop long enough for them stop running to ignite the flamethrower. Blast them during the short time it takes them to stop and arm their weapon, but make sure you are gone before the flames spray out and hit you.


PURCHASED
UPGRADE 1
REWARDS
WEAPON CACHE AMMO
TRANSFER LIMIT
DISTRICT CASH PER HOUR
RESPECT BONUS
CONTINUE

Clean up any stragglers to claim the 3 Count Casino as a Stronghold.

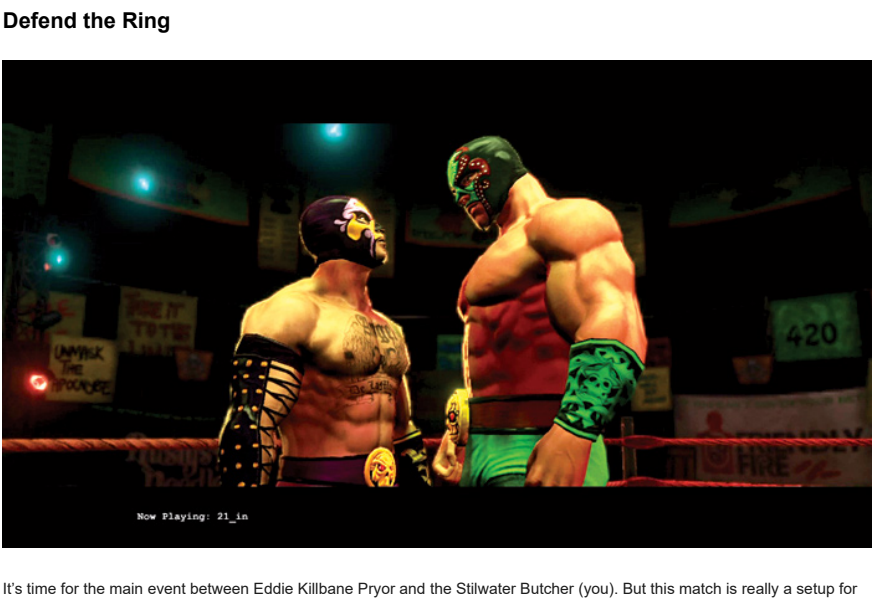
Murderbrawl XXXI (Killbane Arc)

Cash Earned: $16,000

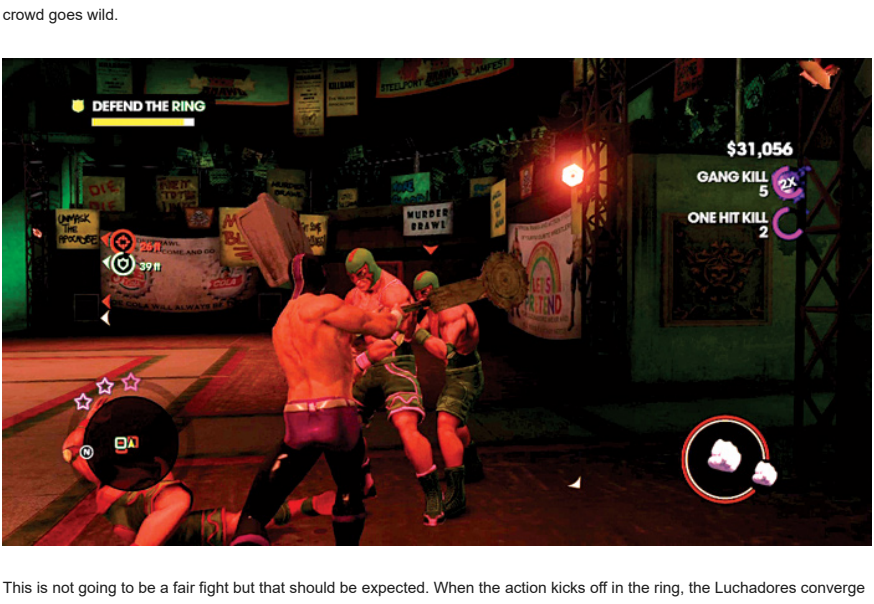
Respect Earned: 4,000

Unlocks: New Item—Killbane's Mask or New Weapon—Apoca-Fist

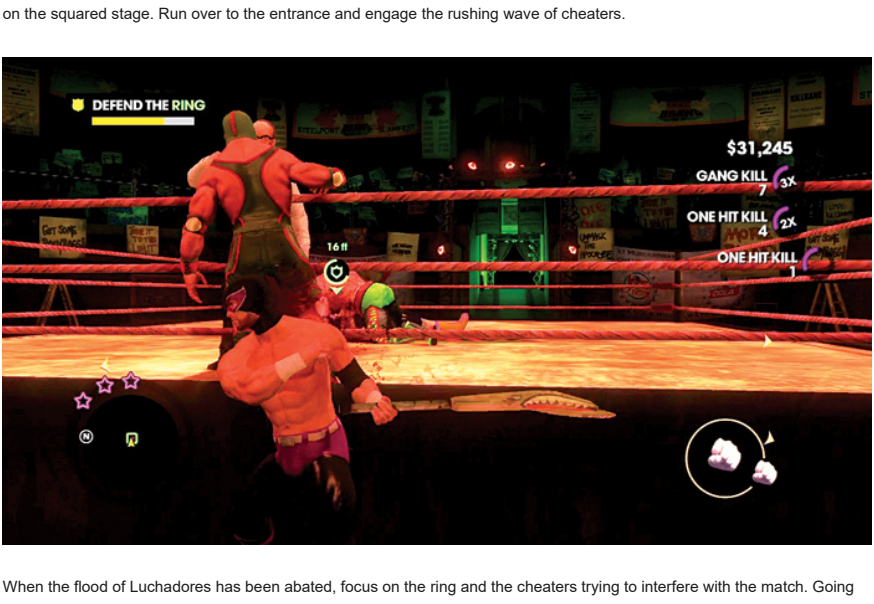
Defend the Ring


Now Playing: 21_in

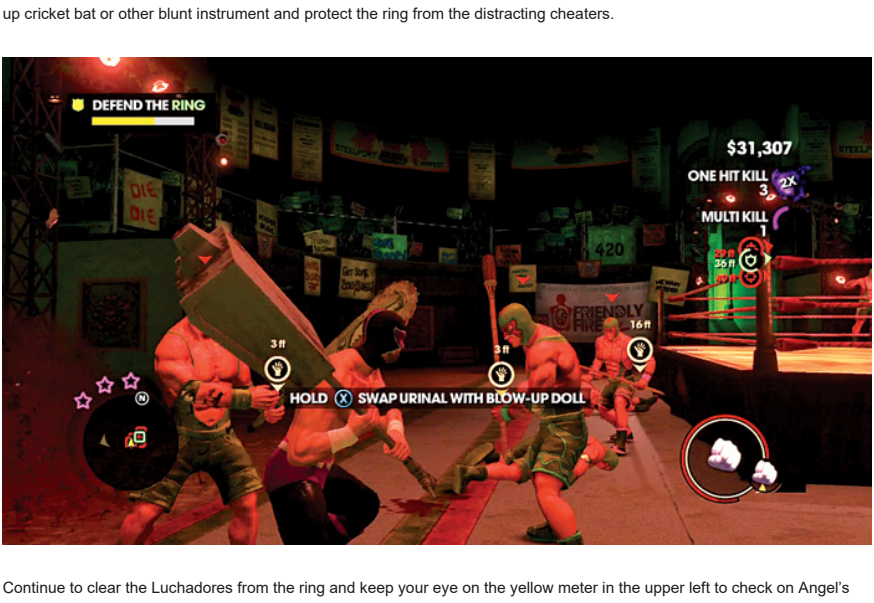
It's time for the main event between Eddie Killbane Pryor and the Stilwater Butcher (you). But this match is really a setup for Angel to get his revenge on Killbane. You strut your stuff, performing a classic wrestling intro, but before you enter the ring the spotlight is handed over to Angel, who charges the ring. This is the fight the fans have been dreaming about for years and the crowd goes wild.


DEFEND THE RING
$31,056
GANG KILL
ONE HIT KILL

This is not going to be a fair fight but that should be expected. When the action kicks off in the ring, the Luchadores converge on the squared stage. Run over to the entrance and engage the rushing wave of cheaters.

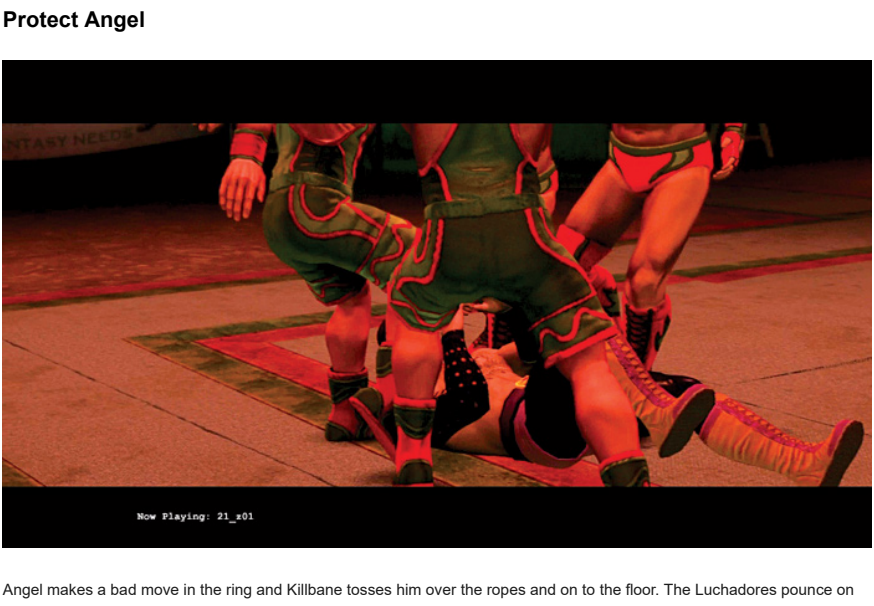

DEFEND THE RING
$31,245
GANG KILL
ONE HIT KILL
ONE HIT KILL

When the flood of Luchadores has been abated, focus on the ring and the cheaters trying to interfere with the match. Going into this match you were weaponless, but the Luchadores were kind enough to bring some melee weapons with them. Pick up cricket bat or other blunt instrument and protect the ring from the distracting cheaters.

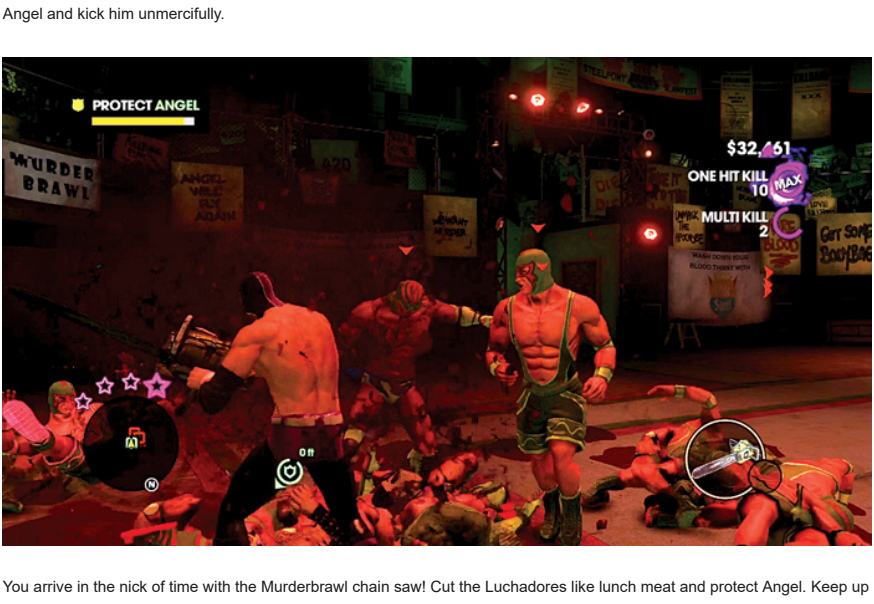

DEFEND THE RING
$31,307
ONE HIT KILL
MULTI KILL
HOLD Ⓧ SWAP URINAL WITH BLOW-UP DOLL

Continue to clear the Luchadores from the ring and keep your eye on the yellow meter in the upper left to check on Angel's health. If the ring is clear, run by the entrances to swat the incoming waves of Luchadores.

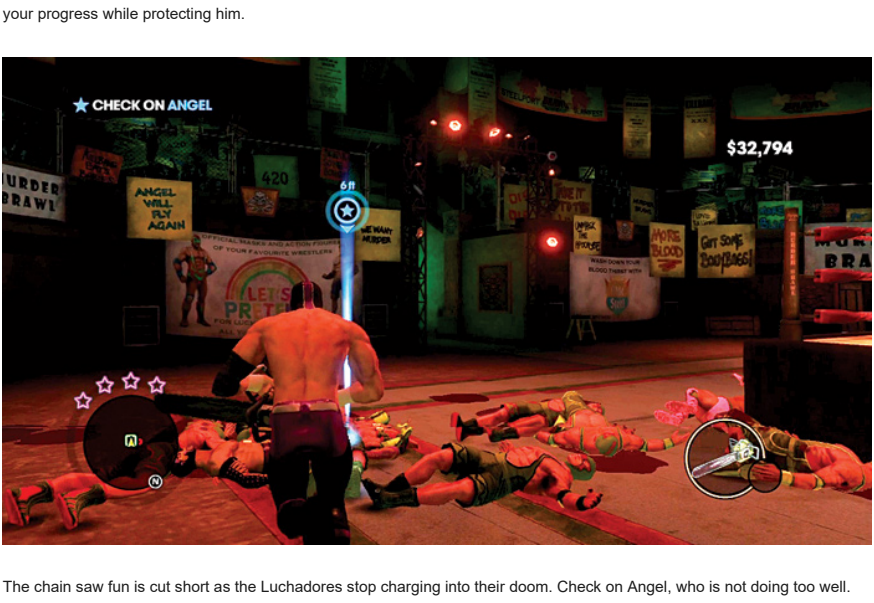
Protect Angel


Now Playing: 21_s01

Angel makes a bad move in the ring and Killbane tosses him over the ropes and on to the floor. The Luchadores pounce on Angel and kick him unmercifully.

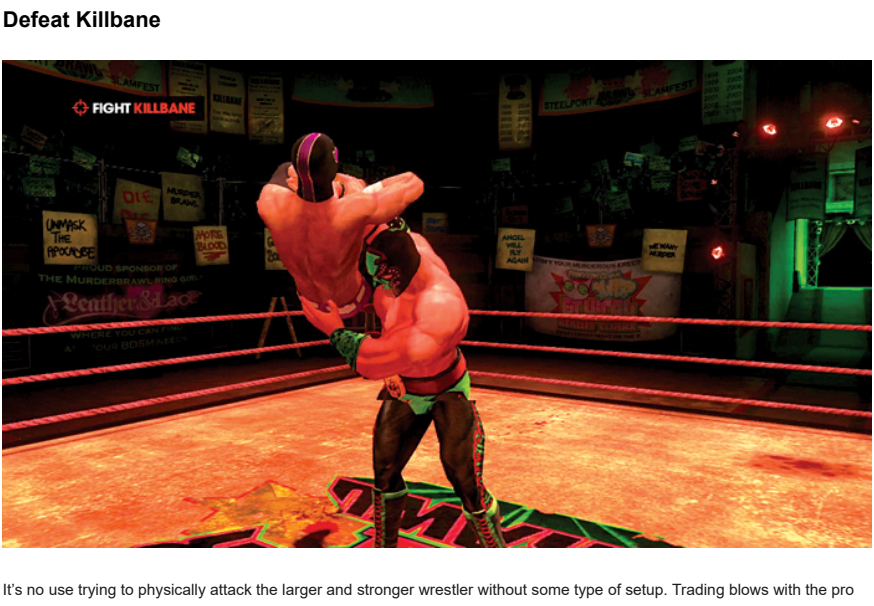

PROTECT ANGEL
ONE HIT KILL
MULTI KILL

You arrive in the nick of time with the Murderbrawl chain saw! Cut the Luchadores like lunch meat and protect Angel. Keep up the bloodbath and chop up anyone close to Angel. Monitor Angel's green life bar and the gauge in the upper left to check on your progress while protecting him.

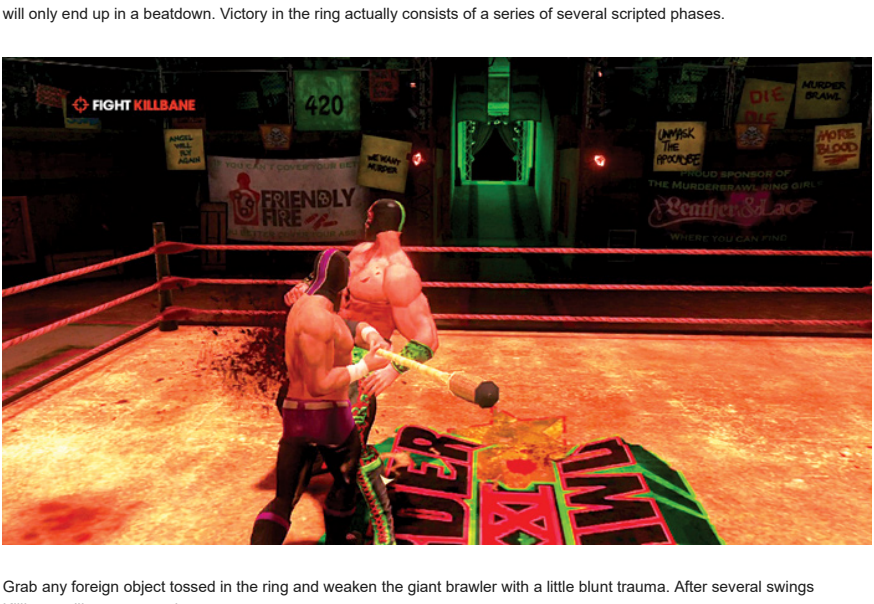

CHECK ON ANGEL
$32,794

The chain saw fun is cut short as the Luchadores stop charging into their doom. Check on Angel, who is not doing too well. Unfortunately, he won't have a chance to avenge his loss tonight. His broken leg has put an abrupt end to his quest and it is up to the Stilwater Butcher to finish the job. Climb into the ring to finish off Eddie.

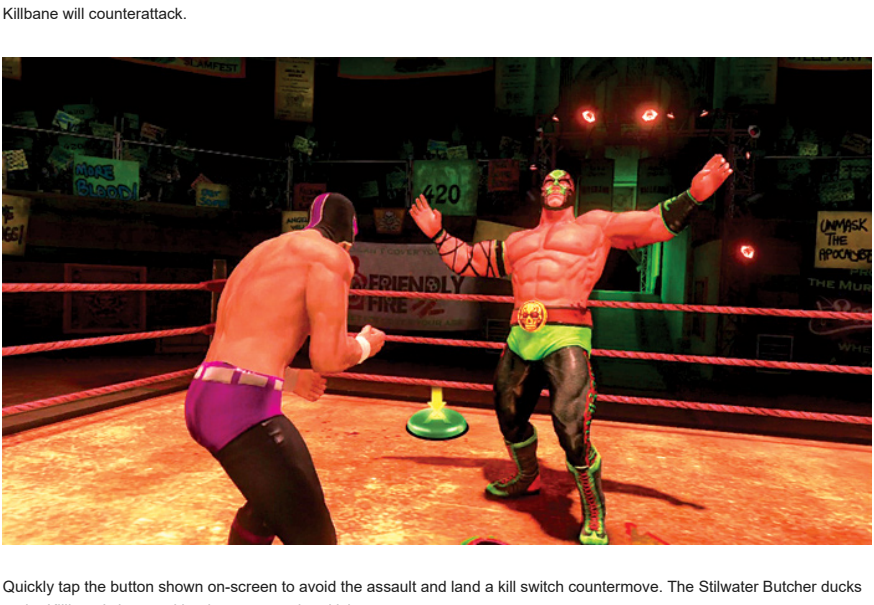
Defeat Killbane


FIGHT KILLBANE

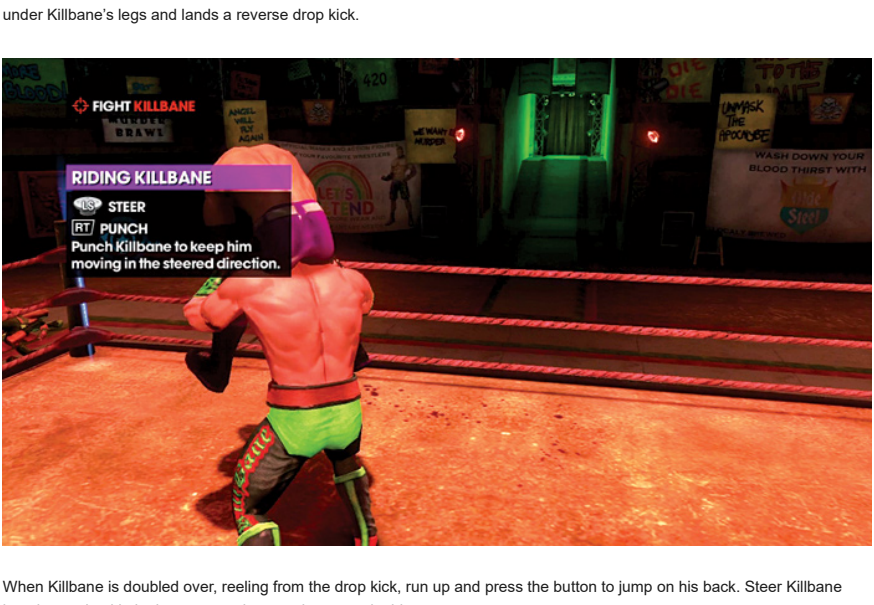
It's no use trying to physically attack the larger and stronger wrestler without some type of setup. Trading blows with the pro will only end up in a beatdown. Victory in the ring actually consists of a series of several scripted phases.


FIGHT KILLBANE

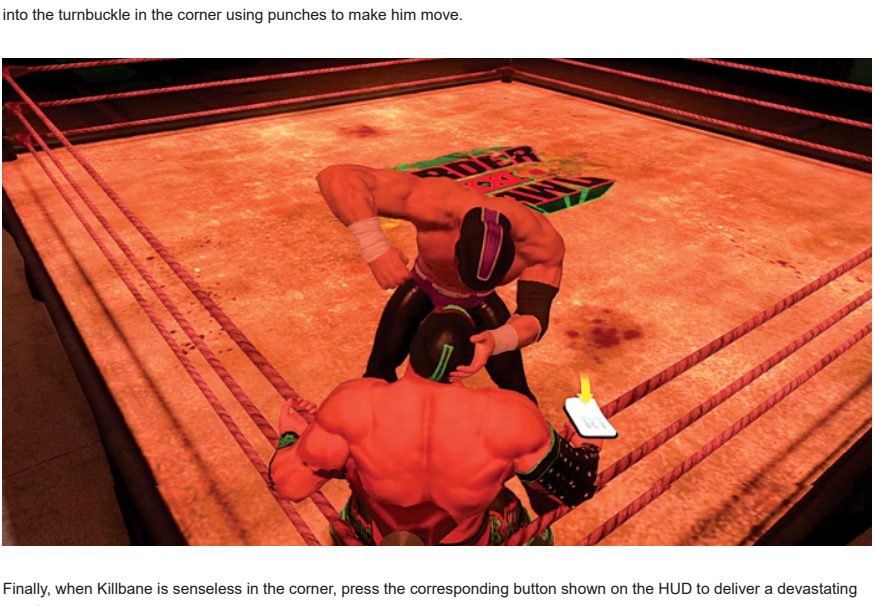
Grab any foreign object tossed in the ring and weaken the giant brawler with a little blunt trauma. After several swings Killbane will counterattack.



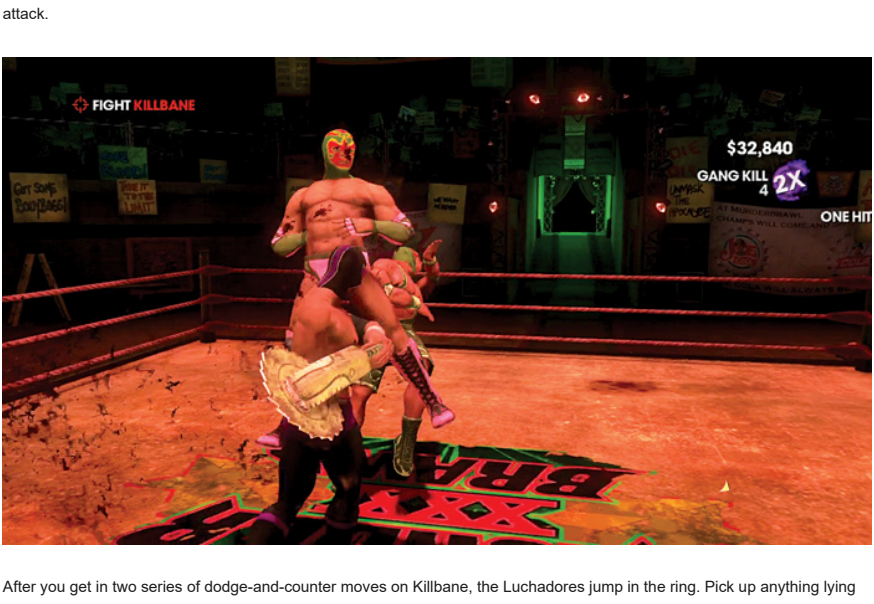
Quickly tap the button shown on-screen to avoid the assault and land a kill switch countermove. The Stilwater Butcher ducks under Killbane's legs and lands a reverse drop kick.


FIGHT KILLBANE
RIDING KILLBANE
STEER
RT PUNCH
Punch Killbane to keep him moving in the steered direction.

When Killbane is doubled over, reeling from the drop kick, run up and press the button to jump on his back. Steer Killbane into the turnbuckle in the corner using punches to make him move.

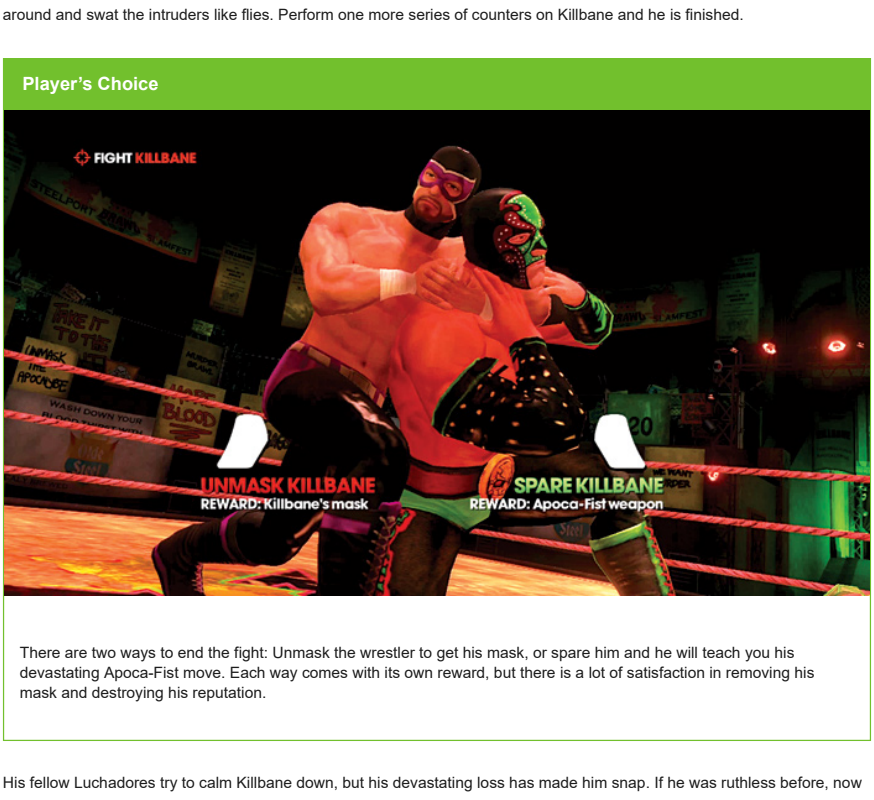


Finally, when Killbane is senseless in the corner, press the corresponding button shown on the HUD to deliver a devastating attack.


FIGHT KILLBANE
$32,840
GANG KILL
2X
ONE HIT

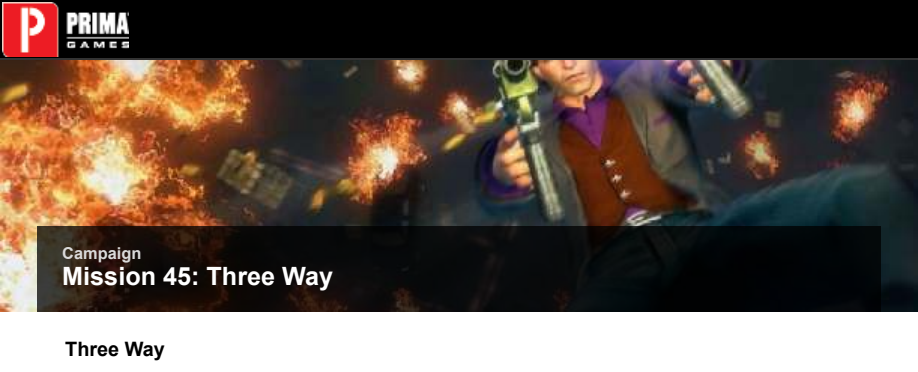
After you get in two series of dodge-and-counter moves on Killbane, the Luchadores jump in the ring. Pick up anything lying around and swat the intruders like flies. Perform one more series of counters on Killbane and he is finished.

Player's Choice


FIGHT KILLBANE
UNMASK KILLBANE
REWARD: Killbane's mask
SPARE KILLBANE
REWARD: Apoca-Fist weapon

There are two ways to end the fight: Unmask the wrestler to get his mask, or spare him and he will teach you his devastating Apoca-Fist move. Each way comes with its own reward, but there is a lot of satisfaction in removing his mask and destroying his reputation.

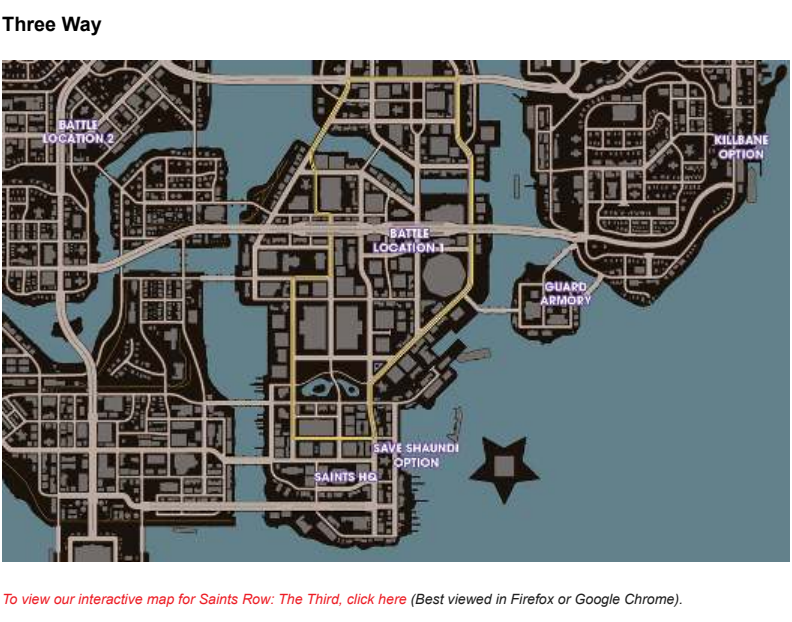
His fellow Luchadores try to calm Killbane down, but his devastating loss has made him snap. If he was ruthless before, now he is mad with destructive rage and he will destroy the city if he can't rule it.



Campaign

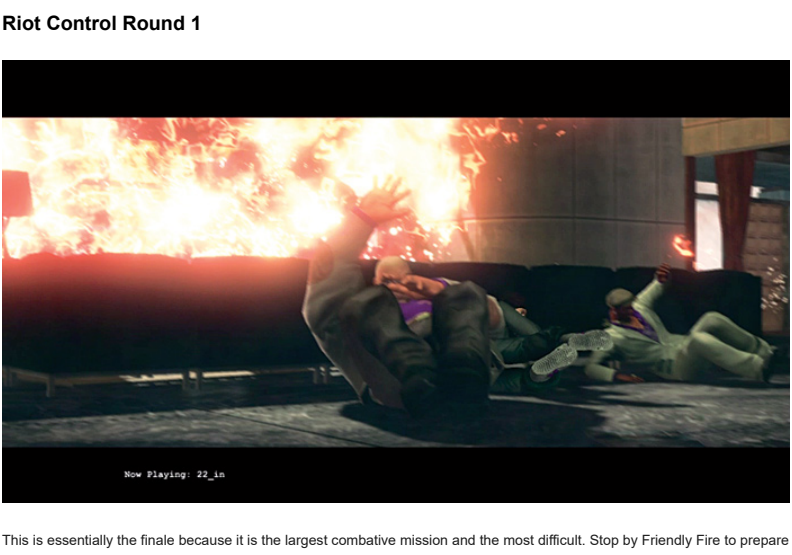
Mission 45: Three Way

Three Way



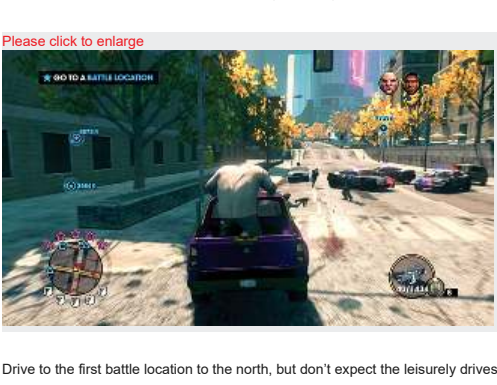
To view our interactive map for Saints Row: The Third, click here (Best viewed in Firefox or Google Chrome).

Riot Control Round 1

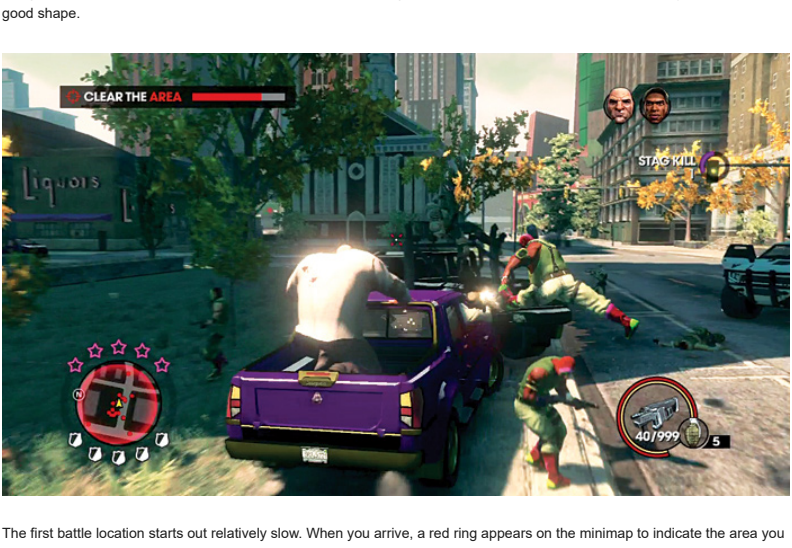


This is essentially the finale because it is the largest combative mission and the most difficult. Stop by Friendly Fire to prepare for the mother of all battles. The mission literally starts out with a bang as an explosion rocks your crib. Steelport is in utter bedlam as STAG and the Syndicate make an all out effort to own the streets. The Saints have to join the three-way battle to end some of these conflicts before it destroy's the city.

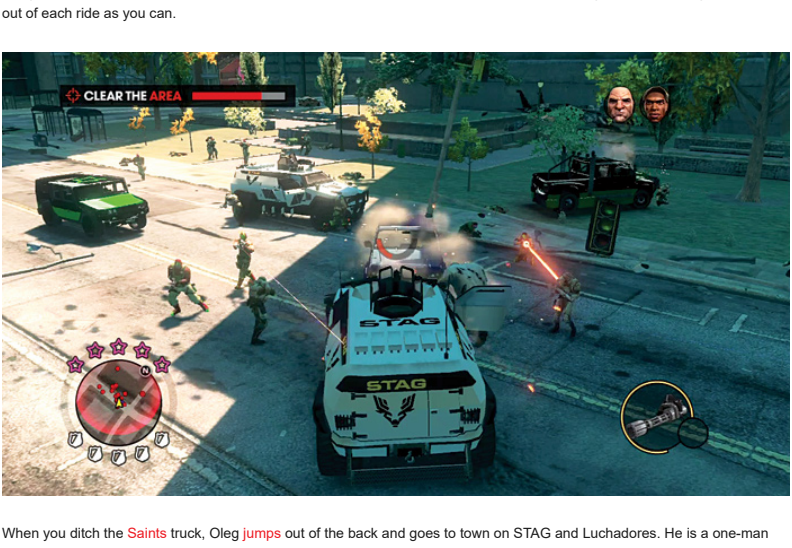
Please click to enlarge



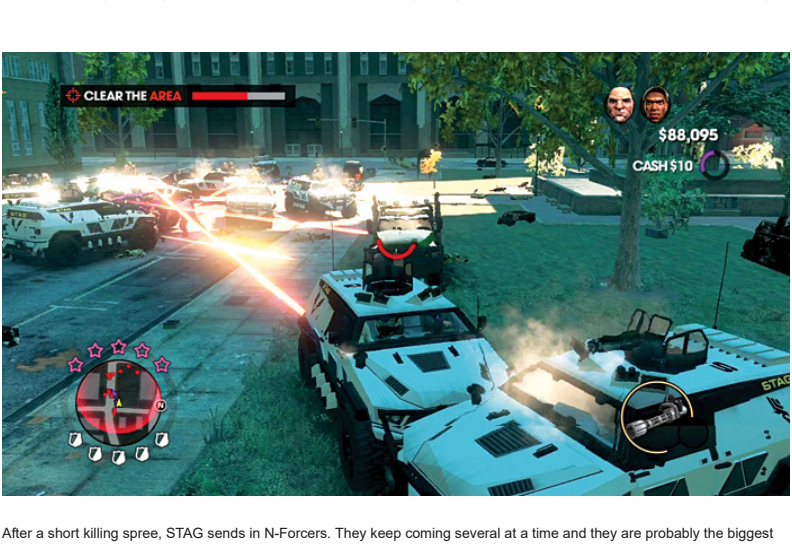
Drive to the first battle location to the north, but don't expect the leisurely drives you've had in the past. Full gang and law notoriety are in effect, which means STAG and the Luchadores will swerve into you as well as set up roadblocks. Avoid them using the sidewalks if possible because there are more pressing matters at hand, and it's important to keep your vehicle in good shape.



The first battle location starts out relatively slow. When you arrive, a red ring appears on the minimap to indicate the area you must clear. Run over as many pedestrians as possible with a few passes of your purple truck. Ram into any enemy or vehicle in sight. This truck isn't meant to last for the entire mission or even this first encounter, and it's good practice to get as much out of each ride as you can.



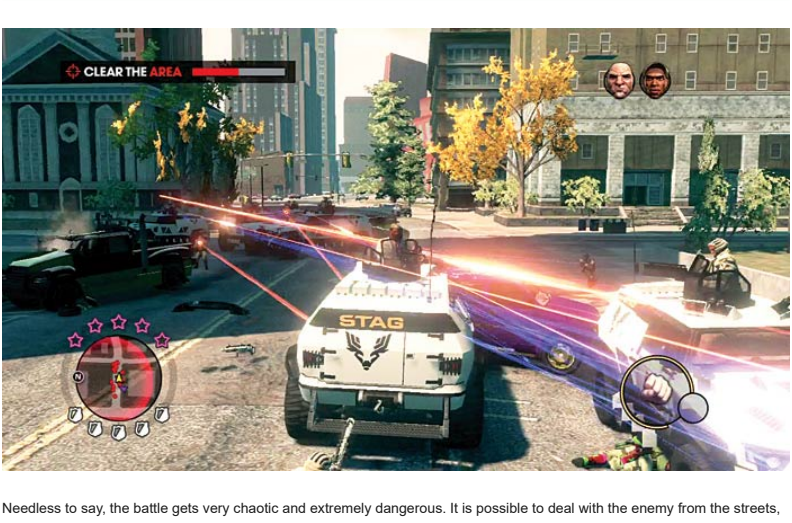
When you ditch the Saints truck, Oleg jumps out of the back and goes to town on STAG and Luchadores. He is a one-man army, but he is not invincible. Ignore him for most of the mission and let him do his destructive thing, unless he goes down for the count. It's a good thing he is on your side because he is strong enough to over turn trucks and smash enemies like bugs.



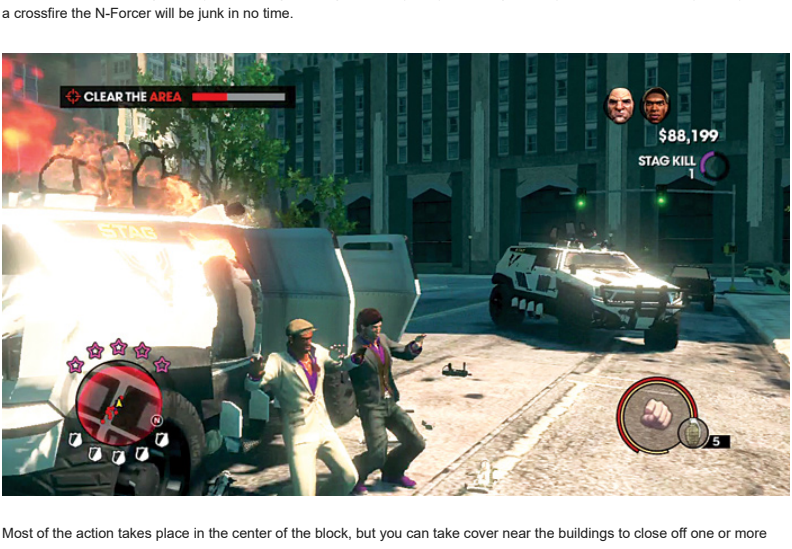
After a short killing spree, STAG sends in N-Forcers. They keep coming several at a time and they are probably the biggest threat on the battlefield if you let too many of them go uncontested. It takes a lot of damage to blow up the trucks, and a quicker approach is to just wipe out the gunner on the top turret.

Tip

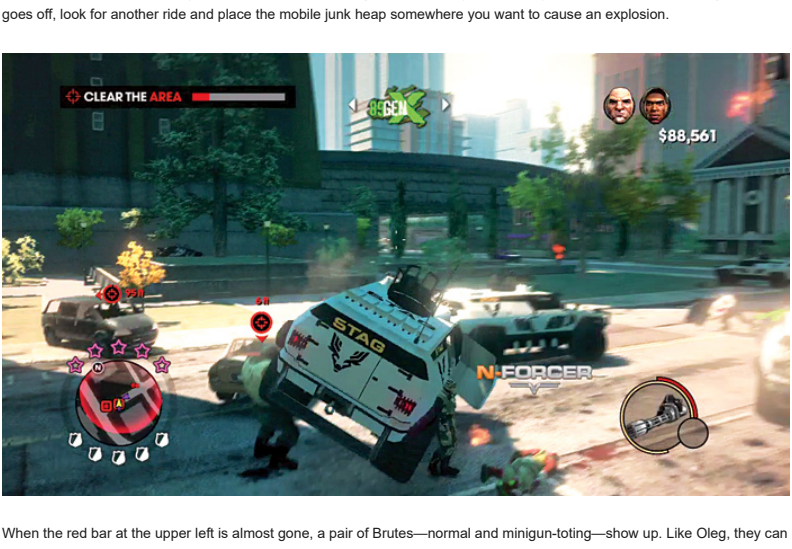
One of the best ways to deal with the N-Forcers is not to fight them but hijack them. Taking over one of these trucks automatically gets rid of turret operator.



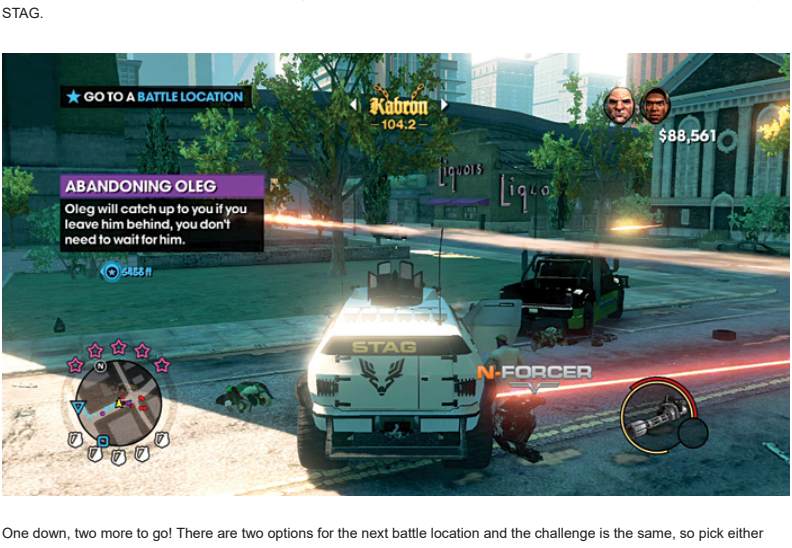
Needless to say, the battle gets very chaotic and extremely dangerous. It is possible to deal with the enemy from the streets, but it is a hell of a lot safer inside of a vehicle. When the N-Forcers arrive in droves, run up to one and take it. Its unlimited turret provides plenty of firepower while its reinforced armor keeps you alive for a lot longer than if you were roaming the streets. However, don't get cocky in this thing. As tough as it may be, you are significantly outnumbered and if you stay out in a crossfire the N-Forcer will be junk in no time.



Most of the action takes place in the center of the block, but you can take cover near the buildings to close off one or more directions from attack. Pay as close attention to your vehicle as you would your health if you were on foot. When the N-Forcer starts to smoke, it's about time to bail and get a new one. The last-minute warning is a annoying buzzer that tells you the truck is about to blow. Don't try to milk that ride for too long or it will literally blow up in your face. When the warning sound goes off, look for another ride and place the mobile junk heap somewhere you want to cause an explosion.

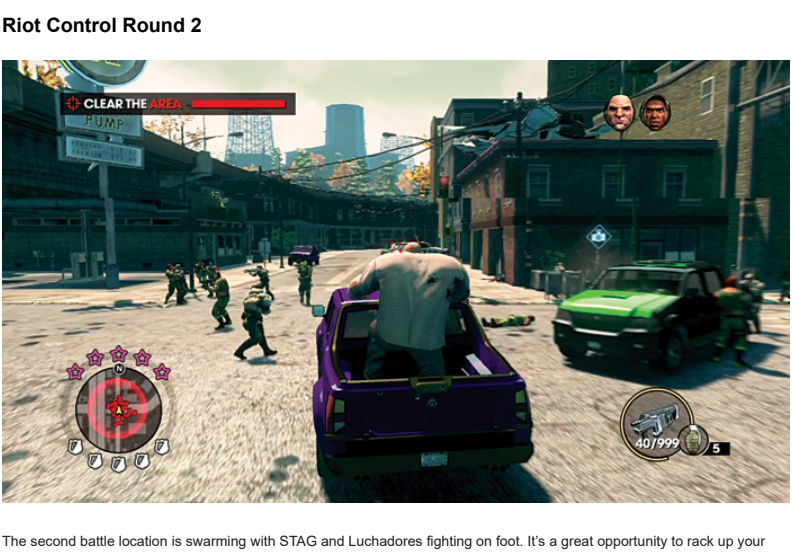


When the red bar at the upper left is almost gone, a pair of Brutes—normal and minigun-toting—show up. Like Oleg, they can flip the vehicles, so keep your distance when attacking. The regular Brute will charge you down and must be dealt with first. The machine gun on the N-Forcer is a great tool, but you must keep moving backward or he will ram you. If you prefer, take him out on foot. Either method uses the same tactics; stay away and deal damage from afar. Look for vehicles to blow up in his path to slow him down. Fortunately, the Minigun Brute is somewhat stationary and will probably be taken out mostly by STAG.

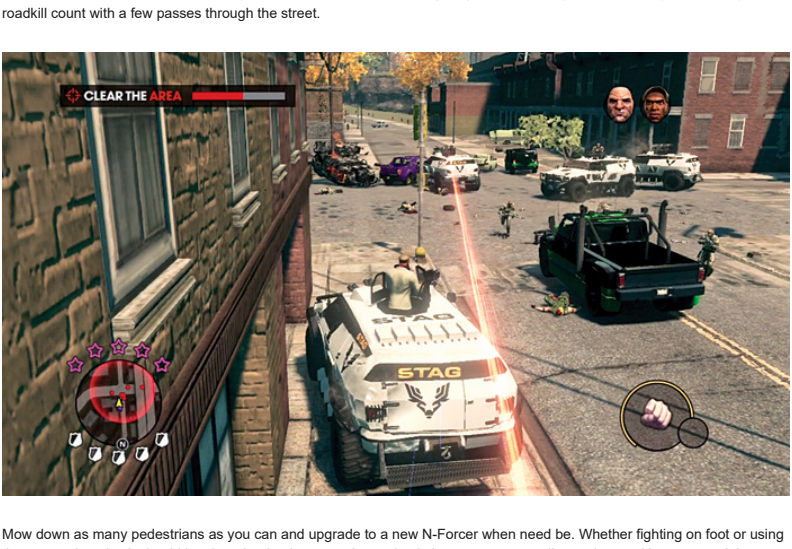

GO TO A BATTLE LOCATION
ABANDONING OLEG
Oleg will catch up to you if you leave him behind, you don't need to wait for him.
$88,561
N-FORCER

One down, two more to go! There are two options for the next battle location and the challenge is the same, so pick either one. Once again, getting there will be tricky due to roadblocks and everyone gunning for your head. Hop into a N-Forcer and make sure Pierce is with you. Don't worry about Oleg; the big man will catch up.

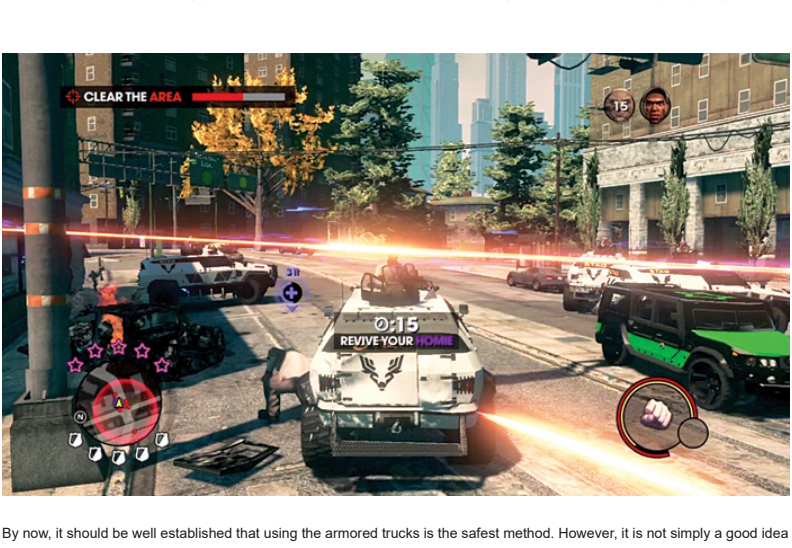
Riot Control Round 2



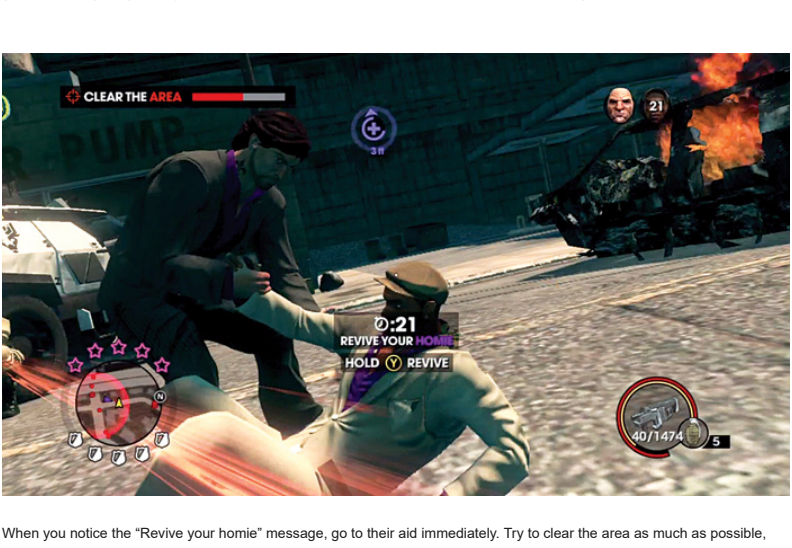
The second battle location is swarming with STAG and Luchadores fighting on foot. It's a great opportunity to rack up your roadkill count with a few passes through the street.



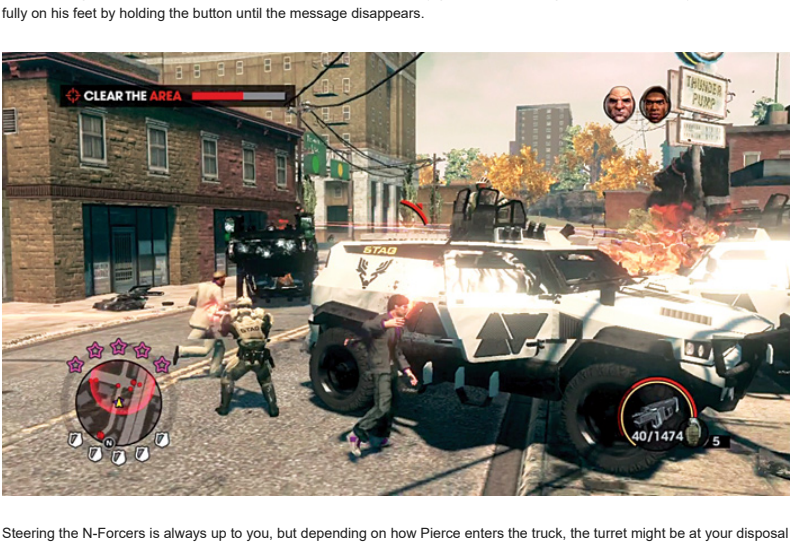
Mow down as many pedestrians as you can and upgrade to a new N-Forcer when need be. Whether fighting on foot or using the armored trucks, it should be clear that having enough stamina is important to stay alive and a good investment. It is easy to get pinned down and the chaotic battle can leave you without any protection or nearby vehicle to snatch. Avoid running around in the open or exposing yourself to attacks from all sides. Use the buildings and area under the highway to get cover.



By now, it should be well established that using the armored trucks is the safest method. However, it is not simply a good idea for your own protection, but for Pierce's as well. In fact, it's probably more common to fail this mission by having your homie go down than getting killed yourself. Pierce is the one who needs the most attention, but Oleg can be knocked down as well.



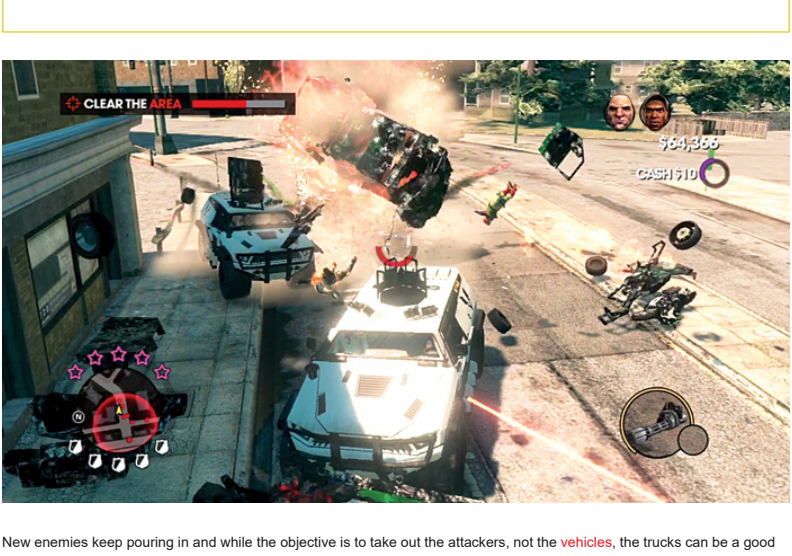
When you notice the "Revive your homie" message, go to their aid immediately. Try to clear the area as much as possible, but don't wait too long to perform the actual rescue. If you are in a vehicle, place it between your fallen friend and whatever was attacking them. This should provide a bit of protection while they get back into the fight. Also, make sure your comrade is fully on his feet by holding the button until the message disappears.



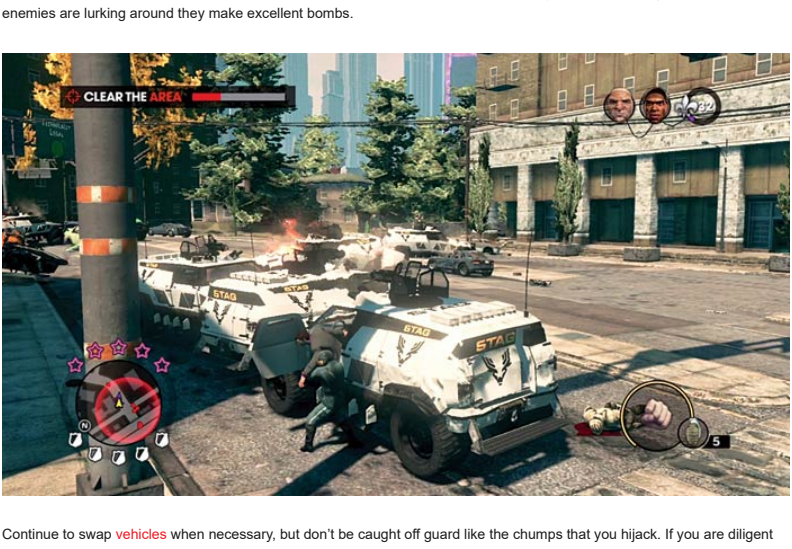
Steering the N-Forcers is always up to you, but depending on how Pierce enters the truck, the turret might be at your disposal as well. If Pierce gets in the back he will take over the gun, leaving you to drive and smash into enemies. It's a lot more exciting to man the turret yourself, but Pierce is a pretty good shot and it will let you focus on finding the best spot to place the vehicle. If you don't like the arrangement just pick up another ride.

Note

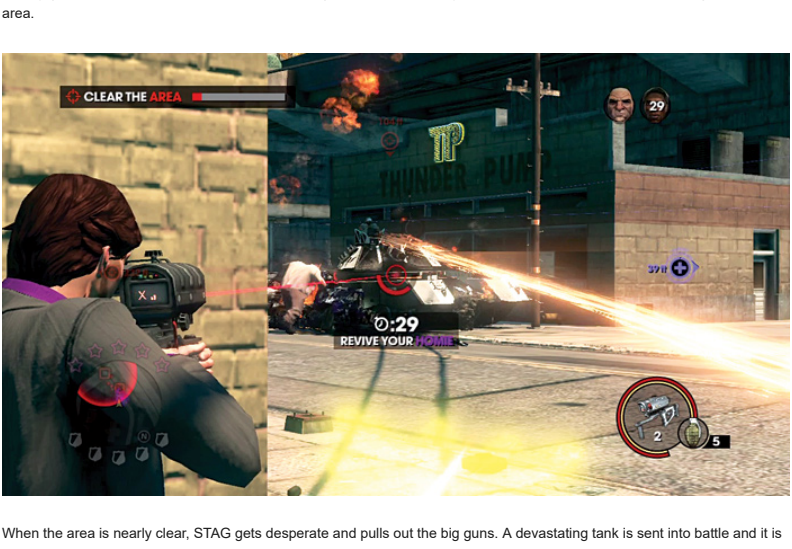
You can hijack the N-Forcers from the either side; it is not necessary to run around to the driver's seat.



New enemies keep pouring in and while the objective is to take out the attackers, not the vehicles, the trucks can be a good source of explosive destruction. It takes a lot more shots to blow up a vehicle, but if they are clustered together or a lot of enemies are lurking around they make excellent bombs.



Continue to swap vehicles when necessary, but don't be caught off guard like the chumps that you hijack. If you are diligent about wiping out anyone near your ride and if you keep moving, it won't be a problem. However, if you become lax or another truck boxes you in, a solider or Luchadore can tear you out of the driver's seat. A hijacker shouldn't pose much threat if you quickly grab him and snap his neck. You'll be driving in no time. This only becomes a problem if there is a lot of gunfire in the area.

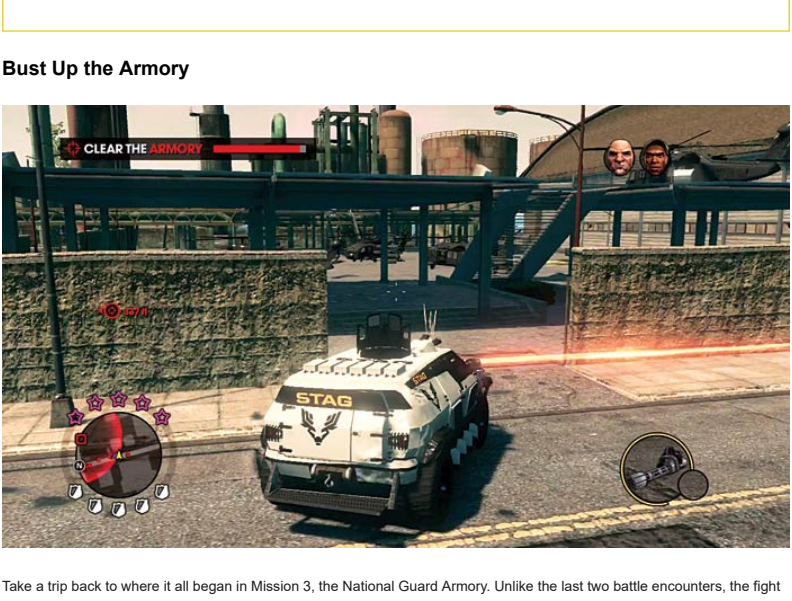


When the area is nearly clear, STAG gets desperate and pulls out the big guns. A devastating tank is sent into battle and it is the most significant threat so far. As tough as the N-Forcers are, they get ripped to pieces by its laser cannon. Also, if you're without any vehicular protection, it will cut you down in no time. Fortunately, Pierce got the SA-3 Air Strike weapon the last time you dealt with tanks. Find some cover, preferably a corner of a building and peek out long enough to lock the weapon on the tank and bring the rain. Your homies won't last long with that monstrosity on the scene and you must take it out quick before they get wasted.

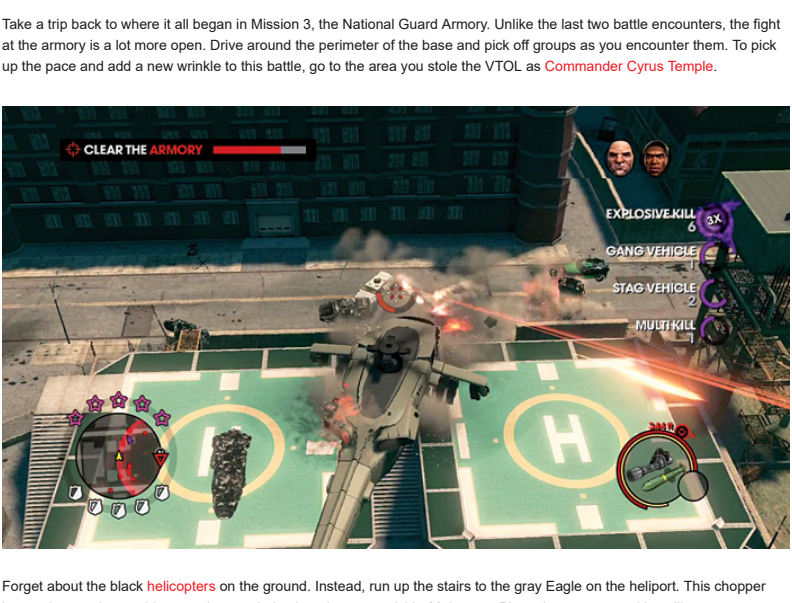
Note

The enemy tanks can not be hijacked, Don't even try it or you will be ripped to pieces.

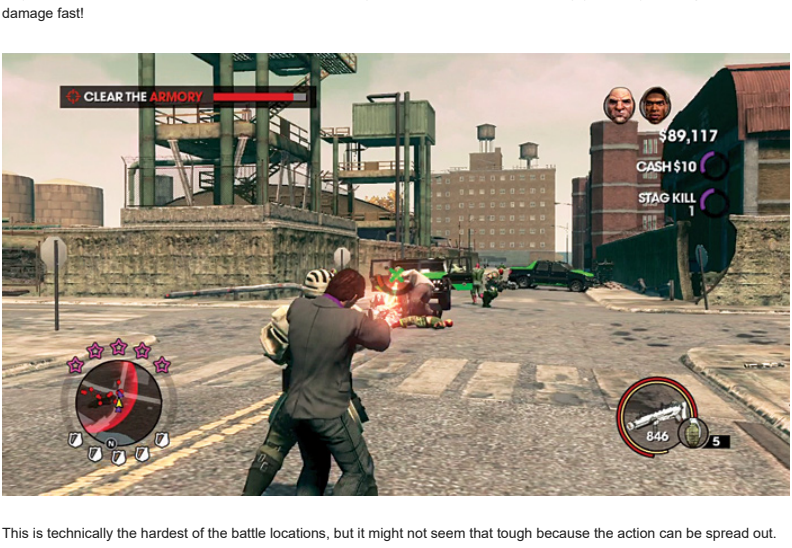
Bust Up the Armory



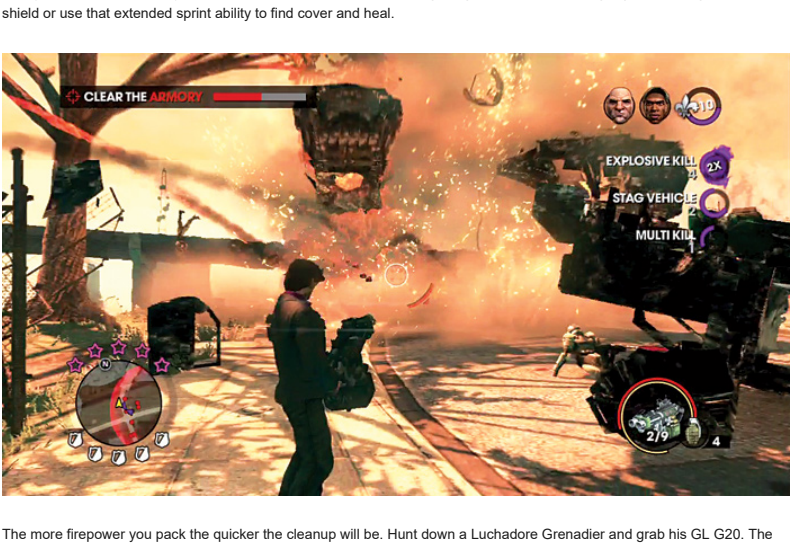
Take a trip back to where it all began in Mission 3, the National Guard Armory. Unlike the last two battle encounters, the fight at the armory is a lot more open. Drive around the perimeter of the base and pick off groups as you encounter them. To pick up the pace and add a new wrinkle to this battle, go to the area you stole the VTOL as Commander Cyrus Temple.



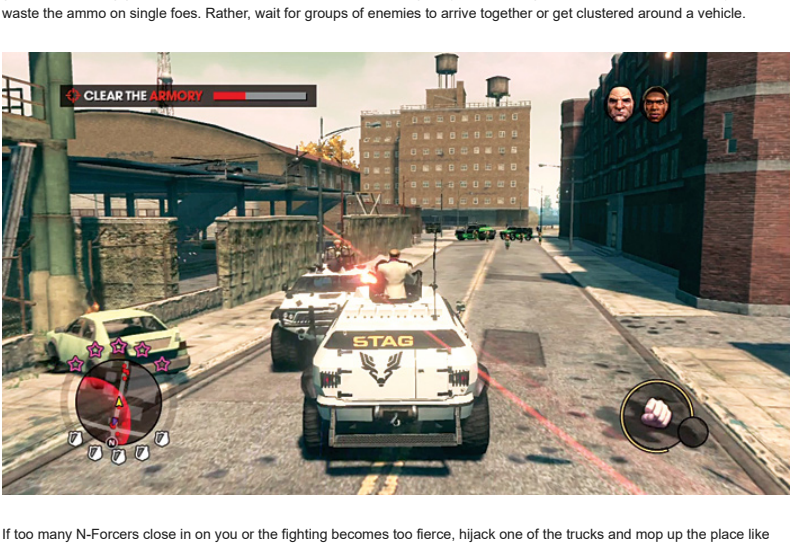
Forget about the black helicopters on the ground. Instead, run up the stairs to the gray Eagle on the heliport. This chopper has rockets and a machine gun that can help clear the area quickly. Make sure Pierce is near you and he will enter your chopper. If he is too far, he may hop in one of the black helicopters to keep up. If you get too far away from him you will be accused of abandoning your homie. As cool as the concept of destroying everything from above may be, the chopper has very limited armor and a few hits will send it to the scrape yard. Still, it's an effective and enjoyable way of doing a lot of damage fast!



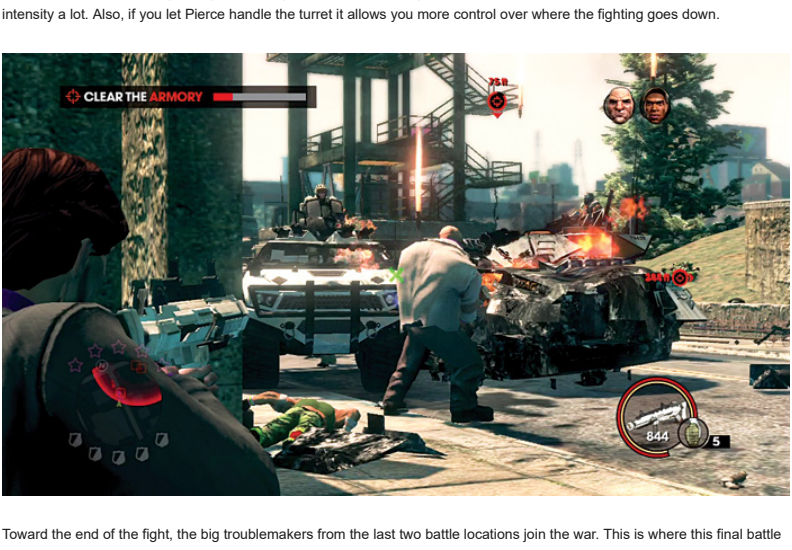
This is technically the hardest of the battle locations, but it might not seem that tough because the action can be spread out. Previously, all the mayhem occurred on a single street. The fighting in this zone occurs around the entire armory. Therefore, the enemies can be spread out and this makes it somewhat manageable on foot. If you want some man-to-man combat, stay near your homies but keep your distance from the enemies to avoid getting surrounded. If the fight gets hectic, grab a human shield or use that extended sprint ability to find cover and heal.



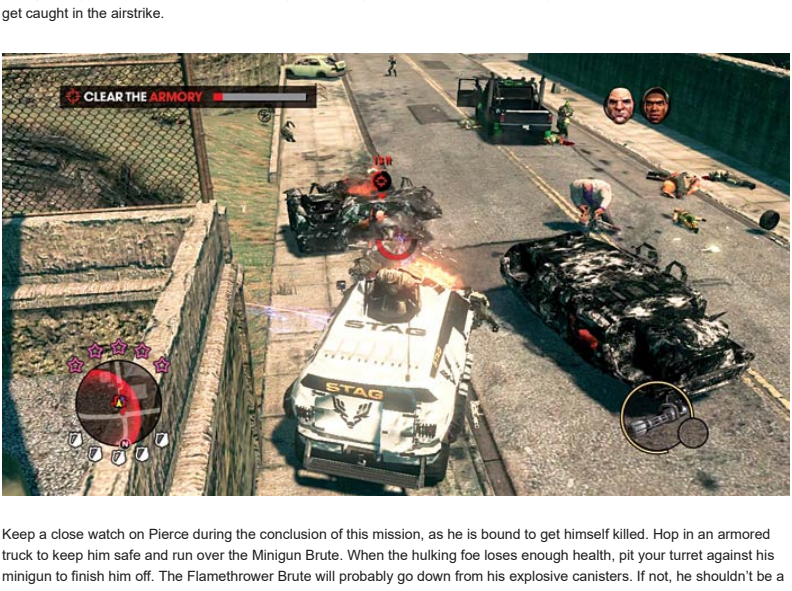
The more firepower you pack the quicker the cleanup will be. Hunt down a Luchadore Grenadier and grab his GL G20. The grenade-launching gun doesn't have a ton of ammo, but it does a great job of clearing out vehicles and enemies. Try not to waste the ammo on single foes. Rather, wait for groups of enemies to arrive together or get clustered around a vehicle.



If too many N-Forcers close in on you or the fighting becomes too fierce, hijack one of the trucks and mop up the place like the previous battle locations. Use the long stretches of road to avoid getting boxed in and make sure to return to Oleg so that he is not abandoned during the fight. Keeping space between the groups of STAG and Luchadores can tone down the intensity a lot. Also, if you let Pierce handle the turret it allows you more control over where the fighting goes down.



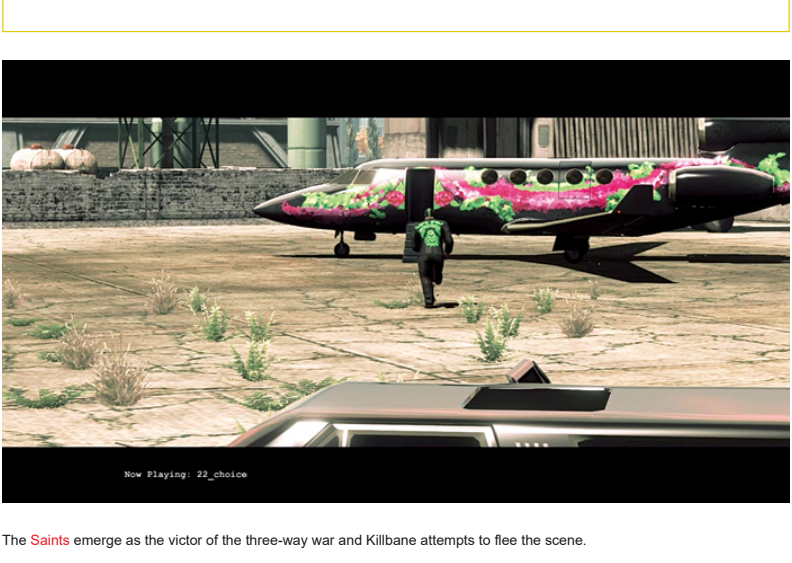
Toward the end of the fight, the big troublemakers from the last two battle locations join the war. This is where this final battle can get really tough. A tank, a Flamethrower Brute, and a Minigun Brute make a final stand for the opposition. Run far enough away to use the SA-3 Airstrike and if you are lucky the Brutes will be blocked by the tank and other street debris and get caught in the airstrike.



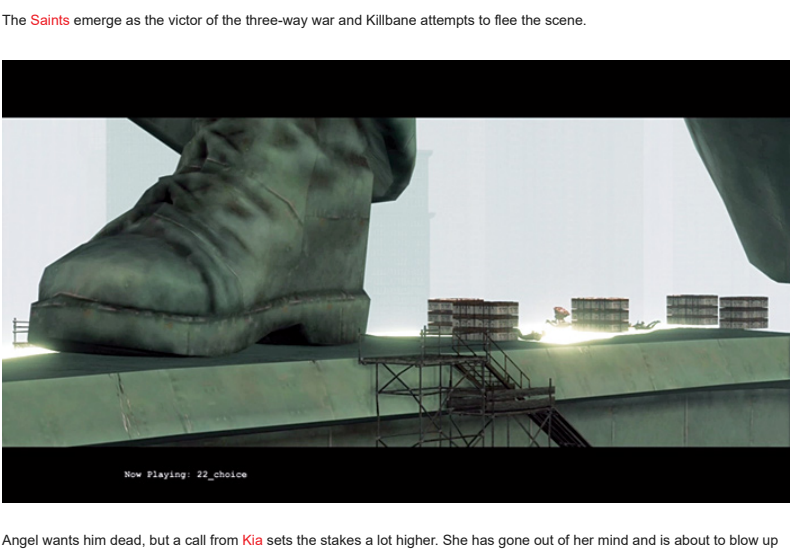
Keep a close watch on Pierce during the conclusion of this mission, as he is bound to get himself killed. Hop in an armored truck to keep him safe and run over the Minigun Brute. When the hulking foe loses enough health, pit your turret against his minigun to finish him off. The Flamethrower Brute will probably go down from his explosive canisters. If not, he shouldn't be a challenge from inside an armored truck.

Note

If this mission becomes very frustrating there is an easier way to get through this. However, it robs a lot of the fun and challenge from the most combat centered mission in the game. Before starting the mission go to the Saints HQ and get your favorite vehicle, like a tank or better yet a VTOL, and park it just in front of the HQ. Start the mission and simply hop out of your initial vehicle and jump into your one way ticket to easy street.

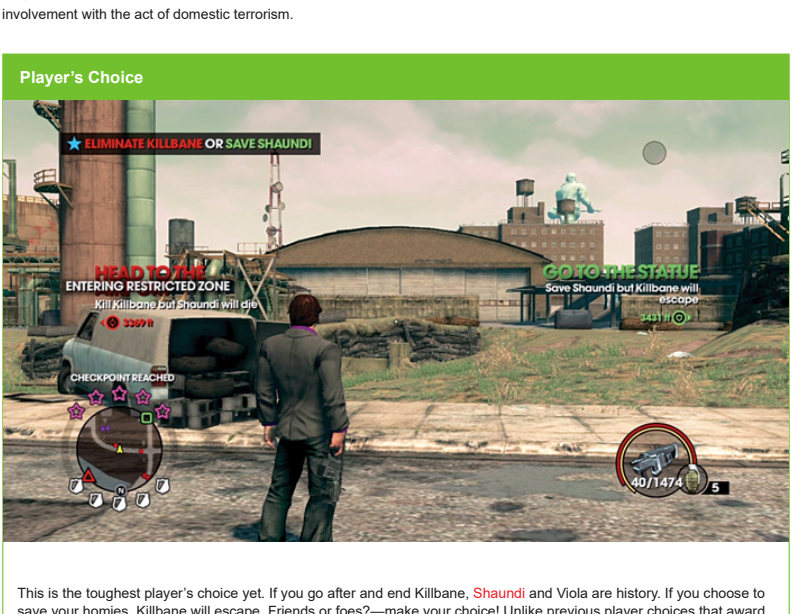


The Saints emerge as the victor of the three-way war and Killbane attempts to flee the scene.



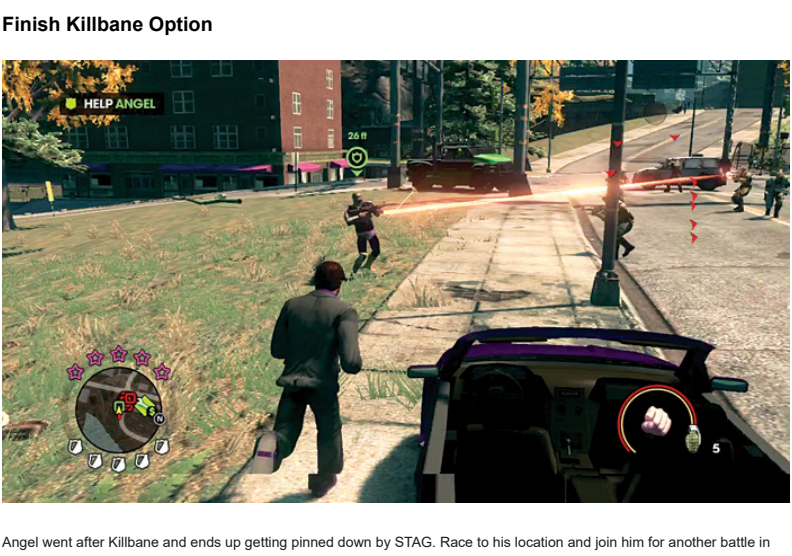
Angel wants him dead, but a call from Kia sets the stakes a lot higher. She has gone out of her mind and is about to blow up Magarac Island to frame the Saints. Even worse, she has Shaundi and Viola captive on the island to prove the Saints' involvement with the act of domestic terrorism.

Player's Choice

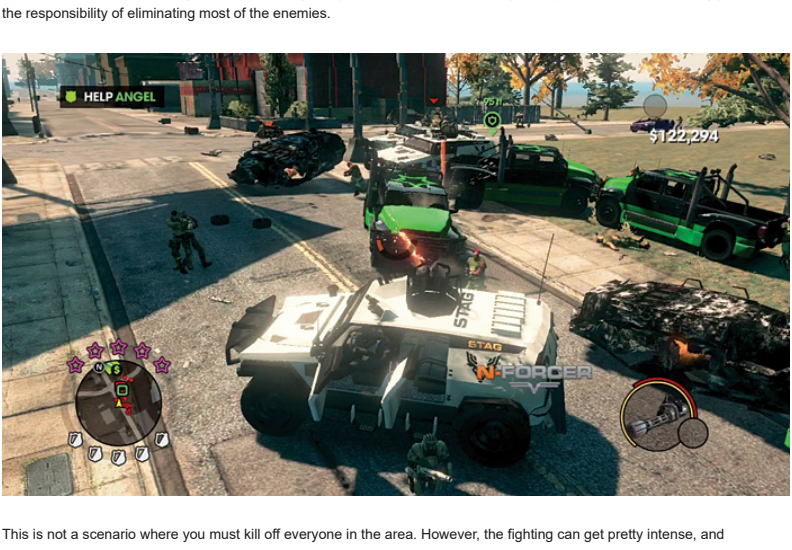

ELIMINATE KILLBANE OR SAVE SHAUNDI
ENTERING RESTRICTED ZONE
Kill Killbane but Shaundi will die
CHECKPOINT REACHED
GO TO THE STATUE
Save Shaundi but Killbane will escape
40/1474

This is the toughest player's choice yet. If you go after and end Killbane, Shaundi and Viola are history. If you choose to save your homies, Killbane will escape. Friends or foes?—make your choice! Unlike previous player choices that award bonuses, this final decision determines the ending of the game. Two unique missions are based on the outcome of this decision. The good news is that after you beat either scenario you can replay this mission again and chose the other path.

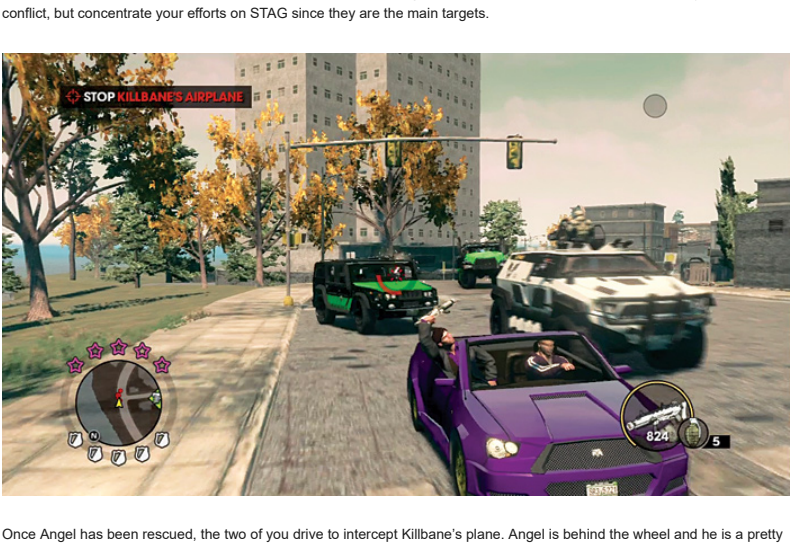
Finish Killbane Option



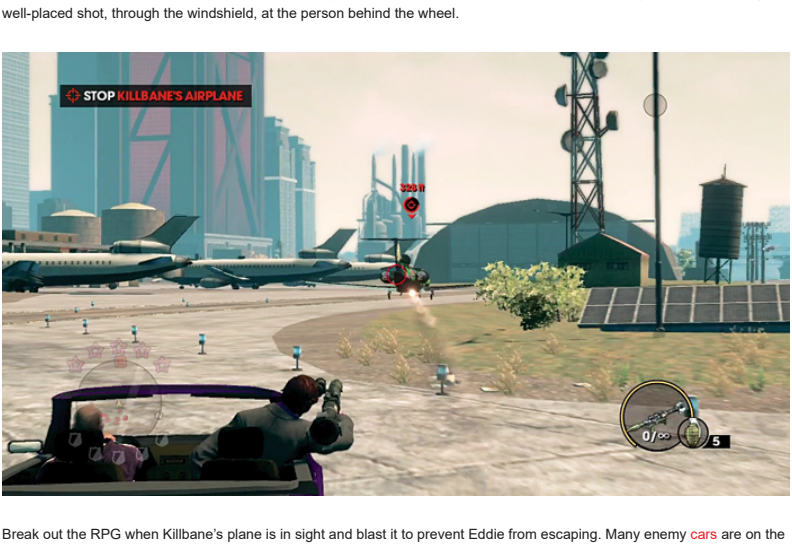
Angel went after Killbane and ends up getting pinned down by STAG. Race to his location and join him for another battle in the streets. Unlike Pierce, Angel won't ride shotgun if you hijack a vehicle. He stays pretty close to his car, leaving you with the responsibility of eliminating most of the enemies.



This is not a scenario where you must kill off everyone in the area. However, the fighting can get pretty intense, and commandeering a N-Forcer is the safest choice. Contrary to the previous battle locations, here there are only a few targets that need to be wasted. Check the minimap for the red square targets and wipe them out. The Luchadores will join the conflict, but concentrate your efforts on STAG since they are the main targets.

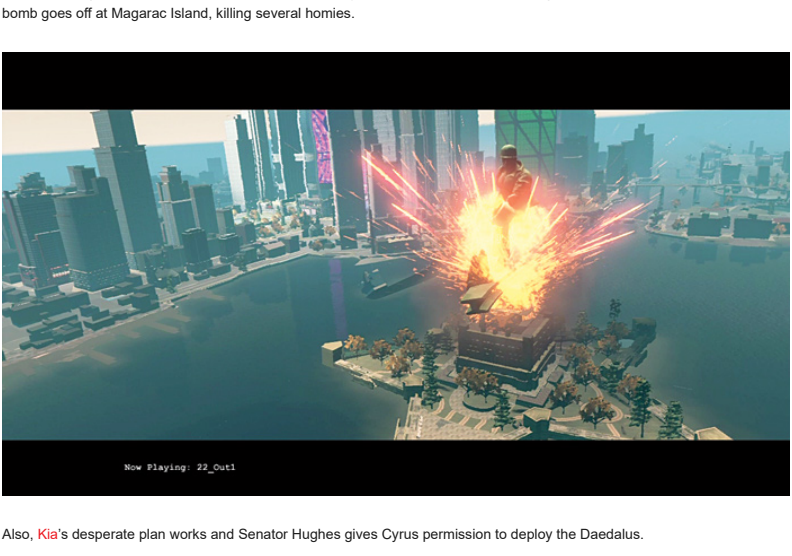


Once Angel has been rescued, the two of you drive to intercept Killbane's plane. Angel is behind the wheel and he is a pretty good driver. That leaves you on offense to clear out the cars in hot pursuit. Several cars try to ram you head-on and it is tough to take out the drivers before they swerve in front of you. It is a lot easier to turn around and deal with your pursuers using a well-placed shot, through the windshield, at the person behind the wheel.



Break out the RPG when Killbane's plane is in sight and blast it to prevent Eddie from escaping. Many enemy cars are on the runway but keep your attention on Killbane. During the chase sequence, Angel eventually gets in front of the plane. Turn around and continue to launch rockets into the aircraft until it is destroyed.

Blowing up his plane isn't enough to take out the self-proclaimed walking apocalypse. Killbane emerges from the wreckage for one final fight. Follow the prompts on-screen to finally finish this! The choice for vengeance has its consequences. The bomb goes off at Magarac Island, killing several homies.



Also, Kia's desperate plan works and Senator Hughes gives Cyrus permission to deploy the Daedalus.

Note

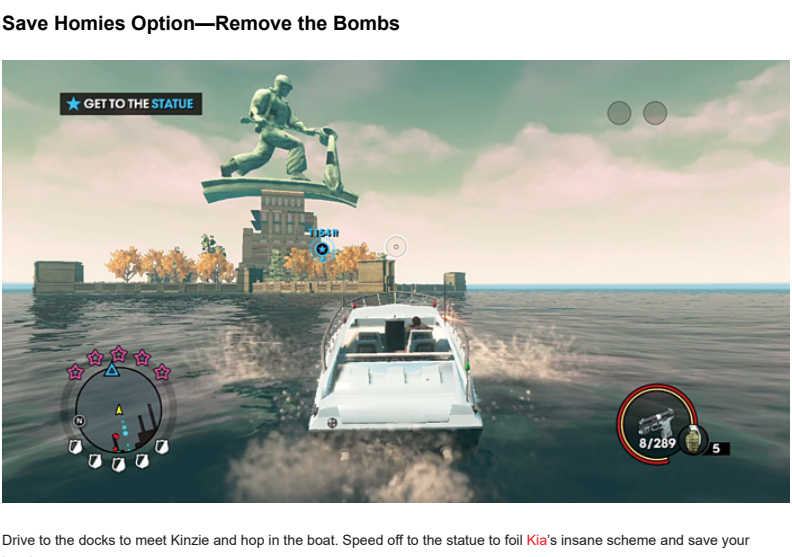
This unlocks Mission 46: Stag Film

Cash Earned: $20,000

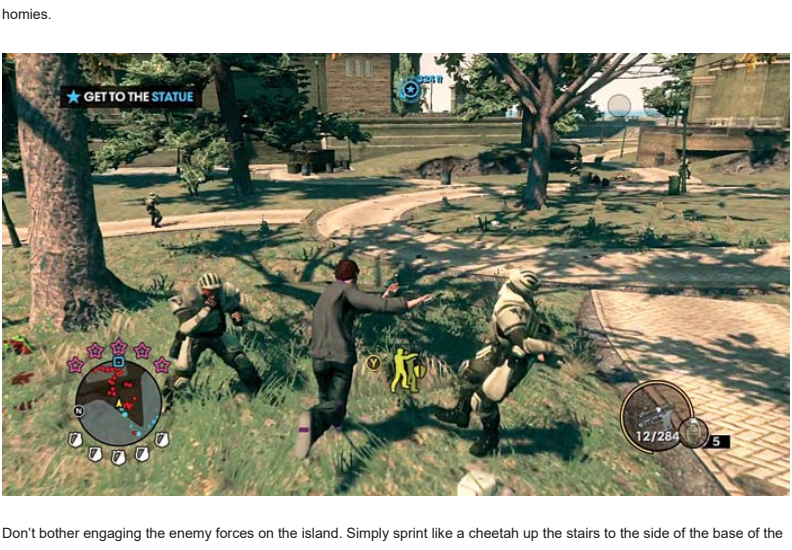
Respect Earned: 6,000

Unlocks: New Vehicle—STAG N-Forcer

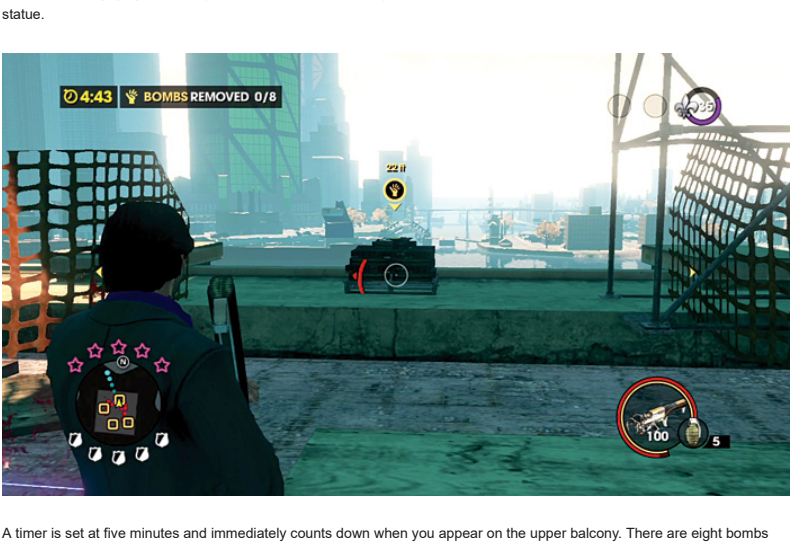
Save Homies Option—Remove the Bombs



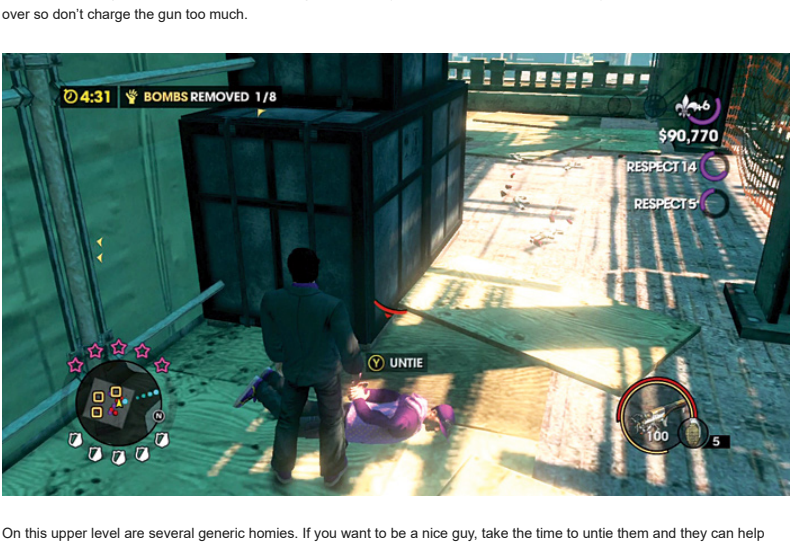
Drive to the docks to meet Kinzie and hop in the boat. Speed off to the statue to foil Kia's insane scheme and save your homies.



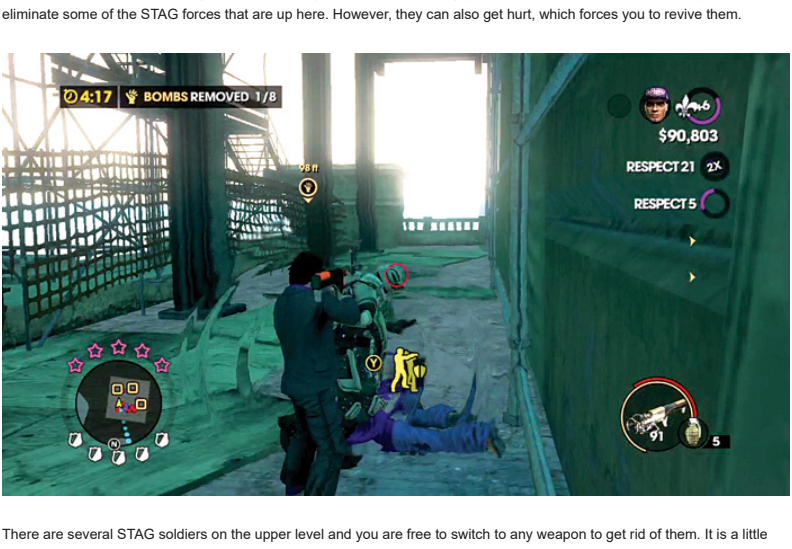
Don't bother engaging the enemy forces on the island. Simply sprint like a cheetah up the stairs to the side of the base of the statue.



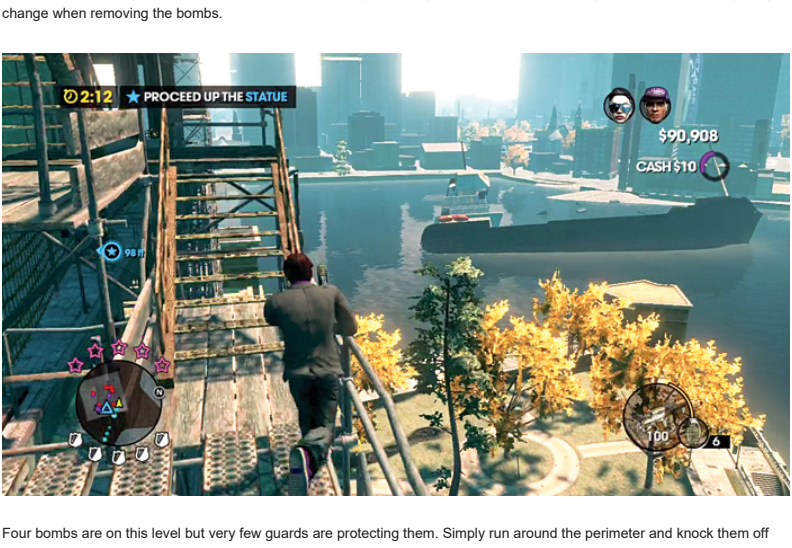
A timer is set at five minutes and immediately counts down when you appear on the upper balcony. There are eight bombs that must be knocked off the tower, but they are delicate and only the Sonic Boom can safely push them over the edge without detonating them. Remove the first one right in front of you with a short blast. It takes only a quick shot to knock them over so don't charge the gun too much.



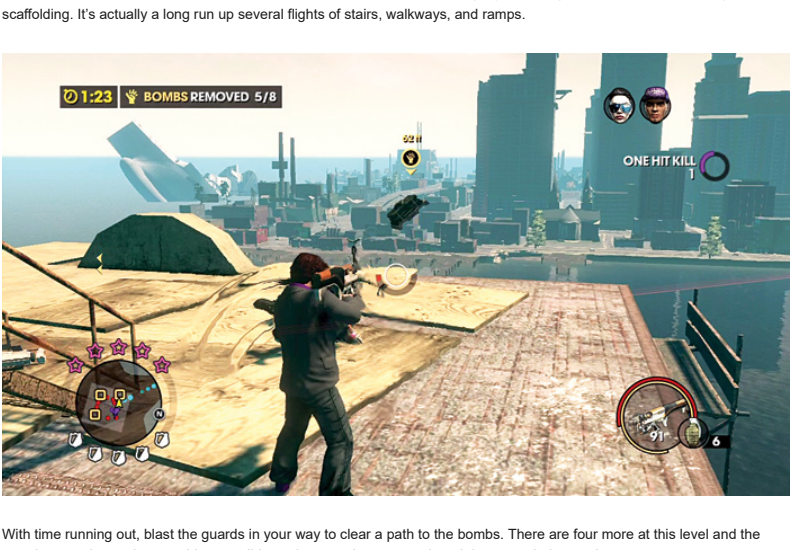
On this upper level are several generic homies. If you want to be a nice guy, take the time to untie them and they can help eliminate some of the STAG forces that are up here. However, they can also get hurt, which forces you to revive them.



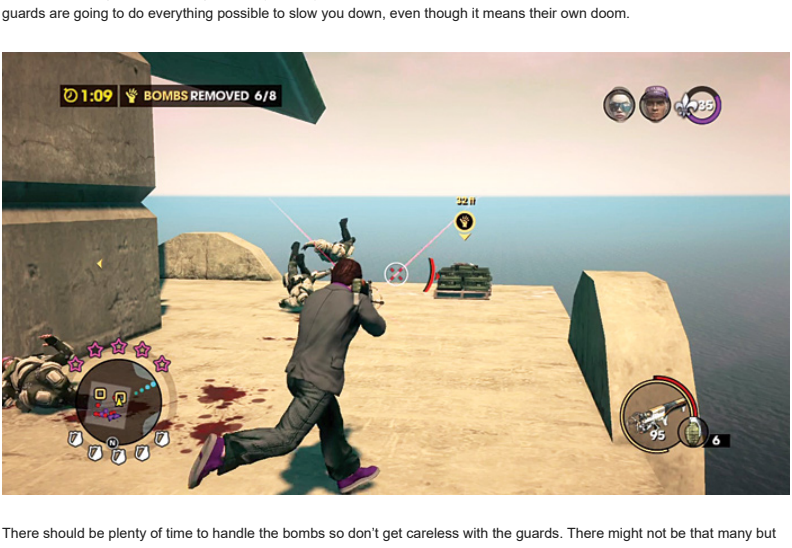
There are several STAG soldiers on the upper level and you are free to switch to any weapon to get rid of them. It is a little more difficult to charge the Sonic Boom to blow them away but it might be easier than switching back and forth or forgetting to change when removing the bombs.



Four bombs are on this level but very few guards are protecting them. Simply run around the perimeter and knock them off with a quick blast of the Sonic Boom. When all four are pushed over the edge, you must go up the statue itself using scaffolding. It's actually a long run up several flights of stairs, walkways, and ramps.

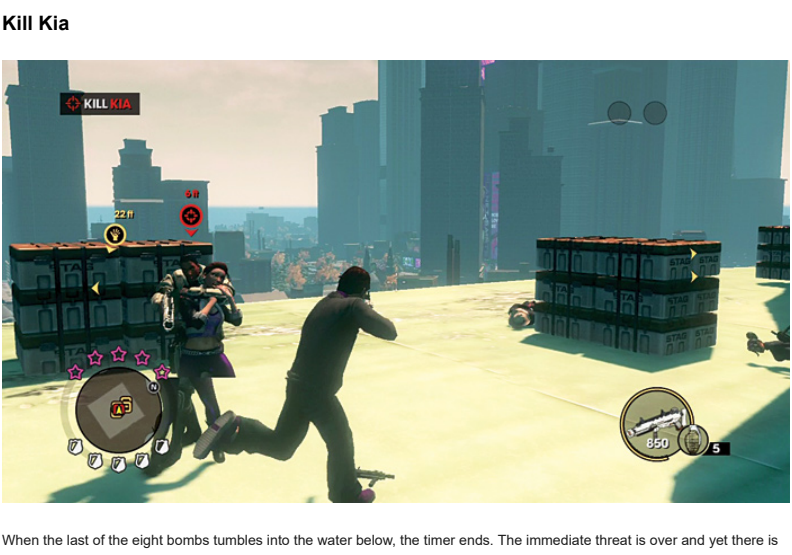


With time running out, blast the guards in your way to clear a path to the bombs. There are four more at this level and the guards are going to do everything possible to slow you down, even though it means their own doom.

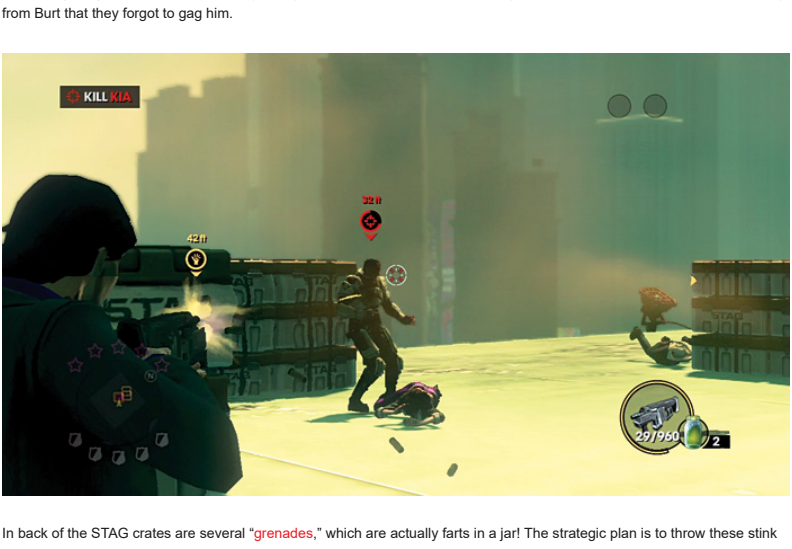


There should be plenty of time to handle the bombs so don't get careless with the guards. There might not be that many but they can still take you out if you ignore them.

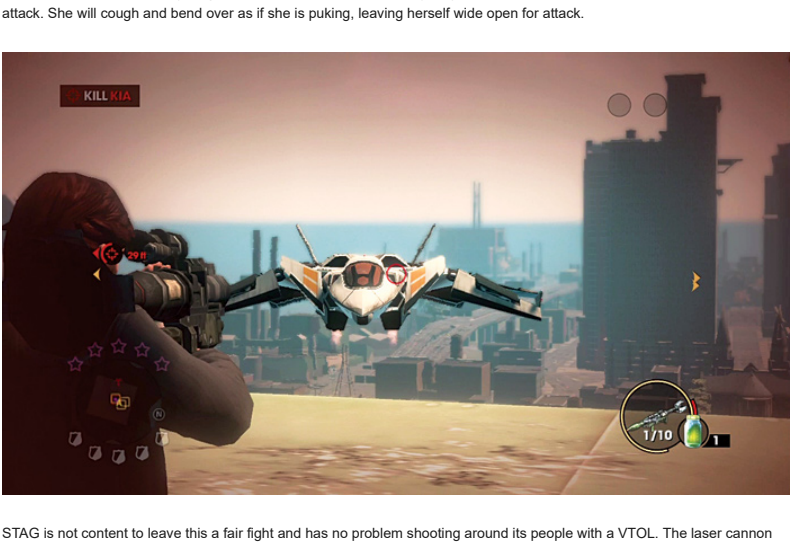
Kill Kia



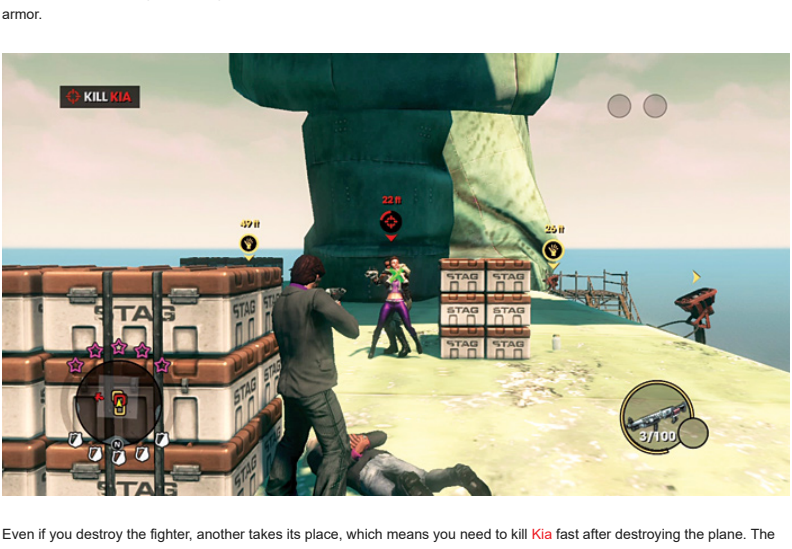
When the last of the eight bombs tumbles into the water below, the timer ends. The immediate threat is over and yet there is some unfinished business up by the statue. Climb all the way to the top to confront Kia. She is holding Shaundi, with a gun to her head, and this is going to take some tactical methods to separate them. Any attempt to take out Kia while she is holding her hostage is game over. Viola and Mayor Reynolds are bound up here as well; you can tell from all the colorful commentary from Burt that they forgot to gag him.



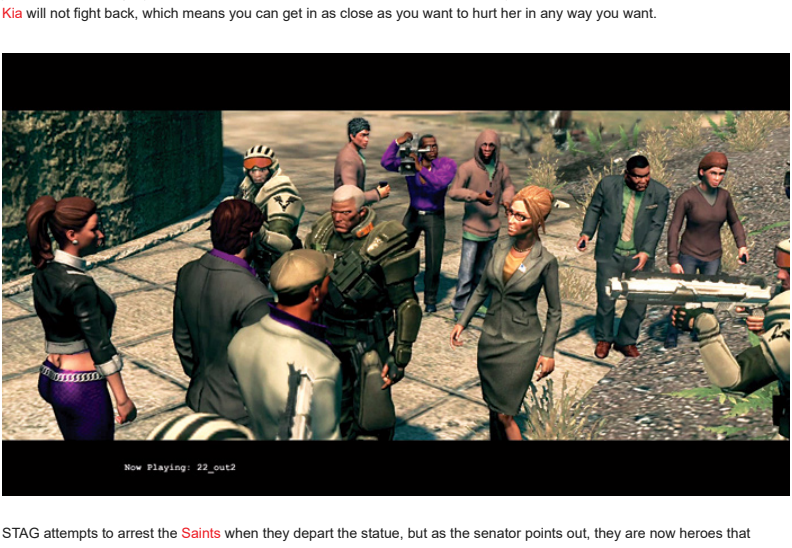
In back of the STAG crates are several "grenades," which are actually farts in a jar! The strategic plan is to throw these stink bombs to cause Kia to briefly let go of Shaundi. Switch to the smelly projectiles and toss one at Kia to open her up for a direct attack. She will cough and bend over as if she is puking, leaving herself wide open for attack.



STAG is not content to leave this a fair fight and has no problem shooting around its people with a VTOL. The laser cannon on that thing can rip you to pieces, so take cover behind the STAG crates. Because there is no time limit to save Shaundi, stop to put down that fighter. A single shot from an RPG can do it, but it several weapons will work due to the VTOL's low armor.



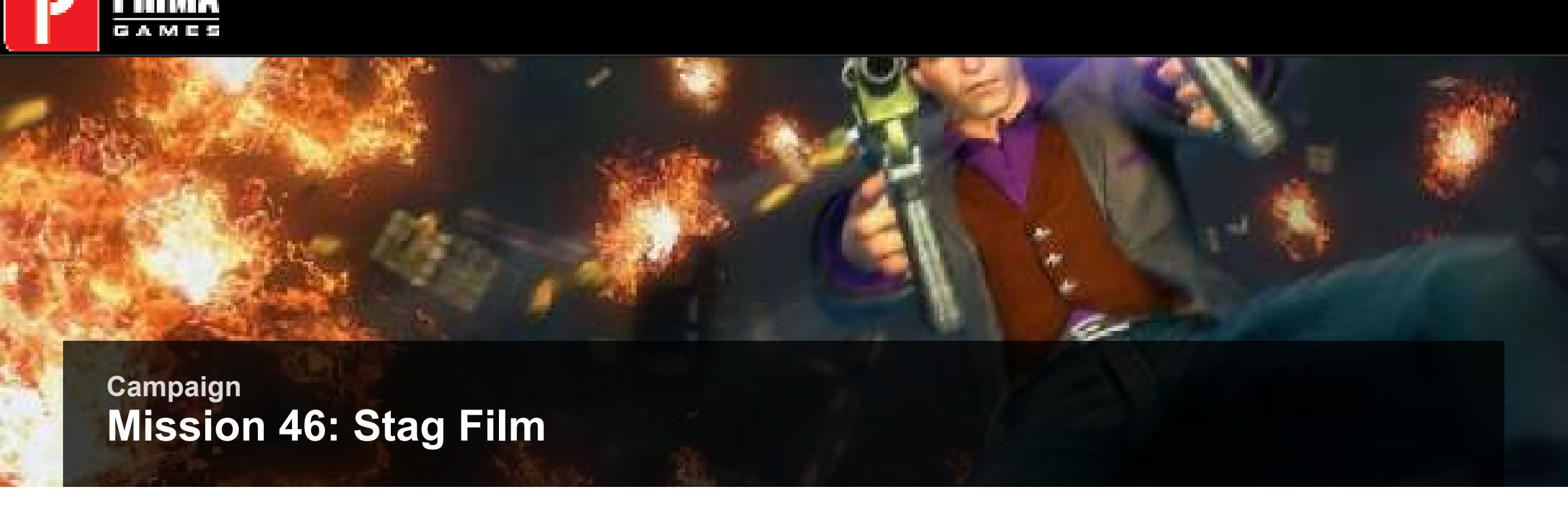
Even if you destroy the fighter, another takes its place, which means you need to kill Kia fast after destroying the plane. The jars keep respawing if you use them all and there is some ammo near the duo if you run low. It is also important to note that Kia will not fight back, which means you can get in as close as you want to hurt her in any way you want.



STAG attempts to arrest the Saints when they depart the statue, but as the senator points out, they are now heroes that prevented the destruction of a public monument. Kia's plan completely backfires and makes the Saints more popular that ever!

Note

When the mission is finished there are no rewards or stats given. Mission 47: Gangstas in Space starts immediately. However, you didn't get "punished" for choosing to save your friends. The rewards for next mission more than make up for doing the right thing.



Campaign

Mission 46: Stag Film

Stag Film

Respect Earned: 5,000

Unlocks: New Homie—Zombie Gat; New Outfit—Blowup Doll, Toilet, and STAG Armor; New Vehicles— Cyrus's VTOL and STAG N-Forcer

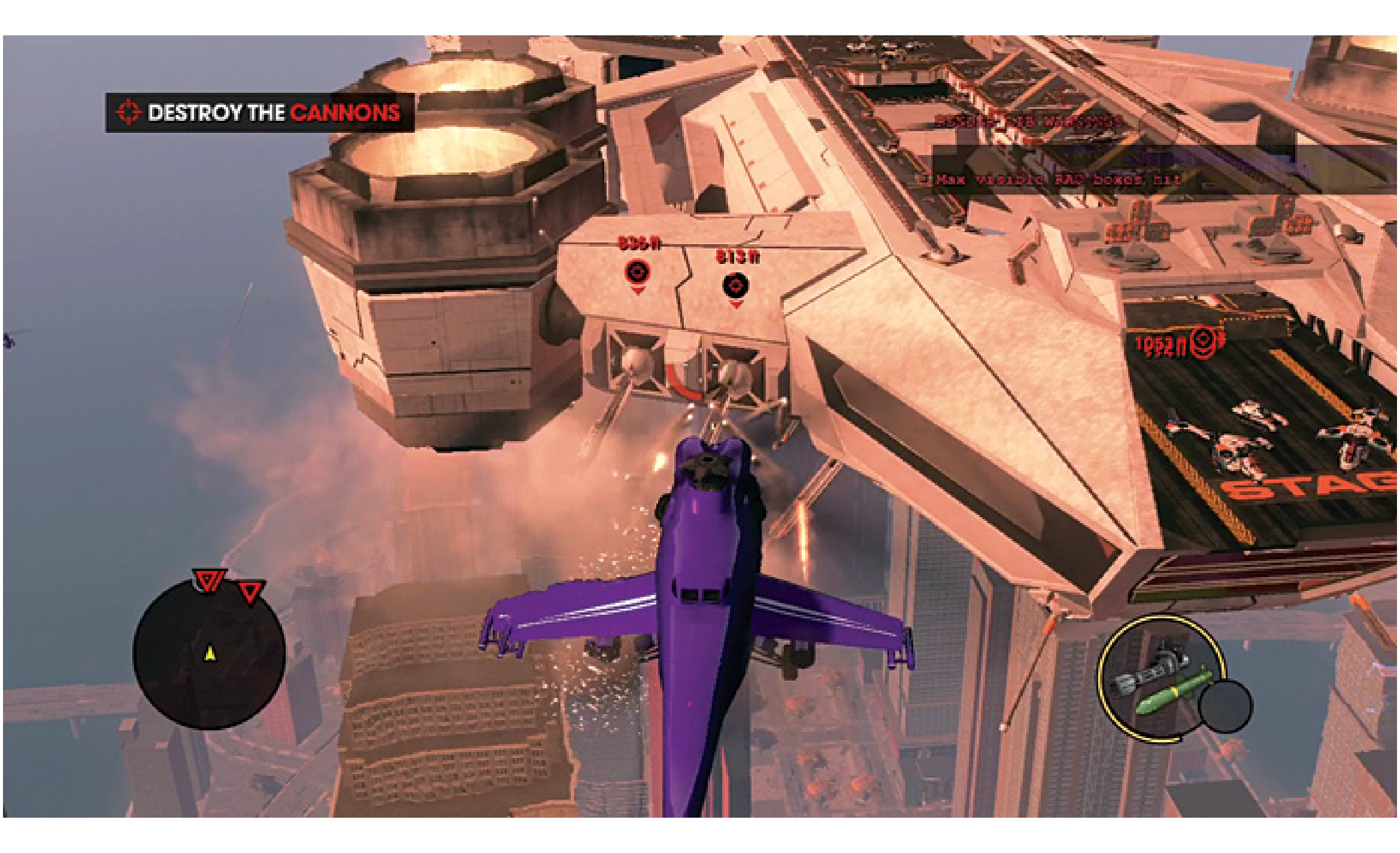
Destroy the Cannons

Now Playing: 23_in

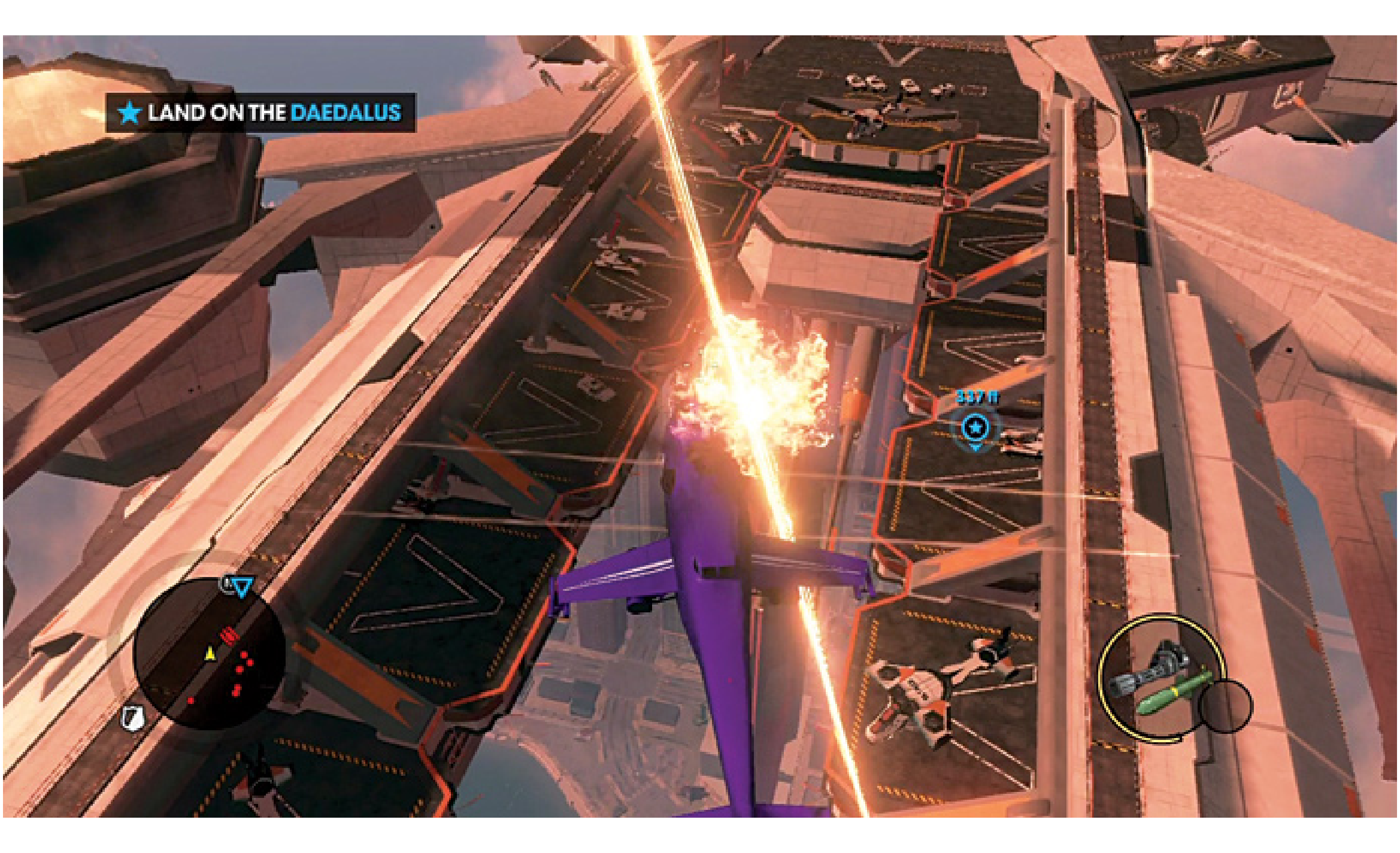
Go to the Broken Shillelagh to celebrate your "victory." The Saints suffered some serious losses and you raise a glass to your fallen friends.

Now Playing: 23_in

Their gathering is short-lived, as the party is interrupted by the STAG Daedalus, a massive flying battleship.

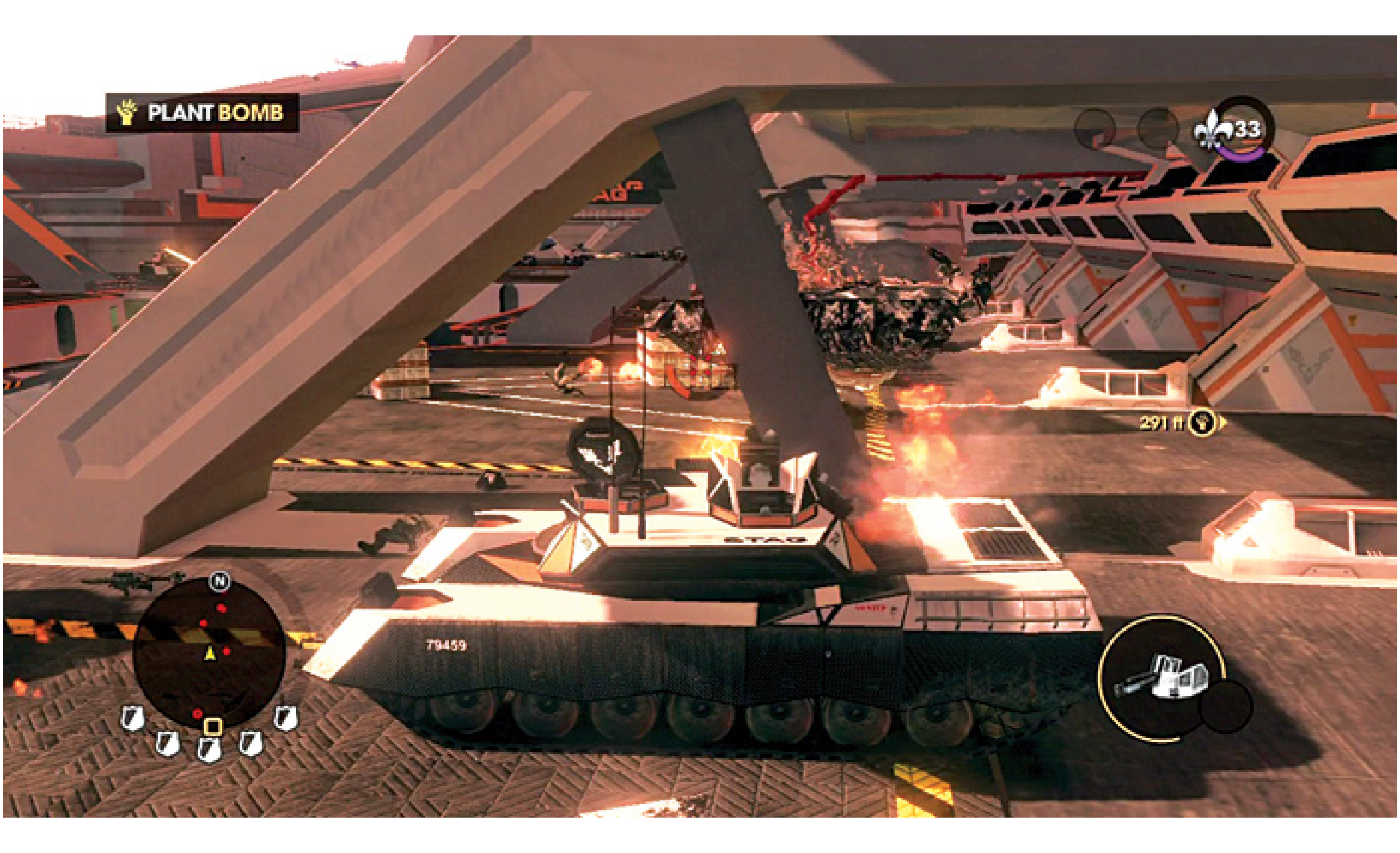

DESTROY THE CANNONS

Get back to the Saints HQ and go to the heliport to find two purples helicopters. One is a Vulture that has heavy machineguns and a rocket launcher while the Tornado has a gatling gun and laser guided rockets. Fly to the huge flying cruiser and target the four cannons on the front, and two on each side. Use both the rockets and the machine gun to destroy them quickly. For fun you can also destroy the vehicles on the front landing strip.

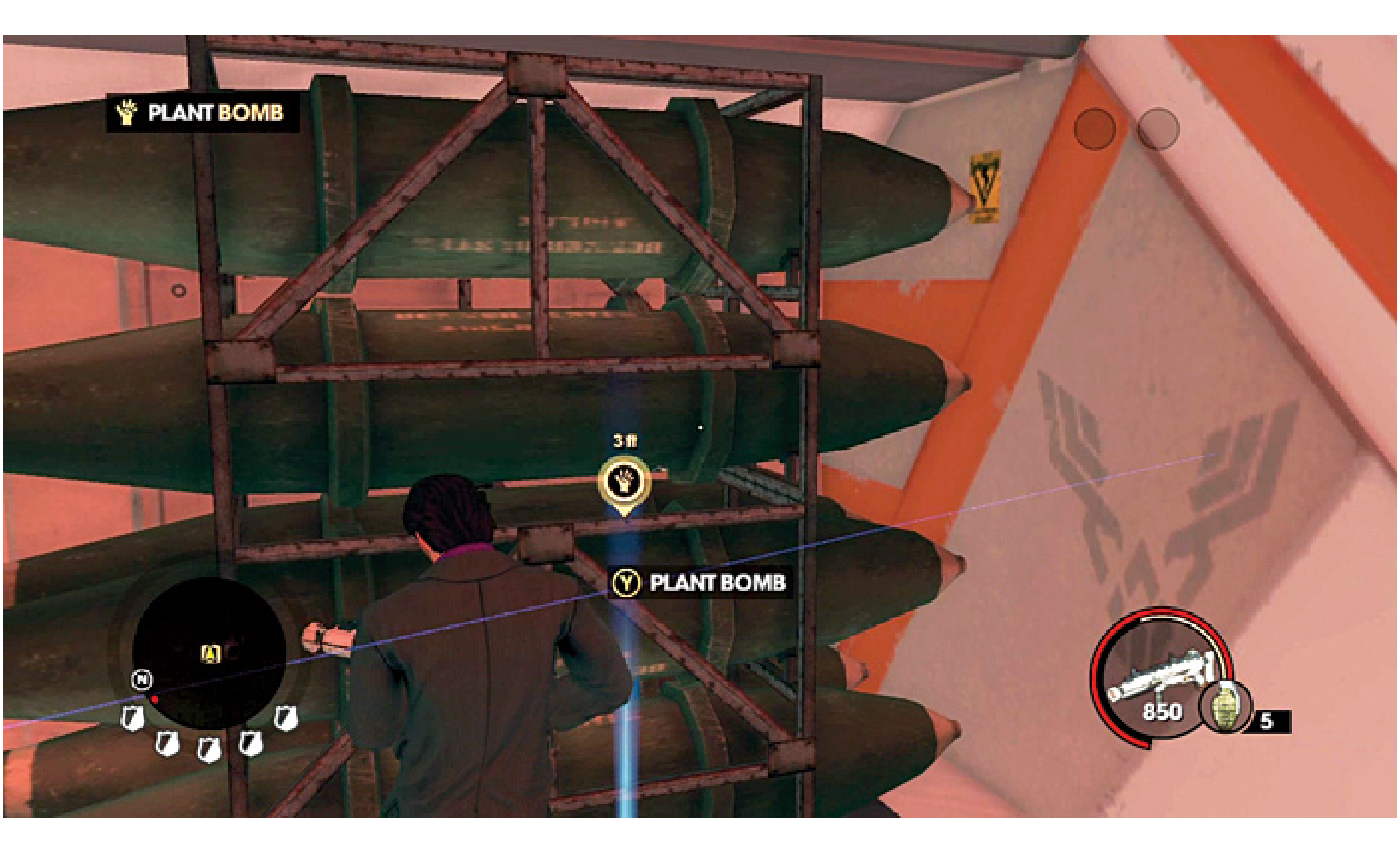

LAND ON THE DAEDALUS

Taking out the front cannons is a good start, but the airship is huge and it will take a massive amount of damage to bring it down. To do this, you need to get on board that flying carrier and blow it out of the sky. Follow the blue indicator and quickly land on the open bay before your chopper is shot down.

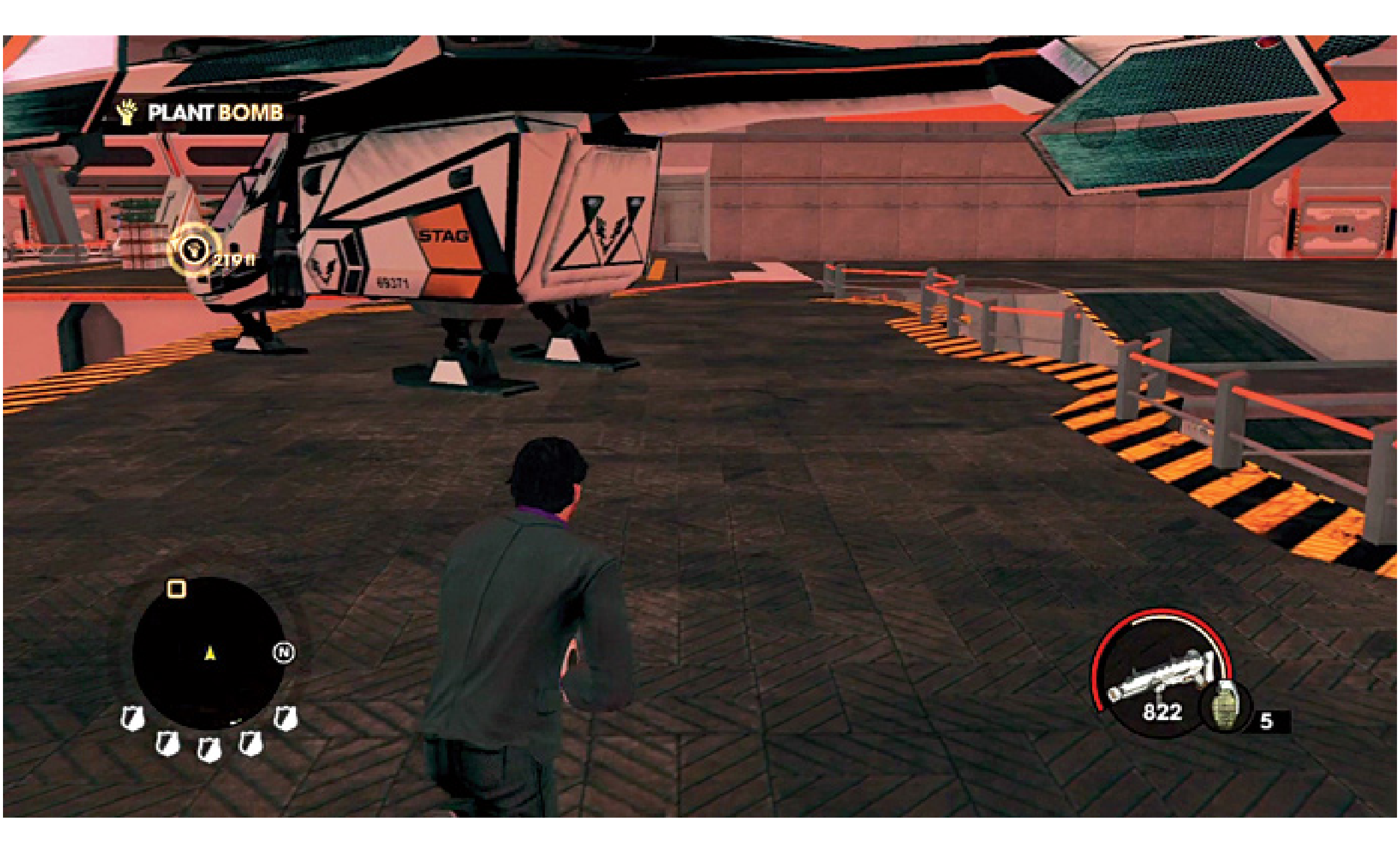
Plant the Bombs


PLANT BOMB
33
291 ft

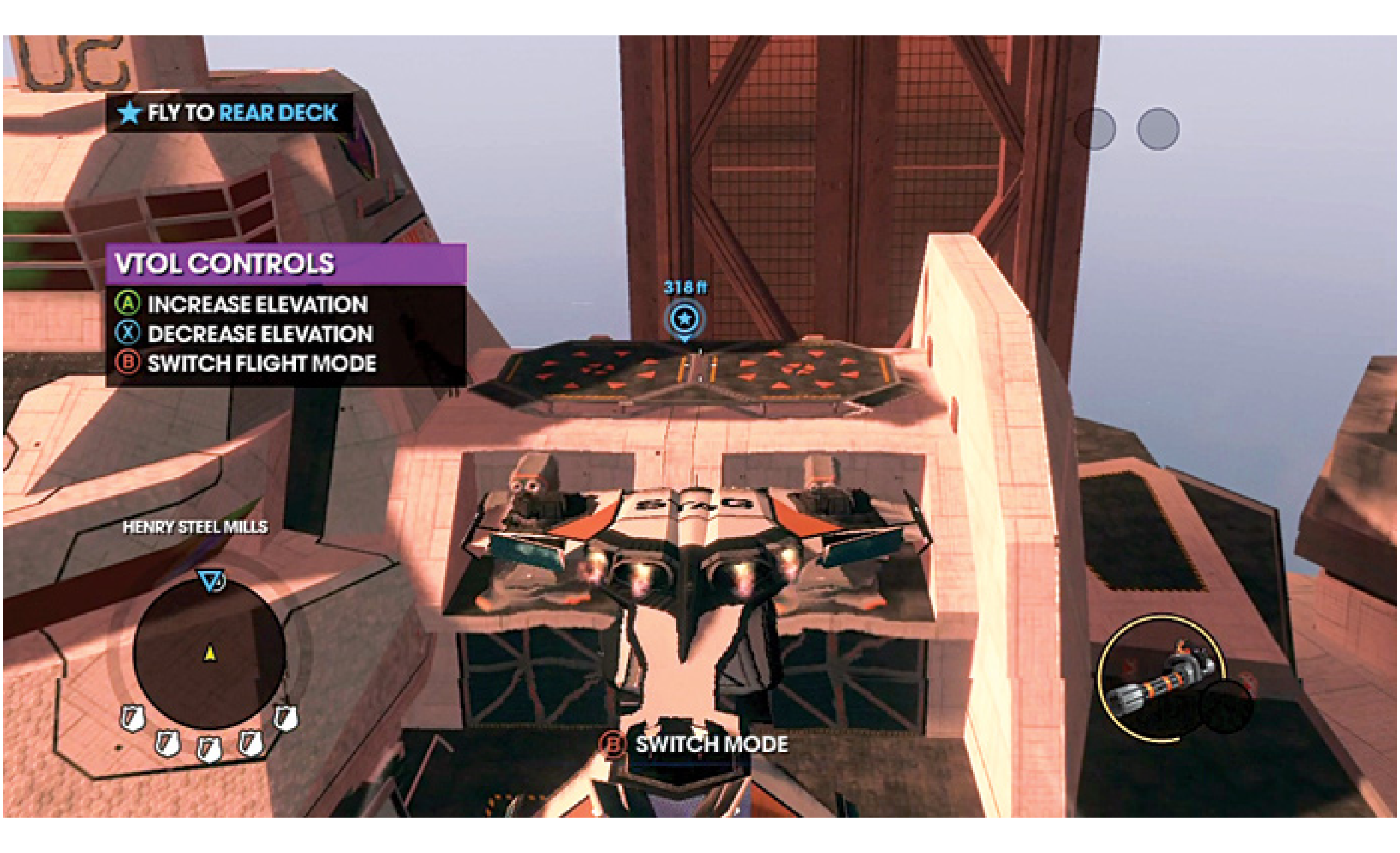
There is a lot of heavy artillery on the battleship and it might be prudent to use the nearby Crusader tank to destroy some of the other vehicles.


PLANT BOMB
3 ft
Ⓨ PLANT BOMB
850
5

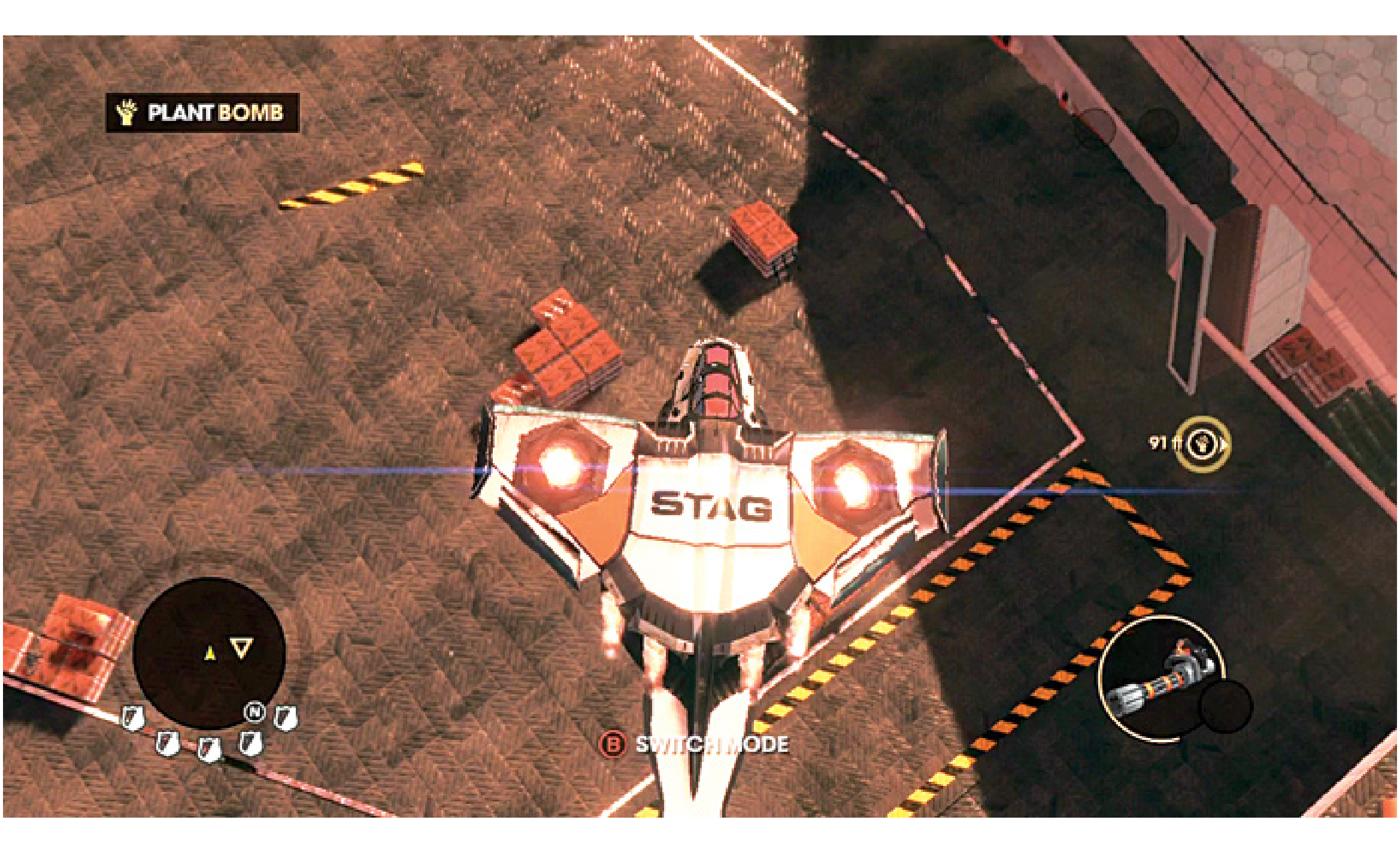
The dividers for each bay allow a small amount of room to maneuver, but the tank's range should allow you to wipe out any immediate threats. Once you are on foot, sprint to the bomb site and plant the explosive.


PLANT BOMB
219 ft
822
5

The next location is on the opposite side of the ship. Again, a tank can serve you pretty well in eliminating the threats on board. It might be tempting to hop in the Condor VTOL and fly over but they are too fragile and too risky. Run like crazy around the rear of the ship and plant the next bomb.

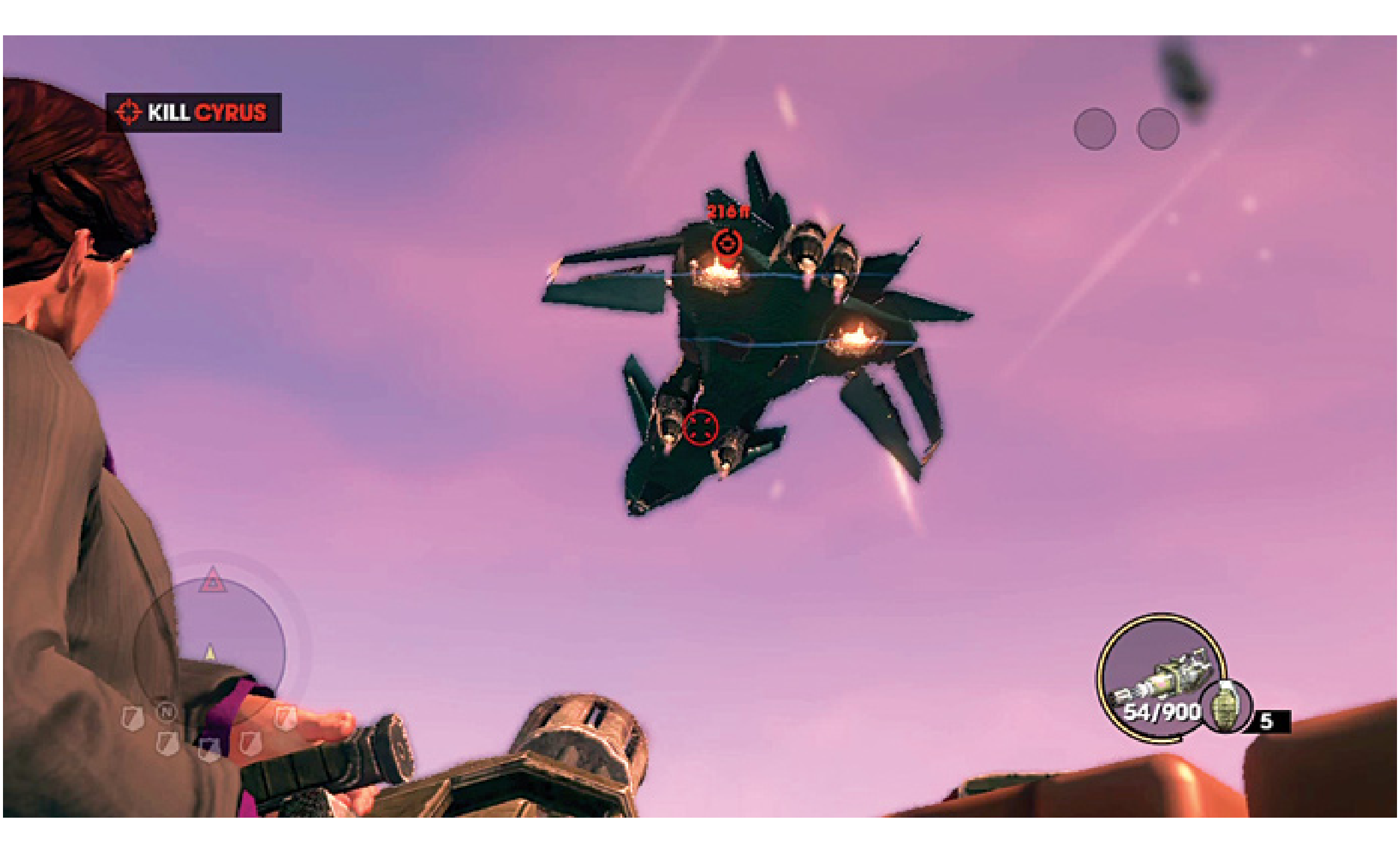

FLY TO REAR DECK
VTOL CONTROLS
Ⓐ INCREASE ELEVATION
Ⓧ DECREASE ELEVATION
Ⓑ SWITCH FLIGHT MODE
318 ft
HENRY STEEL MILLS
Ⓑ SWITCH MODE

The third location for an explosive is the rear deck and that requires air travel. Steal the Condor VTOL and quickly fly to the rear deck. If you were diligent with your tanks earlier, there should be very little opposition when you take to the sky. Land on the heliport and plant the third bomb.


PLANT BOMB
91 ft
Ⓑ SWITCH MODE

Fly or parachute back to the deck to plant the last bomb underneath and slightly across from the last one. The ship is rigged to blow but you can't leave just yet. An unexpected guest flies in for a visit.

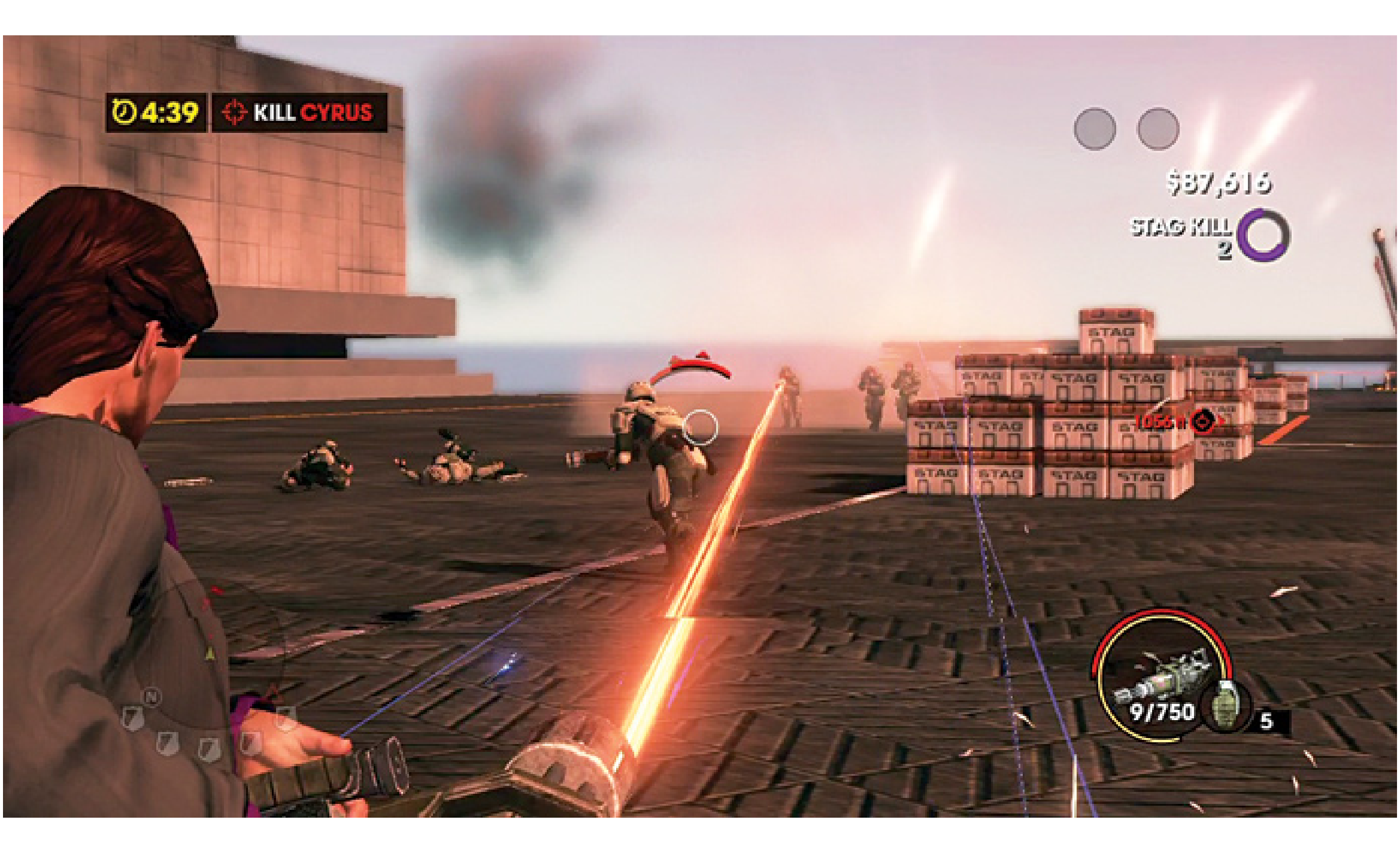
Kill Cyrus


KILL CYRUS
216 ft
54/900
5

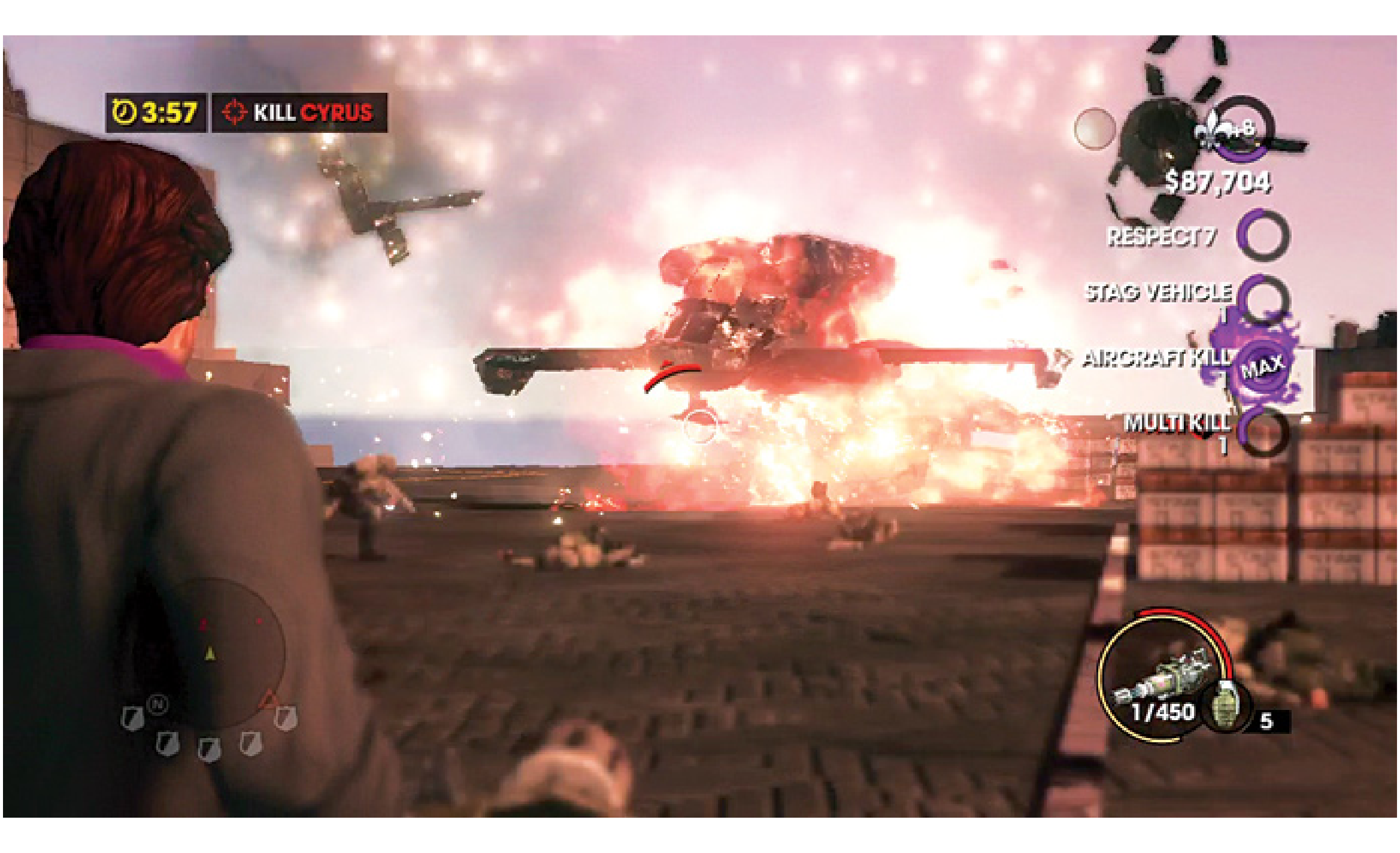
The STAG commander isn't about to let you leave alive. You must take down his fighter to finish wiping out STAG. Fortunately, the carrier is not only loaded with vehicles but with weapons as well. Check out the STAG boxes for a great selection of tools to tackle Cyrus. A personal favorite is the minigun.

Tip

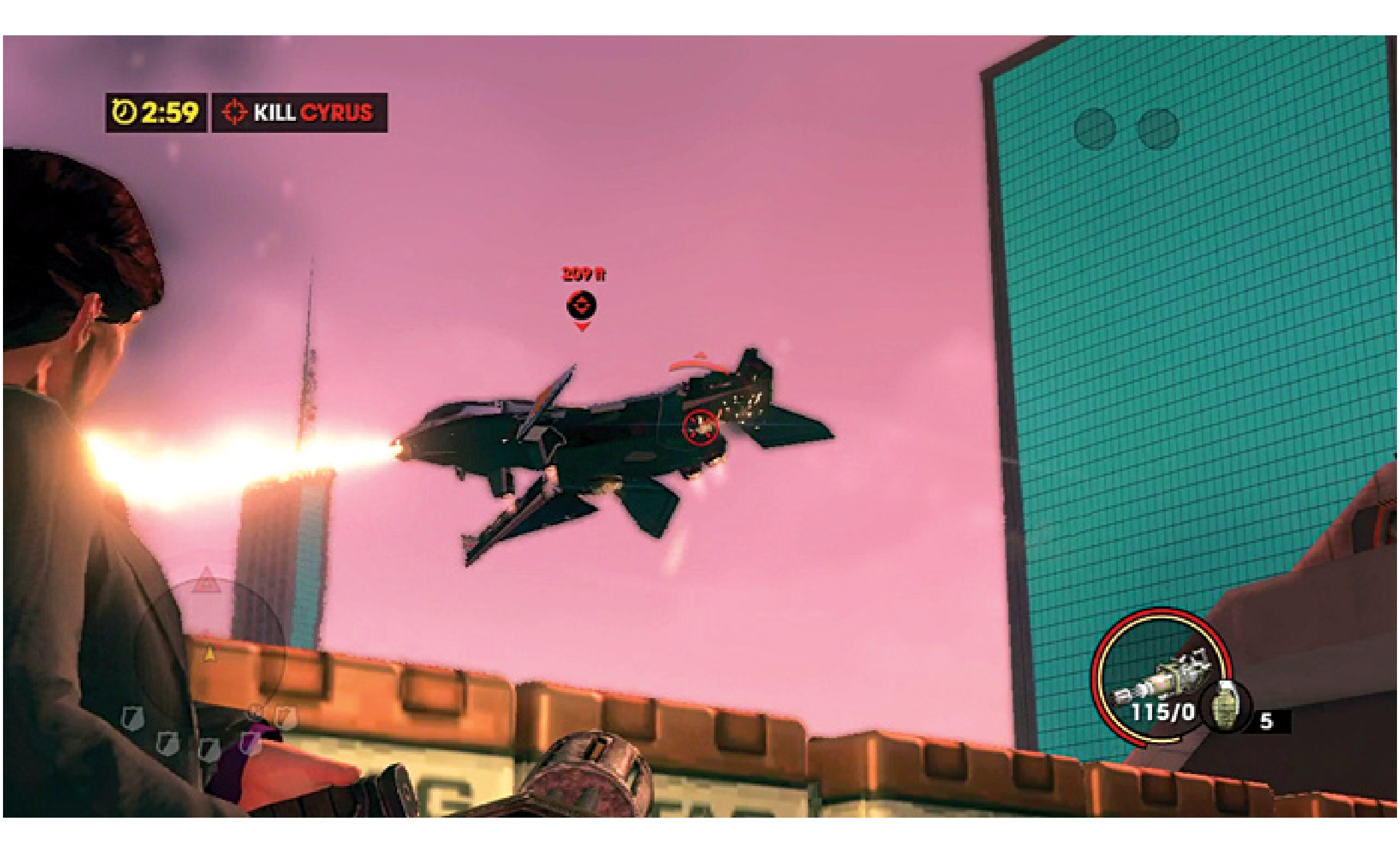
If you have fully upgraded the RPG, it is absolutely lethal to Cyrus!


4:39
KILL CYRUS
$87,616
STAG KILL
2
9/750
5

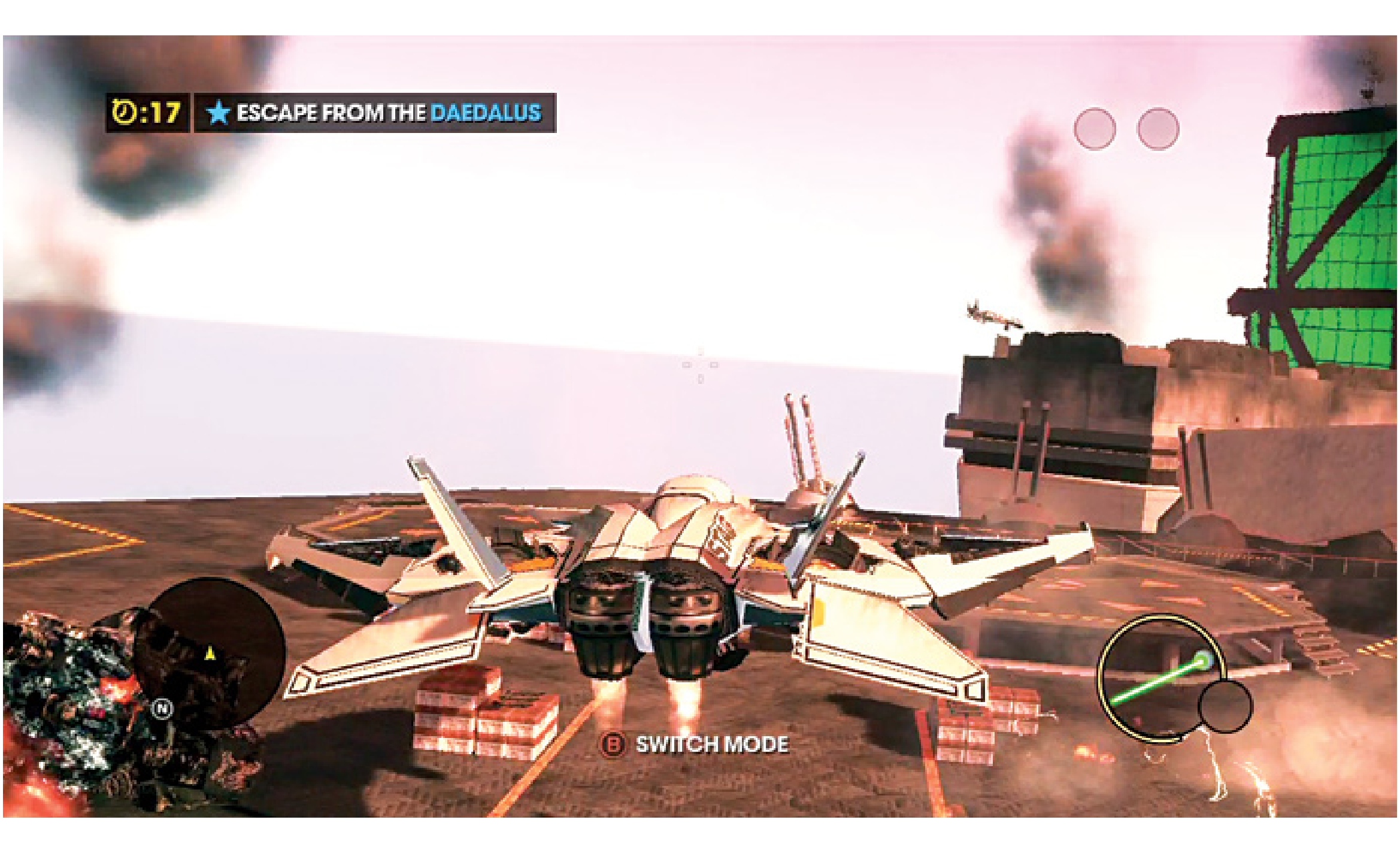
When Cyrus takes enough damage he will call for assistance on the deck. Not only will STAG soldiers show up, but a five-minute timer will count down and put the pressure on to get rid of Cyrus. STAG grunts are easy to tackle with the minigun but any weapon will do. The goal is to wipe them out very quickly so you don't eat up the clock fighting them. Most of your time and ammo should be used on Cyrus.


3:57
KILL CYRUS
$87,704
RESPECT 7
STAG VEHICLE
AIRCRAFT KILL
MAX
MULTI KILL
1
1/450
5

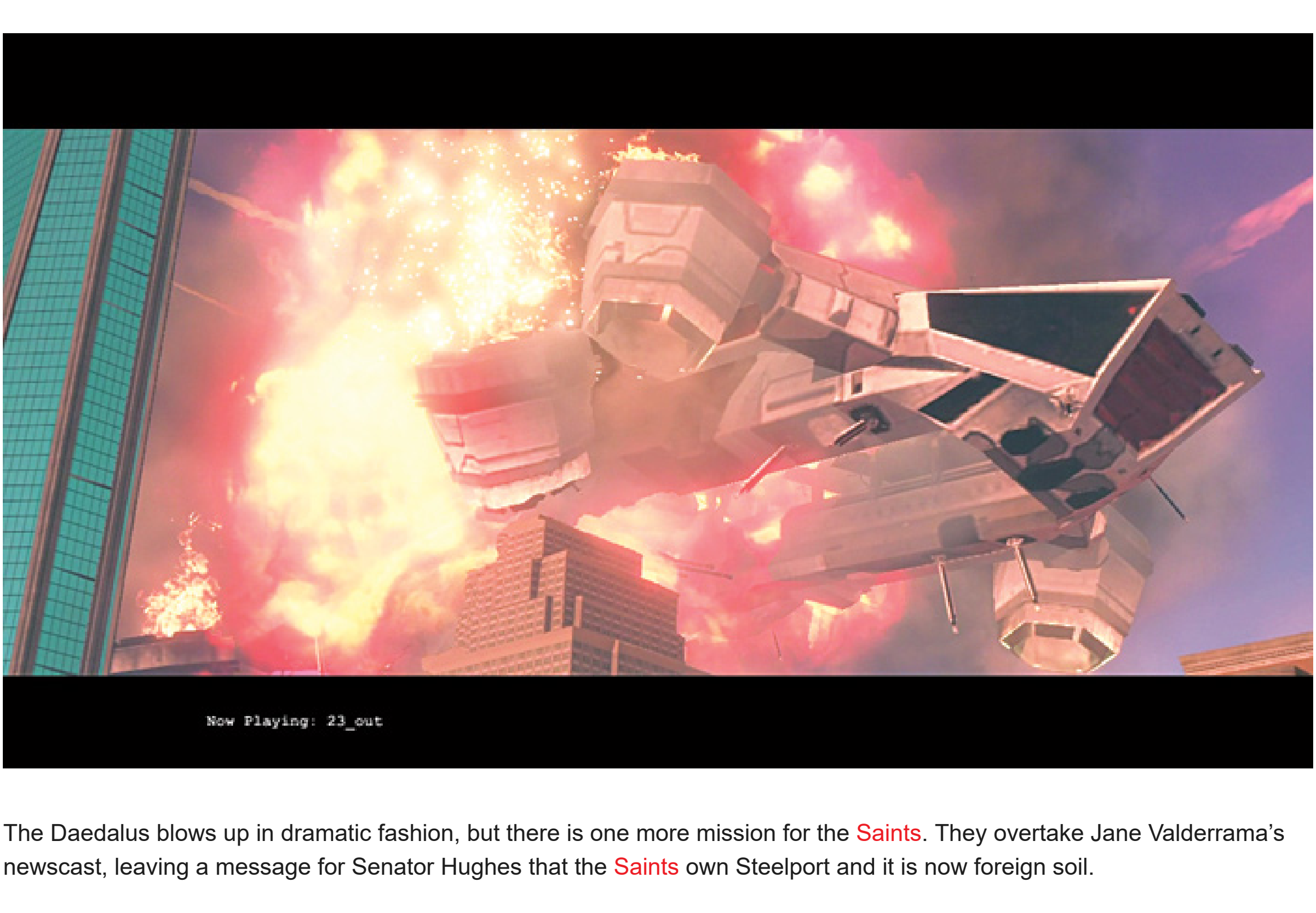
Keep the deck clear by destroying the aircraft dropping off more STAG ground forces. Blowing these can wipe out anyone on board and in the neighboring area.


2:59
KILL CYRUS
115/0
5

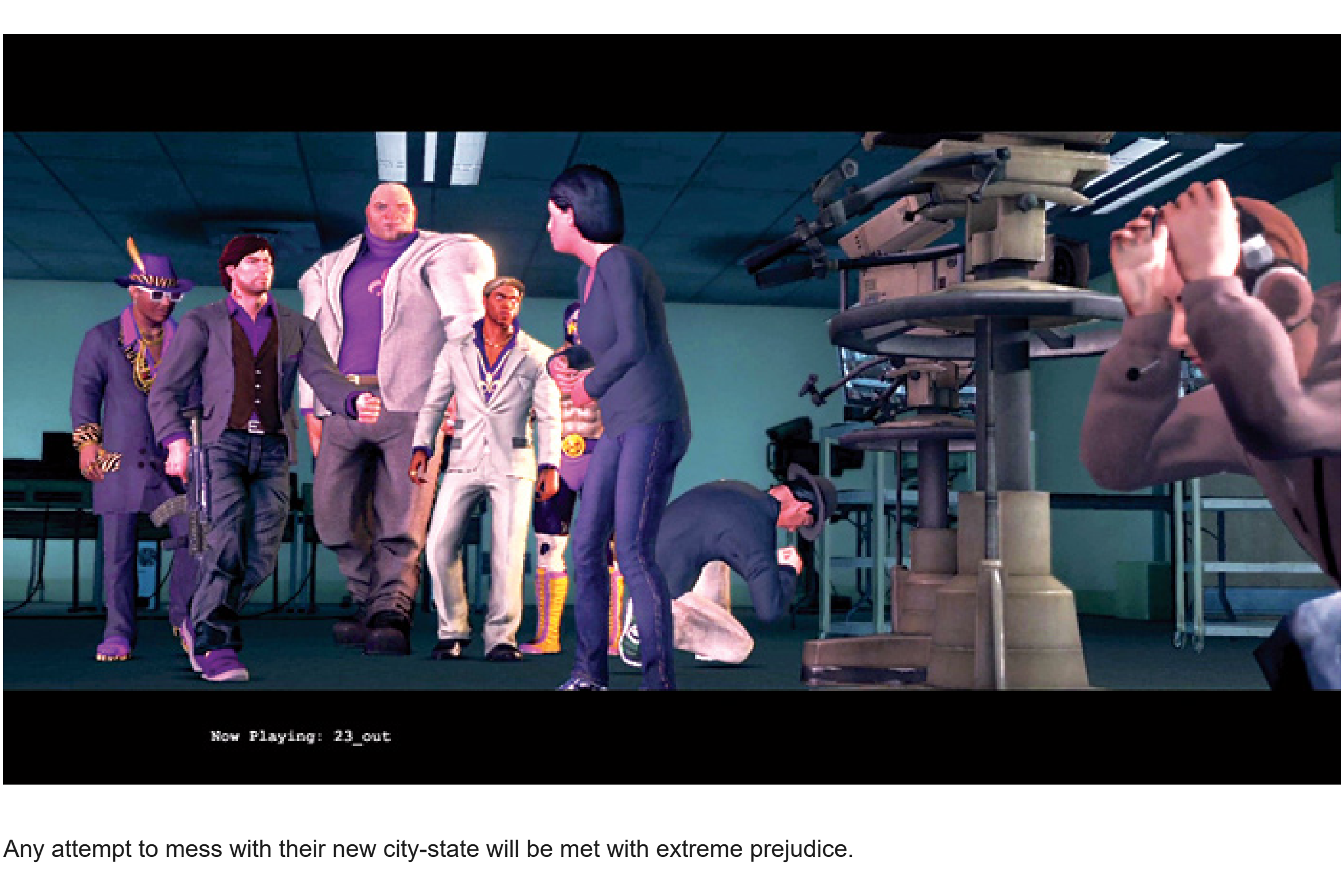
Stay near the crates for cover and keep you back protected while trying to get the best position to shoot down Cyrus. The laser canon on his VTOL is lethal and you won't survive for long standing in the open.


0:17
ESCAPE FROM THE DAEDALUS
Ⓑ SWITCH MODE

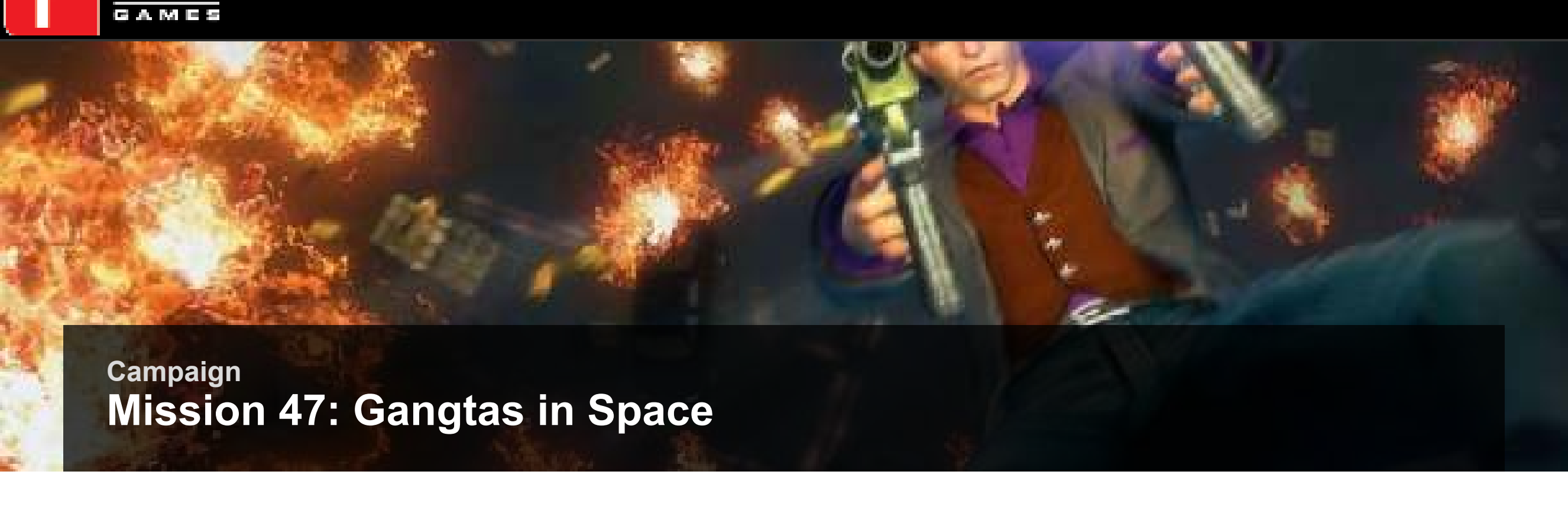
Cyrus' eventual defeat won't stop the countdown. In fact, it resets to 40 seconds!
Jump in the nearby F-69 VTOL and switch to jet mode to fly away from the Daedalus quickly as possible.


Now Playing: 23_out

The Daedalus blows up in dramatic fashion, but there is one more mission for the Saints. They overtake Jane Valderrama's newscast, leaving a message for Senator Hughes that the Saints own Steelport and it is now foreign soil.


Now Playing: 23_out

Any attempt to mess with their new city-state will be met with extreme prejudice.



Campaign

Mission 47: Gangtas in Space

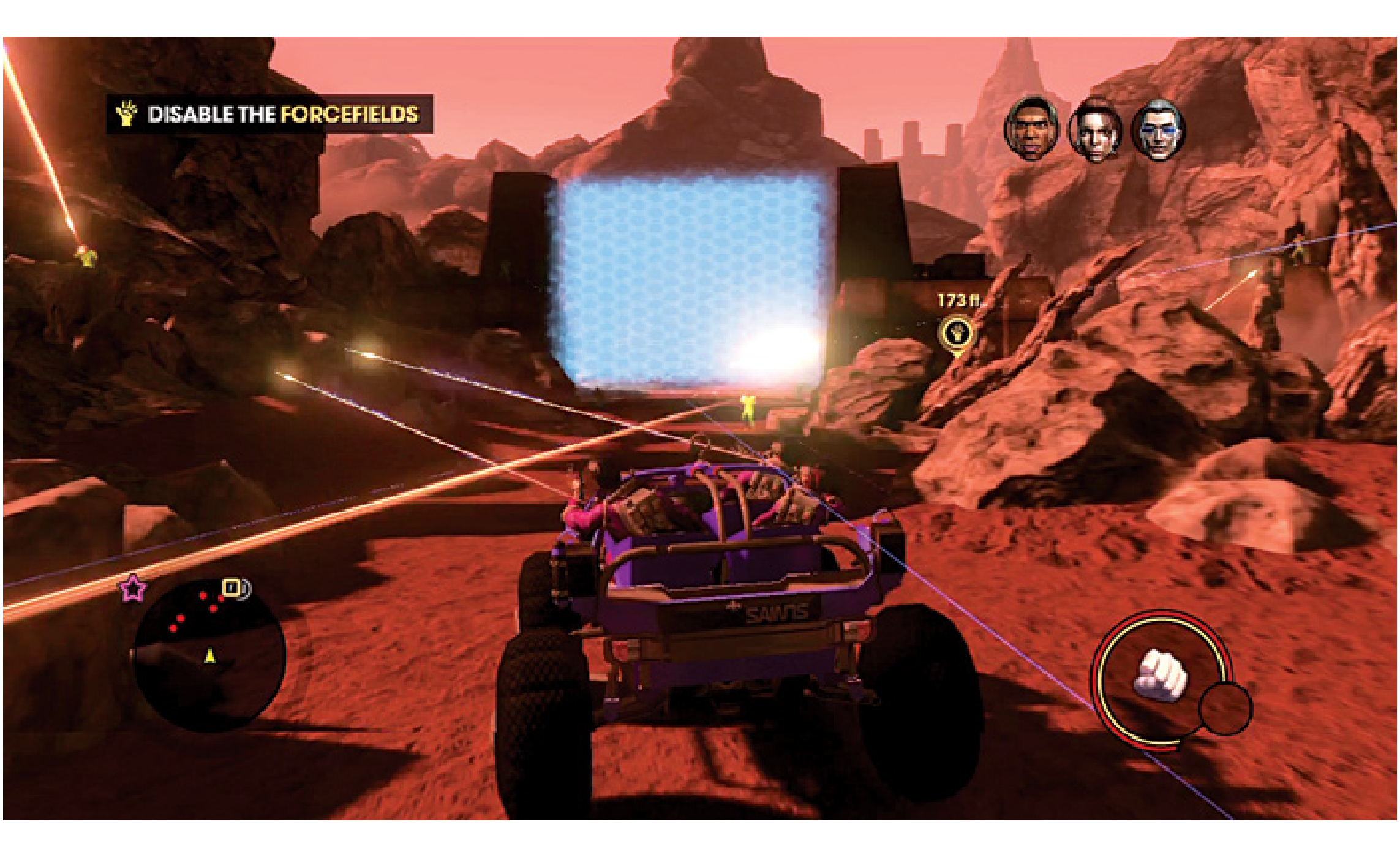
Gangstas in Space

Cash Earned: $100,00

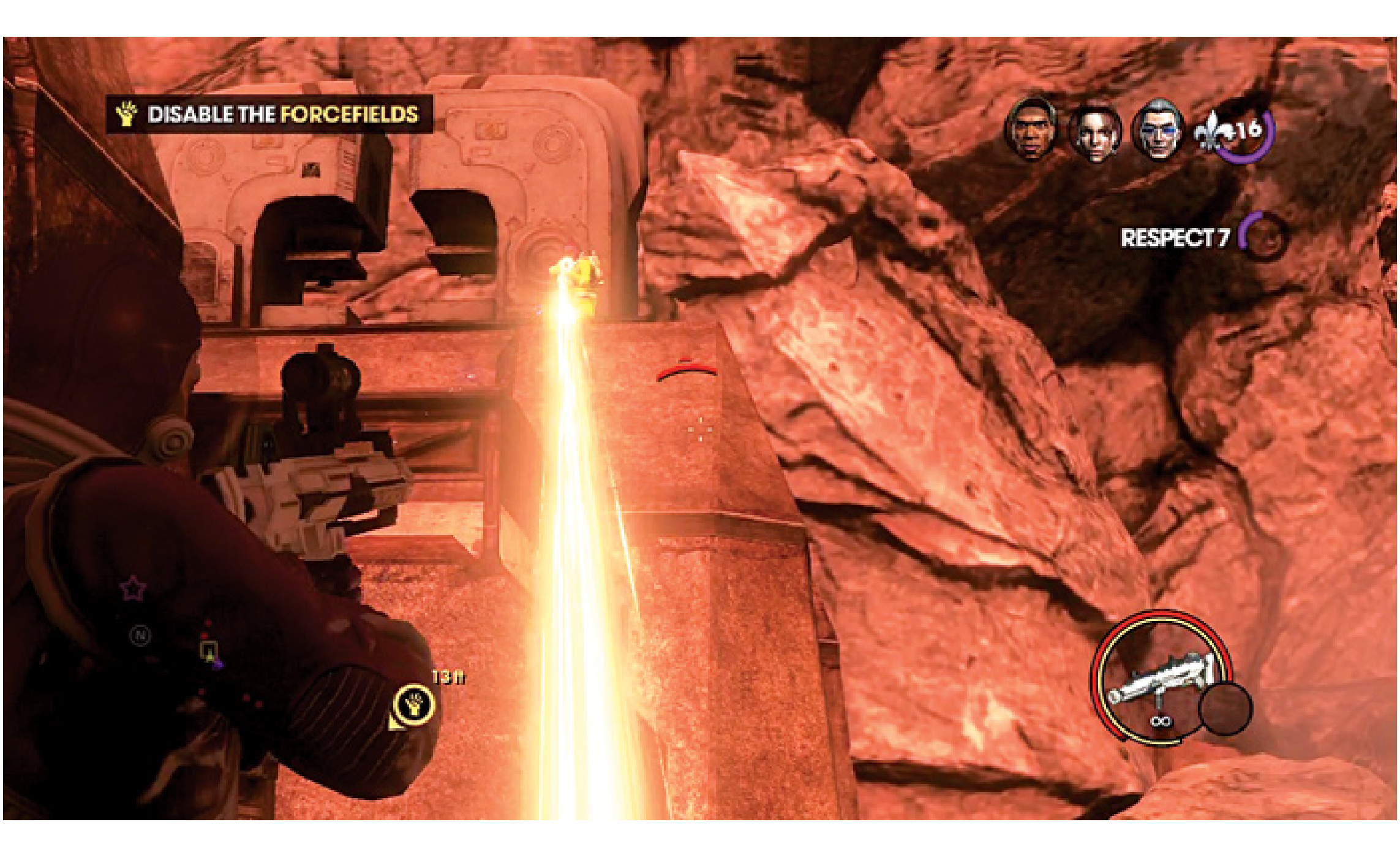
Respect Earned: 5,000

Unlocks: Gang Customization—Space Suits; New Homie—Zombie Gat; New Outfit—Blowup Doll and Toilet; New Item—Space Costume; New Vehicle—Mars Rover

Disable the Force Fields


DISABLE THE FORCEFIELDS
173 ft

This is a cool and cheesy set of the hottest new flick based on the comic series shown earlier in the game. You star as the leader of the Saints on a Mars mission to defeat General Killbane. To do that, you must get into his fortress, which requires you to hack three terminals to disable the force fields. Jump in the Mars rover, called the Saints Raider, and drive to the first terminal.


DISABLE THE FORCEFIELDS
16
RESPECT 7
13 ft

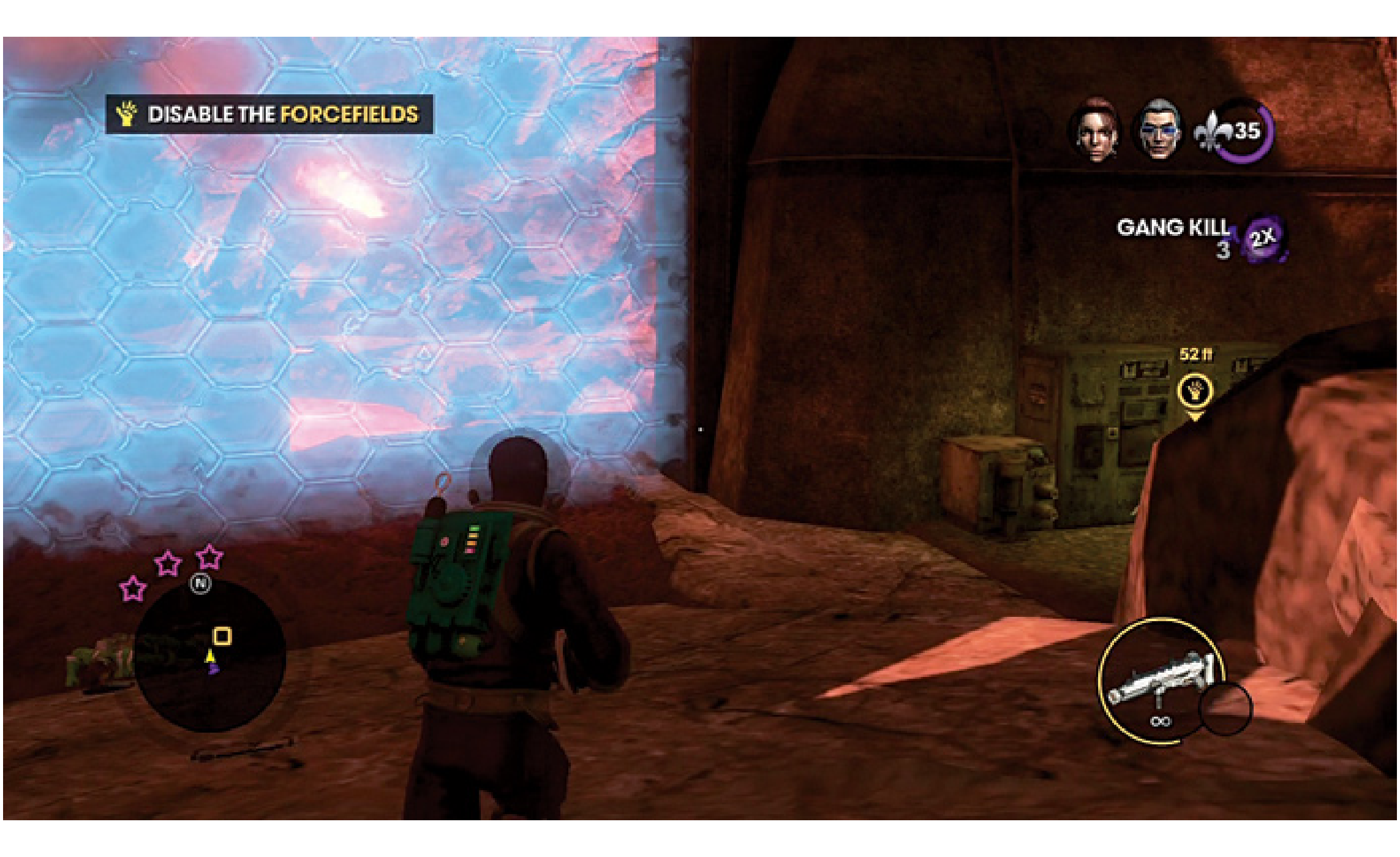
This is not meant to be an overly challenging mission but there are still plenty of space Luchadores to deal with. To the right of the first force field is the terminal that controls it. Waste all enemies in the area and be sure to take out the ones up on the higher ledges. Hack the terminal to drop the blue shield.

REVIVE YOUR HOMIE
35
RESPECT 7

In a campy and dramatic moment, Pierce goes down during the gun battle. Run over to him to revive your homie. It is too late. Such a tragedy, especially with only two days left until his retirement.

DISABLE THE FORCEFIELDS
10
NUT SHOT
1
278 ft

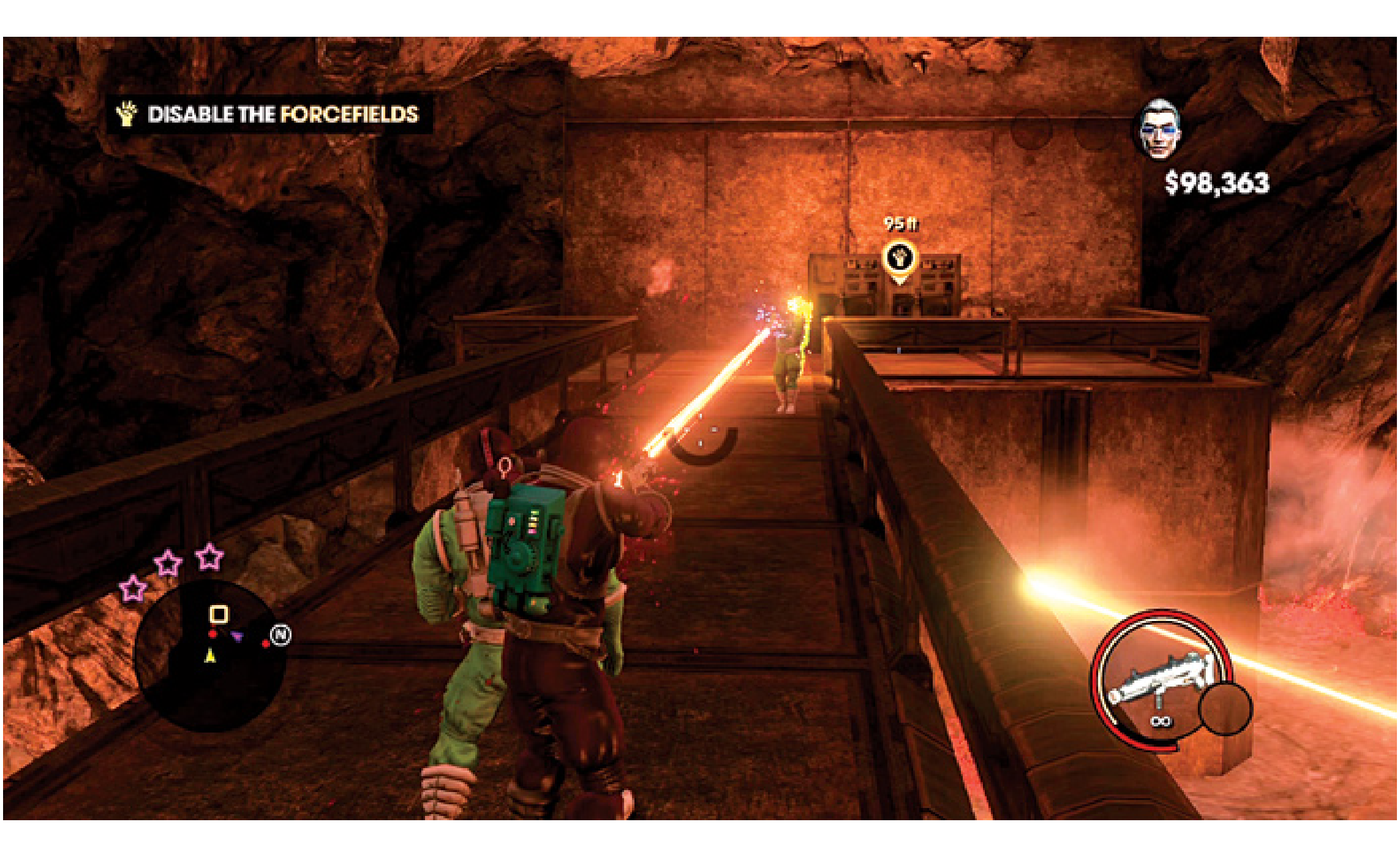
The mission must go on, so go through the previously blocked cavern and kill the guards in the distance. Run over to the next ridge to assault a small base. Use the all-terrain Saints Raider to speed up the trip and proceed out into to the open, across a bridge.


DISABLE THE FORCEFIELDS
35
GANG KILL
3
2X
52 ft

Once again, the terminal that controls the force field is just to the right of it. Shut it down and knock out the second one.

REVIVE YOUR HOMIE

Another Saint goes down as the shields drop. This time it is Shaundi's turn for her close-up.

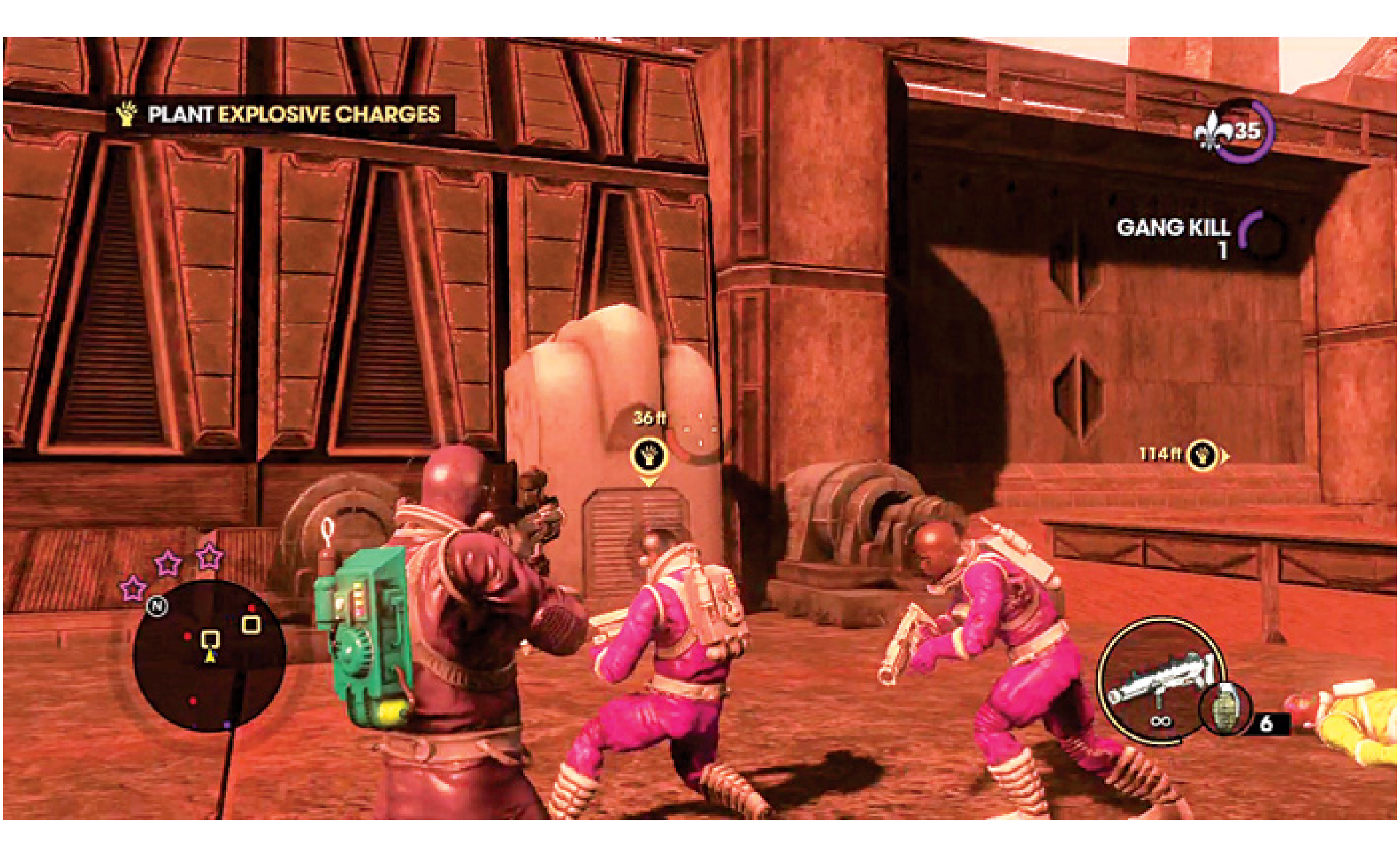

DISABLE THE FORCEFIELDS
$98,363
95 ft

Conveniently, one homie left and there is one more force field. Drive to the next site, but this time around the terminal is on an upper walkway.

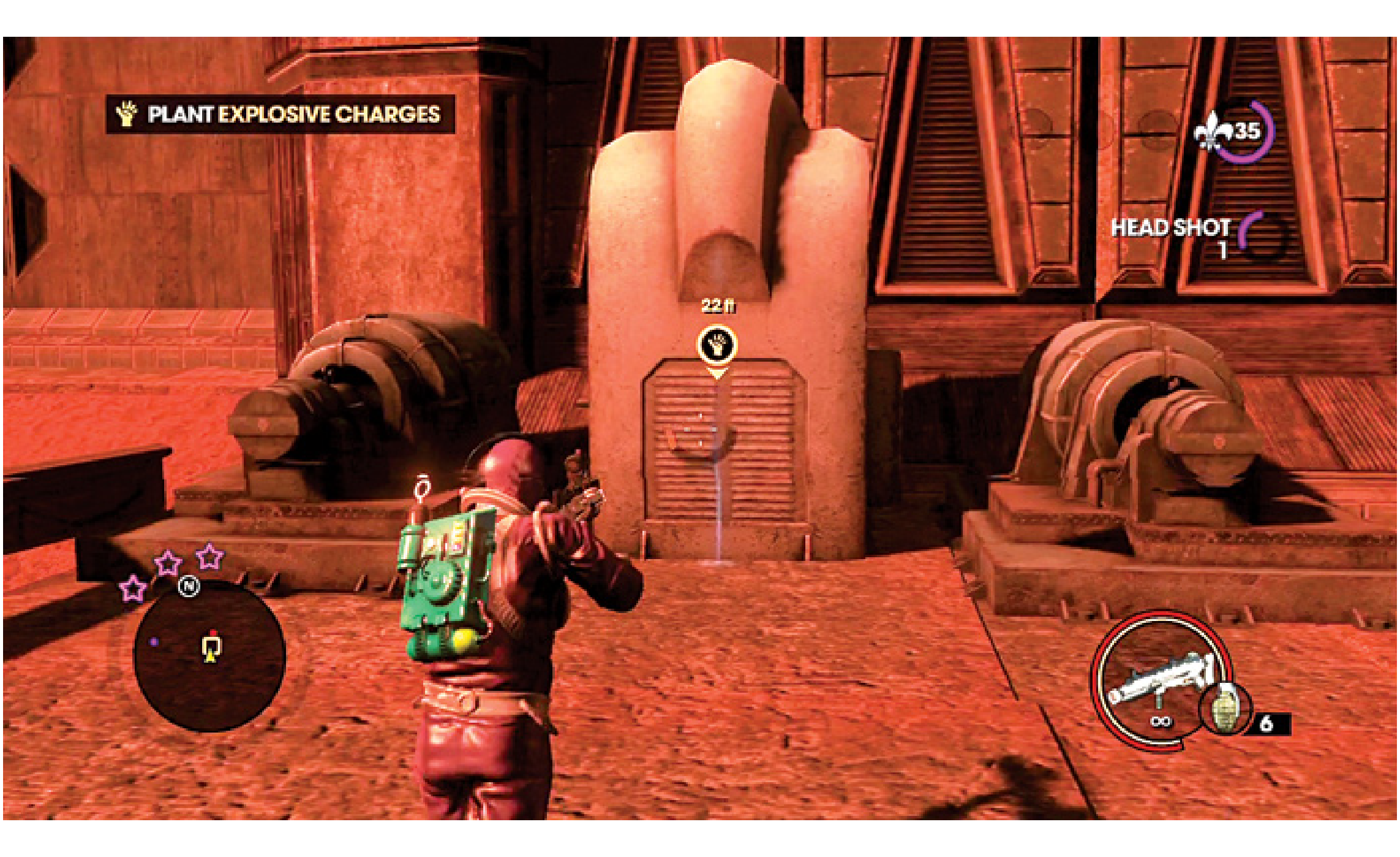
REVIVE YOUR HOMIE
6

To the right of the shield are some stairs that will take you to the final terminal. As the final one falls, so does Johnny.

Enter Killbane's Lair


PLANT EXPLOSIVE CHARGES
35
GANG KILL
1
36 ft
114 ft
6

The gate guarding Killbane's lair is now vulnerable to explosive charges. Race to the outer space hideout and kill any guards.


PLANT EXPLOSIVE CHARGES
35
HEAD SHOT
1
22 ft
6

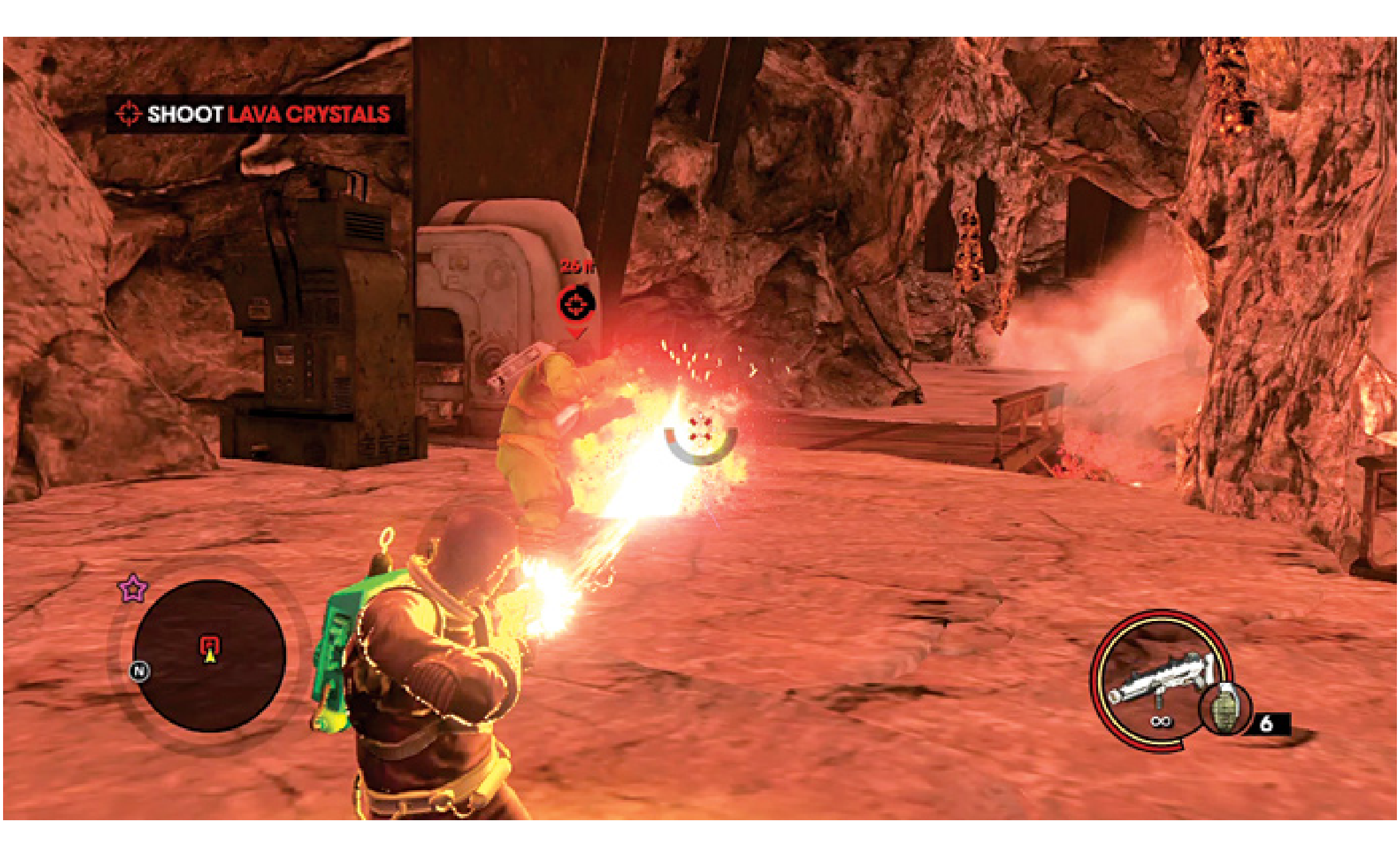
You must plant two charges, one on each side of the gate, shown as yellow triangles on the minimap.

GO TO KILLBANE'S LAIR
55 ft
6

Run up the long bridge to storm Killbane's fortress. The planet quakes and stuns you, temporarily halting your progress, but eventually you confront Killbane.

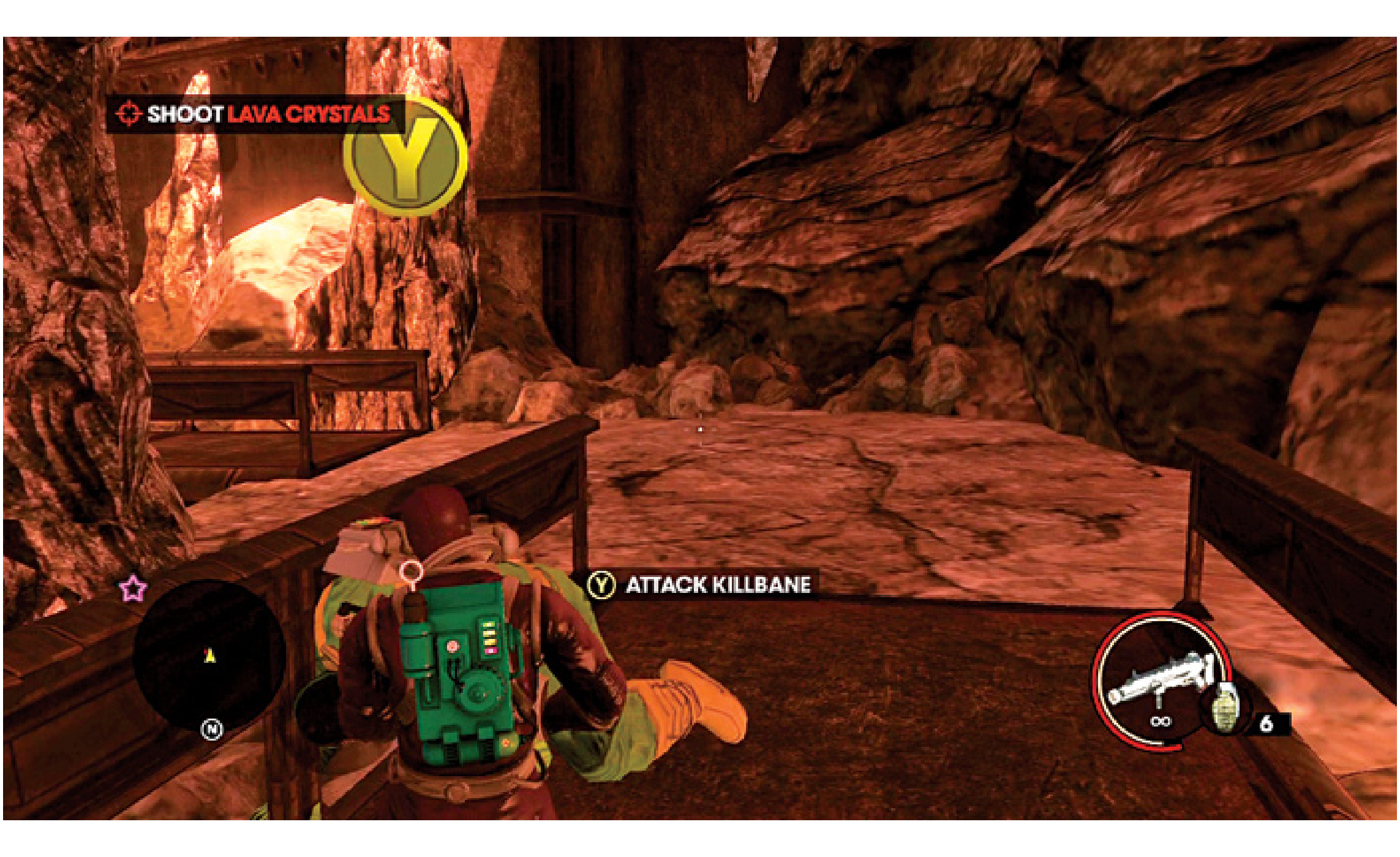
Killbane's suit is coincidentally impervious to everything but the conveniently placed lava crystals inside his domain. Direct attacks won't have any affect on him so don't even try. Killbane chases you relentlessly, which means you need to run to get ahead of him and find one of the crystals.

If he catches you, there is no real danger. He slams you and lifts you like the Brutes but you can break free by tapping the button on the HUD.

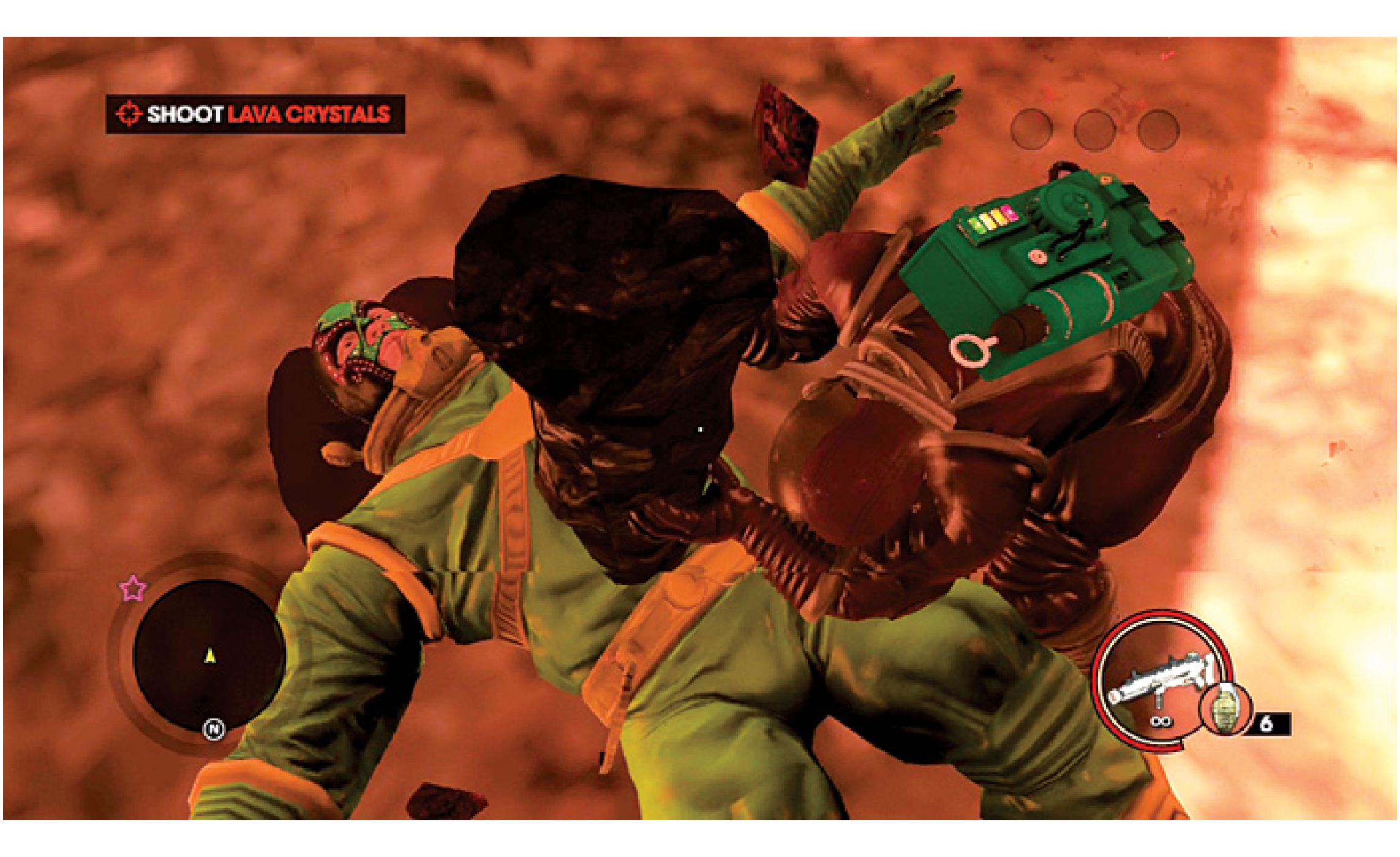

SHOOT LAVA CRYSTALS
6

Race ahead of Killbane and turn around to wait for him to pass by one of the lava crystals. The best part is that he throws them at you, making it even easier to set him up for some punishment.

After taking enough damage from the crystals, Killbane falls to his knees. Run up to him and press the button shown to tear off his chest plate.


SHOOT LAVA CRYSTALS
Y
Y ATTACK KILLBANE
6

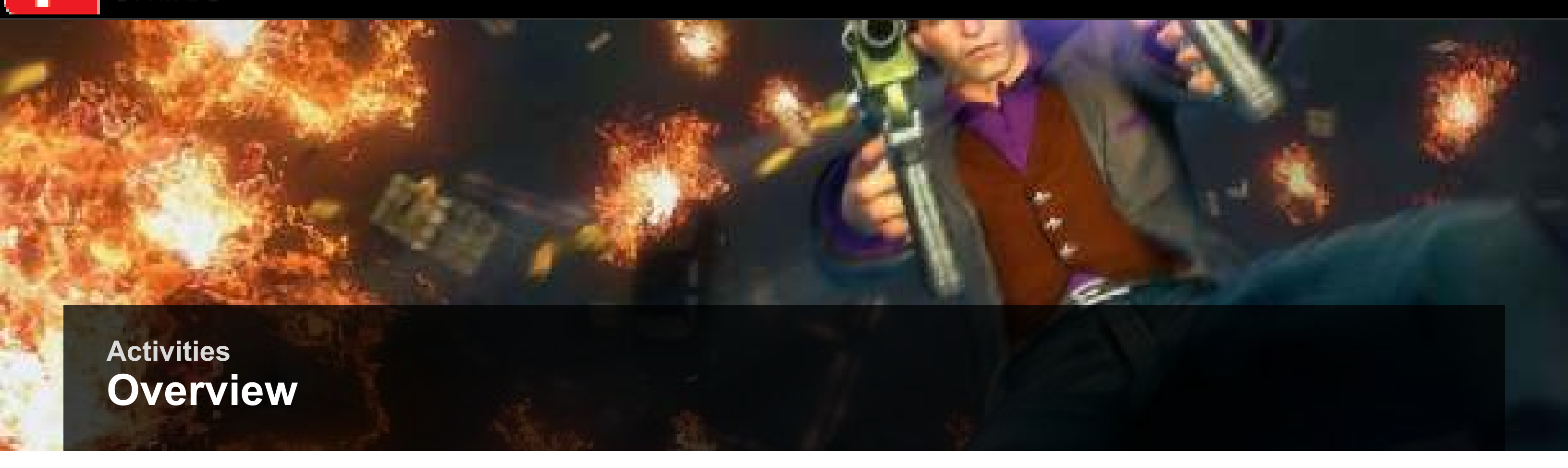
Continue luring him near the crystals and blow them up in his face. The second time he goes down you shatter his helmet.


SHOOT LAVA CRYSTALS
6

The third time is a charm and when he goes down you make sure he stays there by impaling him with a stalactite.

Now Playing: 24_Out

Killbane's apparent death inspires a thought-provoking monologue, but you forgot the line and have to redo the scene. Eddie offers some reassuring words and Ultor resets the scene for Take 31—Happy Ending.



Activities

Overview

Activities are some of the craziest, most over-the-top elements of Saints Row: The Third. One mission of each type of Activity is woven into the Campaign to whet the player's appetite for these 56 challenging and addictive mini-missions. When the first of each type of Activity is completed, more missions of that type become available. All Activities are represented by their icons floating over the streets or sidewalks. You can help navigate to them by opening your cell phone map, filtering for Activities, and placing a GPS marker on the one you want to drive to.

Incredibly Fun and Profitable

#	Activity Name	Location	Difficulty	Respect Awarded	Cash Awarded	% District Control	$$$/Hr.
1	Escort	Camano Place	Easy	200	2000	2%	$76
2	Escort	Camano Place	Medium	400	4000	3%	$101
3	Escort	Wesley Cutter Intl	Hard	600	6000	5%	$61
4	Escort Tiger	New Baranec	Easy	200	2000	2%	$152
5	Escort Tiger	New Baranec	Medium	400	4000	2%	$126
6	Escort Tiger	Yearwood	Hard	600	6000	2%	$66
7	Guardian Angel Pierce	Henry Steel Mills	Easy	200	2000	2%	$44
8	Guardian Angel Kinzie	Ashwood	Hard	600	6000	2%	$66
9	Helicopter Assault	Henry Steel Mills	Easy	200	2000	3%	$107
10	Helicopter Assault	Sunset Park	Medium	400	4000	2%	$59
11	Helicopter Assault	Loren Square	Hard	600	6000	1%	$26
12	Helicopter Assault	Brickston	Easy	200	2000	2%	$66
13	Helicopter Assault	Ashwood	Medium	400	4000	2%	$71
14	Helicopter Assault	Salander	Hard	600	6000	2%	$75
15	Insurance Fraud	Sunset Park	Easy	200	2000	2%	$74
16	Insurance Fraud	Henry Steel Mills	Medium	400	4000	2%	$51
17	Insurance Fraud	Loren Square	Hard	600	6000	4%	$77
18	Insurance Fraud	Bridgeport	Easy	200	2000	3%	$119
19	Insurance Fraud	New Baranec	Medium	400	4000	3%	$79
20	Insurance Fraud	The Grove	Hard	600	6000	5%	$207
21	Mayhem	Salander	Easy	200	2000	2%	$90
22	Mayhem	Brickston	Medium	400	4000	3%	$104
23	Mayhem	Ashwood	Hard	600	6000	2%	$65
24	Mayhem	Bridgeport	Easy	200	2000	2%	$98
25	Mayhem	Yearwood	Medium	400	4000	3%	$95
26	Mayhem	Arapice Island	Hard	600	6000	6%	$250
27	Professor Genki	Loren Square	Easy	Variable	Variable	3%	$55
28	Professor Genki	Loren Square	Medium	Variable	Variable	3%	$46
29	Professor Genki	Henry Steel Mills	Hard	Variable	Variable	3%	$94
30	Professor Genki	Yearwood	Easy	Variable	Variable	2%	$46
31	Professor Genki	Bridgeport	Medium	Variable	Variable	3%	$126
32	Professor Genki	The Grove	Hard	Variable	Variable	2%	$78
33	Snatch Hos	Espina	Easy	200	2000	2%	$71
34	Snatch Hos	Camano Place	Medium	400	4000	3%	$108
35	Snatch Hos	Rosen Oaks	Hard	600	6000	2%	$76
36	Snatch Contacts	Salander	Easy	200	2000	2%	$66
37	Snatch Contacts	Burns Hill	Medium	400	4000	7%	$136
38	Snatch Contacts	Ashwood	Hard	600	6000	1%	$39
39	Tank Mayhem	Loren Square	Easy	200	2000	2%	$39
40	Tank Mayhem	Loren Square	Medium	400	4000	4%	$73
41	Tank Mayhem	Loren Square	Hard	600	6000	2%	$42
42	Tank Mayhem	Camano Place	Easy	200	2000	2%	$79
43	Tank Mayhem	Camano Place	Medium	400	4000	3%	$91
44	Tank Mayhem	Rosen Oaks	Hard	600	6000	3%	$85
45	Trafficking Merch	Henry Steel Mills	Easy	200	2000	3%	$92
46	Trafficking Merch	Loren Square	Medium	400	4000	2%	$29
47	Trafficking Merch	Sunset Park	Hard	600	6000	2%	$68
48	Trafficking Hos	Rosen Oaks	Easy	200	2000	1%	$47
49	Trafficking Hos	Espina	Medium	400	4000	3%	$90
50	Trafficking Hos	Espina	Hard	600	6000	2%	$60
51	Trail Blazing Cyber	Salander	Easy	200	2000	5%	$197
52	Trail Blazing Cyber	Bruns Hill	Medium	400	4000	3%	$56
53	Trail Blazing Cyber	Ashwood	Hard	600	6000	2%	$106
54	Trail Blazing Fire	Bridgeport	Easy	200	2000	2%	$88
55	Trail Blazing Fire	The Grove	Medium	400	4000	2%	$77
56	Trail Blazing Fire	Yearwood	Hard	600	6000	2%	$71

Activities consist of extremely fun missions that can be enjoyed by the player at leisure, as much or as little as you want. All of these challenging excursions reward the player with cash, respect, and a percentage of control of the district in which the Activity occurred.

The cash reward is given as a lump sum for completing the task as well as a small increase in your hourly income. The hourly payout may seem small at first, but with 56 missions plus the other elements of City Takeover, such as owning property and Gang Operations, you will generate an impressive hourly cash flow.

In addition, each Activity is tied to a part of Steelport. By accomplishing an activity, you gain a percentage of control of that district, which turns Saints purple on the map to indicate your newly acquired dominion.

If you visit those districts, you'll soon see members of your gang patrolling the streets; they can provide assistance during other missions and activities. It's also important to remember that Activities can be done repeatedly, which makes certain events worth a lot more money the more powerful you become.

Events like "Professor Genki's Super Ethical Reality Climax" suddenly become very lucrative money-making tools when you can walk through fire and bullets without a care in the world, and kill Brutes with near impunity.

Unlocks

Completing all occurrences of certain Activities unlocks specific Gang Customization options from your cribs and 2 of the faster vehicles in the game.

Gang Customization Options

- Cops are unlocked after all instances of Escort Kinzie are completed.

- National Guard are unlocked after all instances of Tank Mayhem are completed.

- Hos are unlocked after all instances of Snatch Hos are completed.

- Strippers are unlocked after all instances of Escort Hos are completed.

- Mascots are unlocked after all instances of Professor Genki are completed.

- Wrestlers are unlocked after all instances of Escort Tiger are completed.

New Vehicles

After completing all of Kinzie's cyber Trail Blazing mission you will be rewarded with the 2 cyber vehicles that are the fastest in their class. The X-2 Phantom is a bike that is very reminiscent of the one used in the actual mission. The Wraith is a super slick car that is the fastest thing on wheels!

Developer's Tips

In Tiger Escort, a good strategy is to drive on 4-lane roads.

During Helicopter Assault, lead your targets with the rockets. Shoot at where they are going, not at where they are.

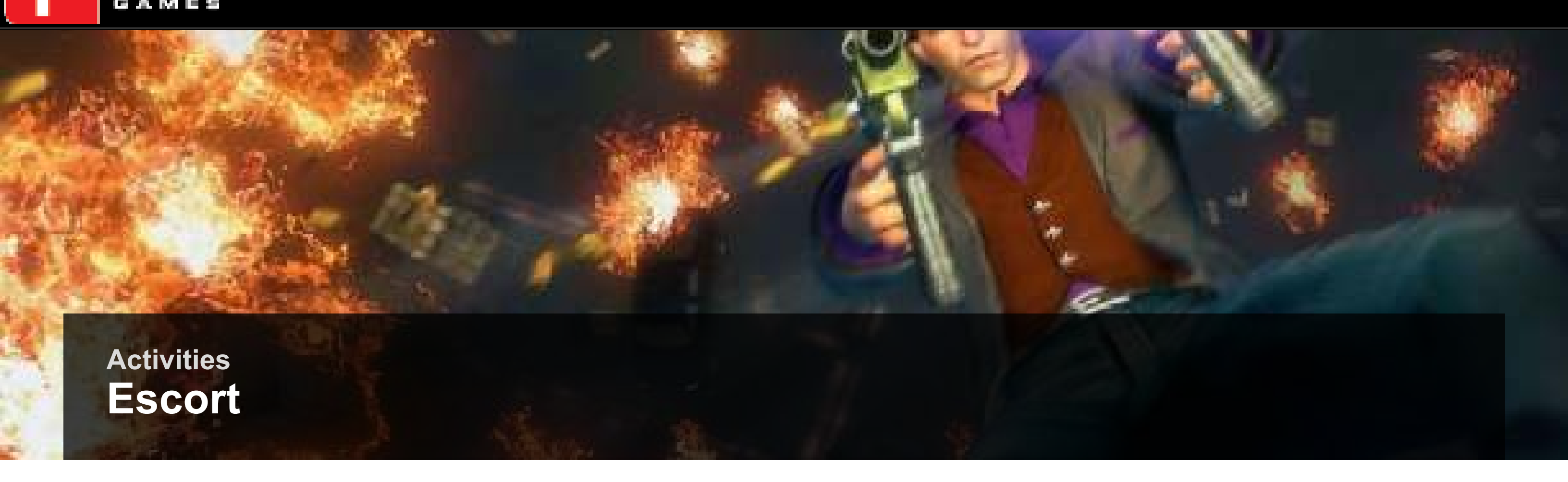
- Jeff Touchstone, Designer

Retrying any activity or mission resets any challenge progress you made back to what it was at the beginning of the activity or mission.

- Zavian Porter, Senior QA Tester

While in Insurance Fraud, practice ragdolling yourself while in a dive roll (sprint + jump). If timed right you can launch yourself quite far. This maneuver can be the key to success.

- David Bianchi, Designer

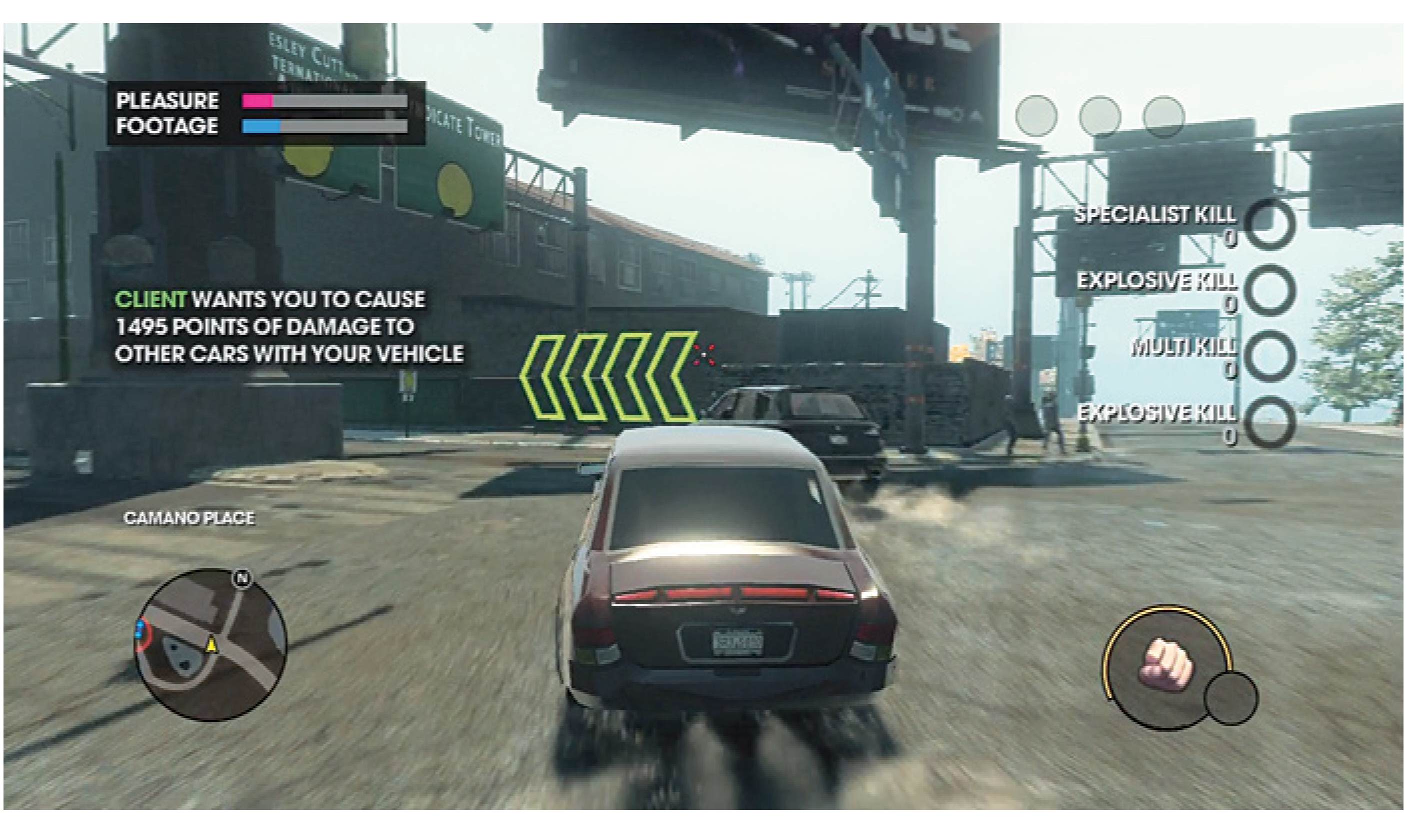


Activities

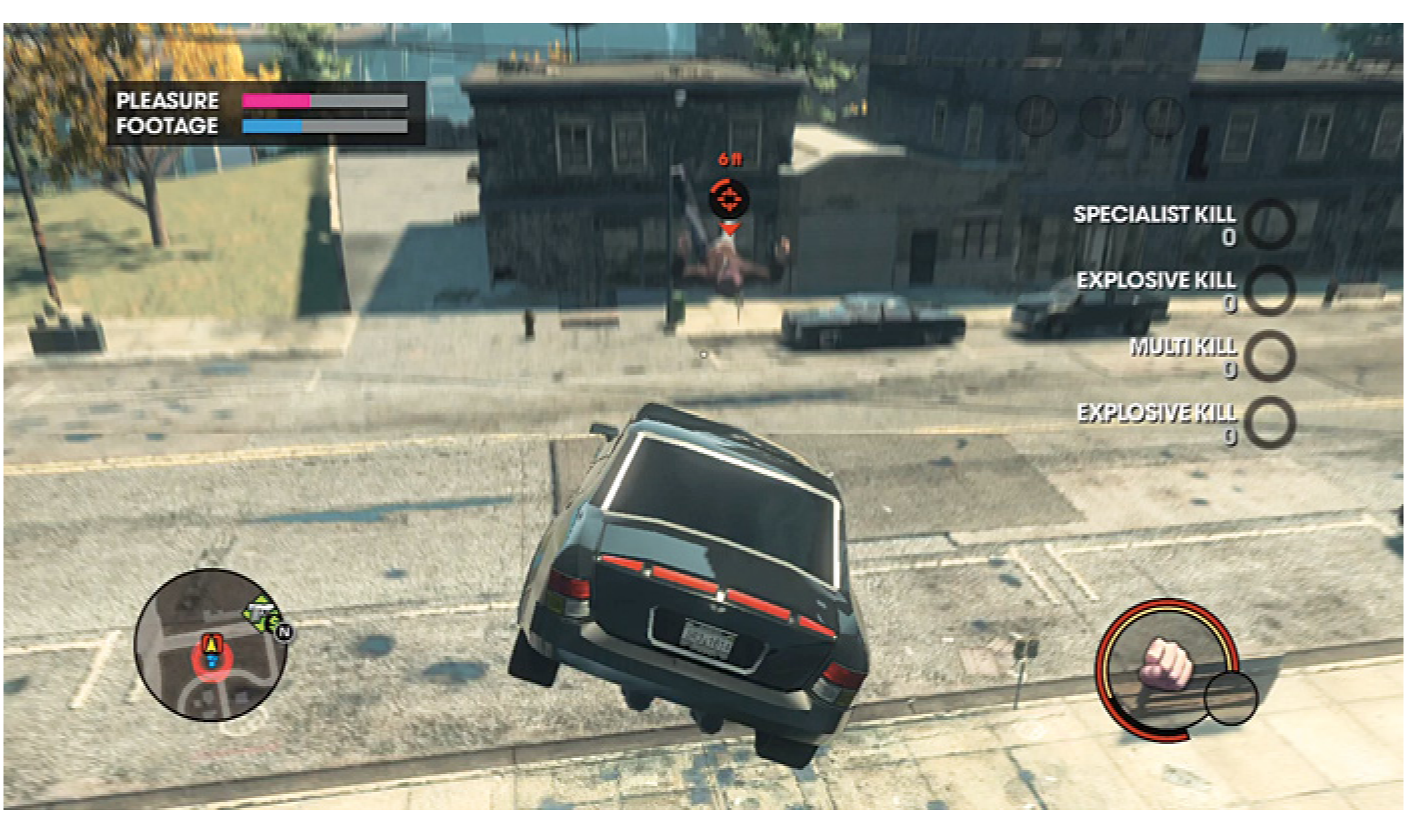
Escort

Escort activities for Zimos require you to first drive to the client, pick the client up, fulfill their random requests as you drive to help fill the pleasure meter. Typically, just driving around fills the meter, but once a request comes up, the meter stops filling until the request is satisfied.

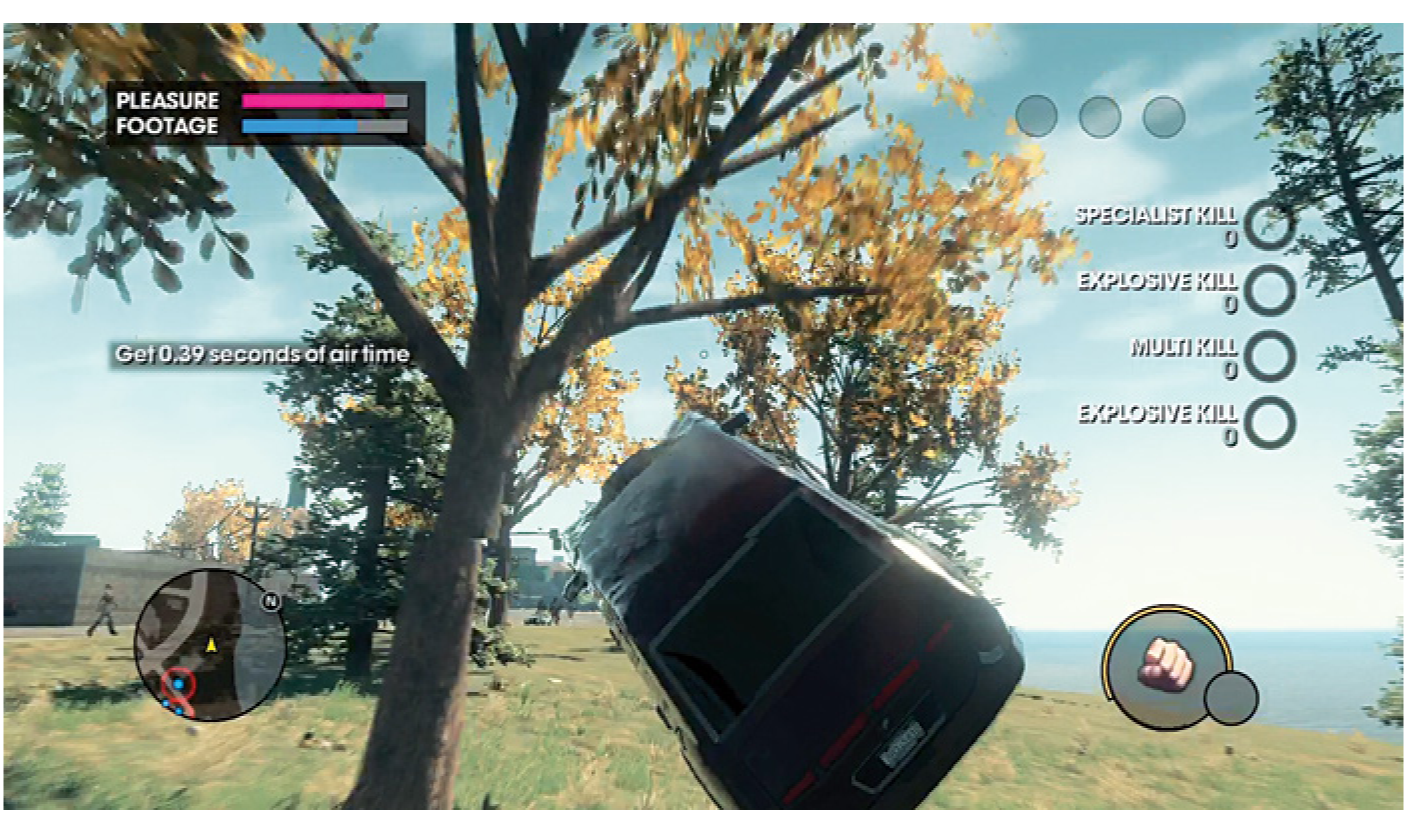
Requests include:


PLEASURE
FOOTAGE
CLIENT WANTS YOU TO CAUSE 1495 POINTS OF DAMAGE TO OTHER CARS WITH YOUR VEHICLE
CAMANO PLACE
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

Causing a certain amount of damage to other vehicles with your own. You can side swipe numerous cars, but you can also complete this in one solid, high-speed impact against something large or expensive, like a cement trunk or a flashy sports car, if you see them.

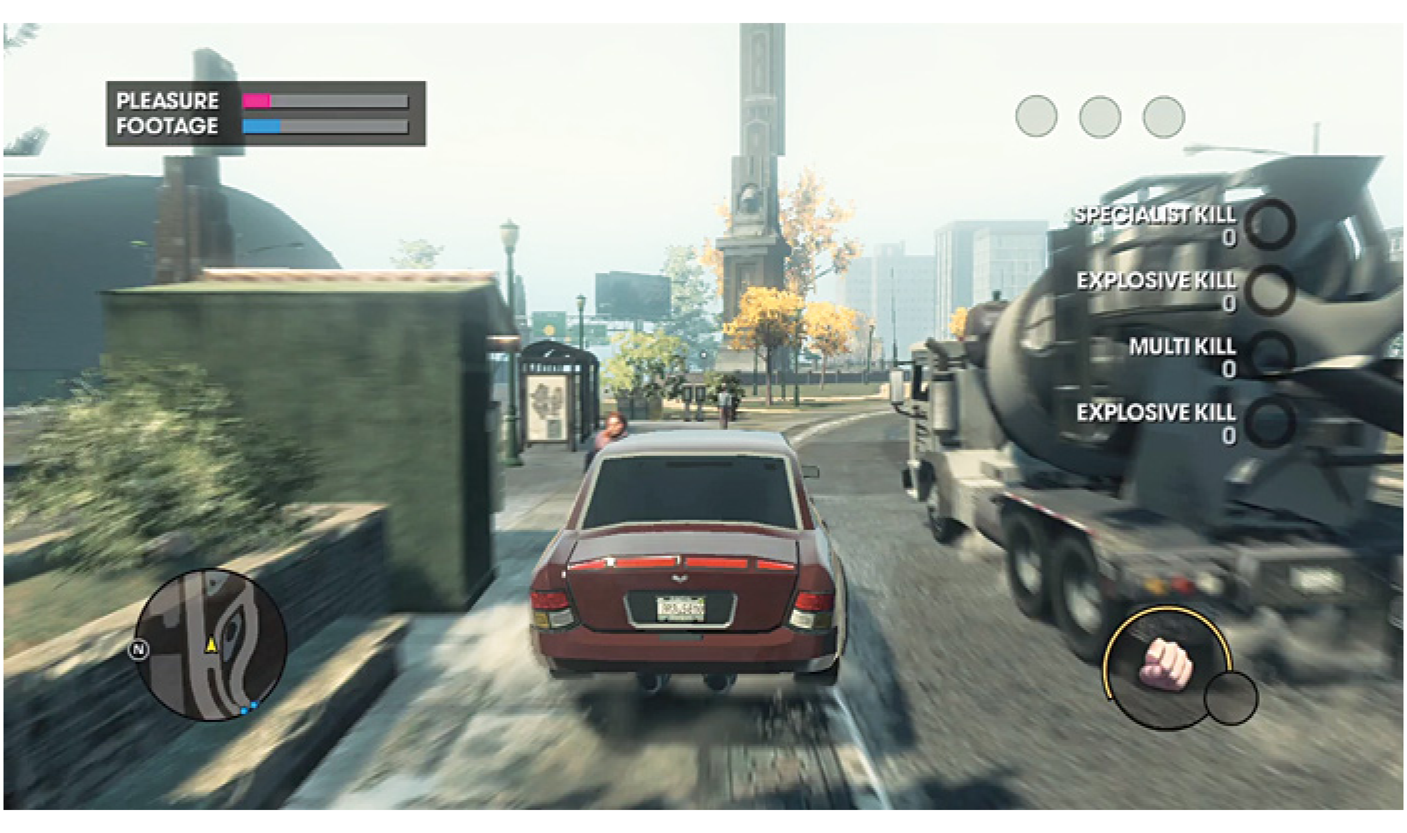

PLEASURE
FOOTAGE
6 ft
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

Killing a specific person. Usually, you can just run over the target with your vehicle and call it a day; a good powerslide often sends the mark flying far and fast enough that they may die from the impact with the ground. You can also exit your car and deal with it personally—just be sure to get back in the car within five seconds, or you fail the activity!

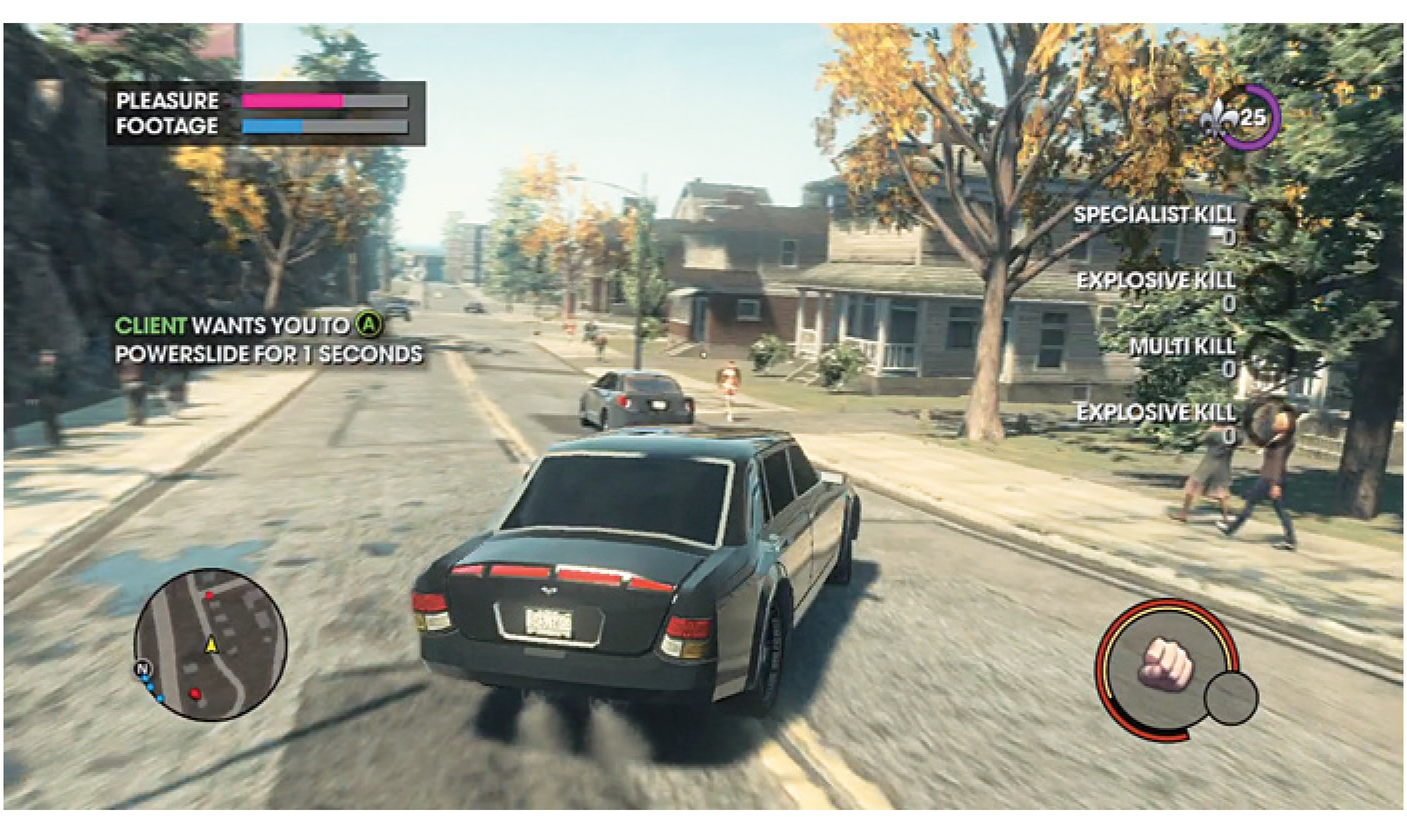

PLEASURE
FOOTAGE
Get 0.39 seconds of air time
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

Catching air for a certain amount of time. This can be somewhat challenging if you're not near anything to launch your car off.

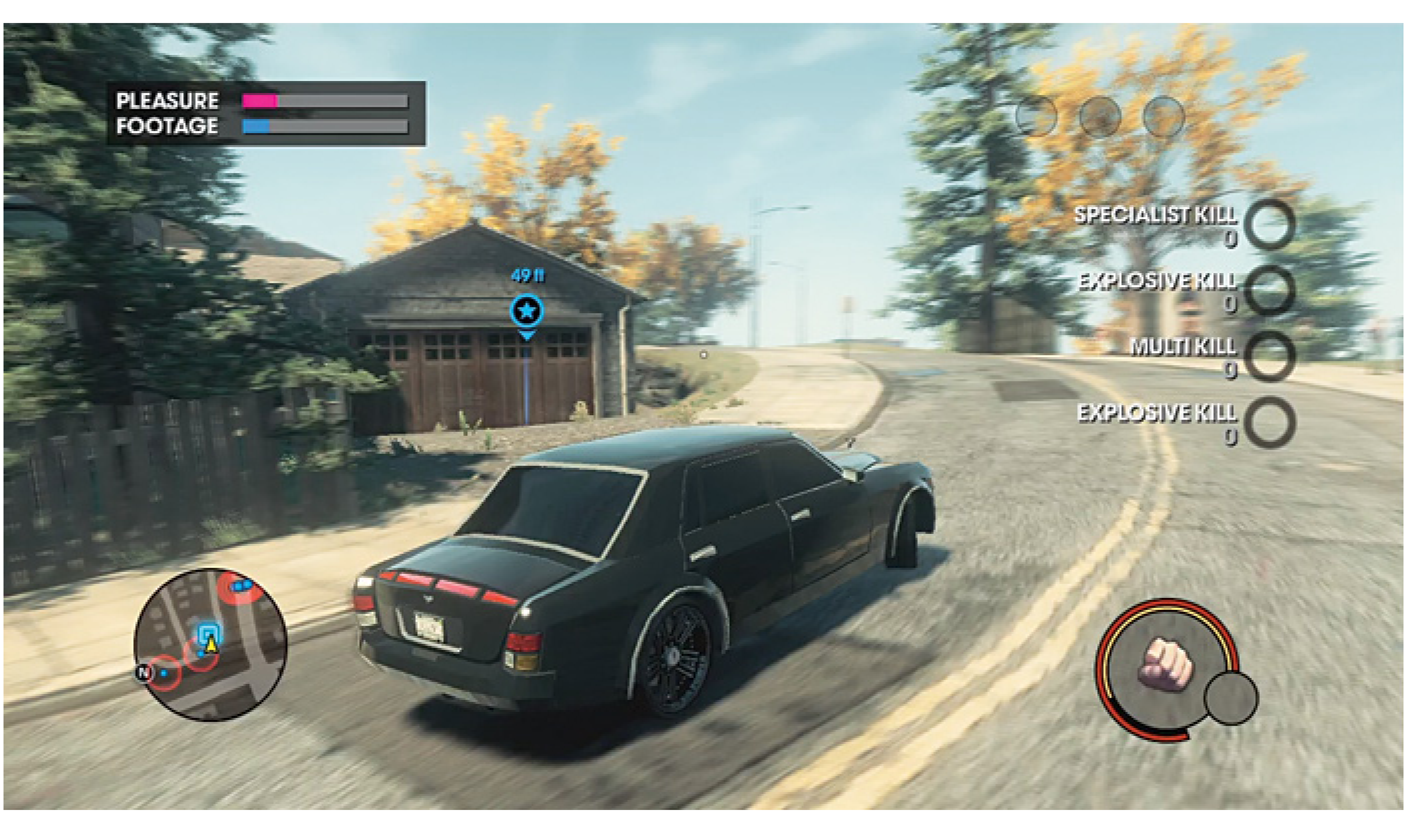
Fortunately, the hang time isn't required to be done all at once, so if you fail to complete it on the first jump, you can loop back around and try it again. Don't dally much on this, as the longer you stay in the same general area, the more likely it is the paparazzi will appear.


PLEASURE
FOOTAGE
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

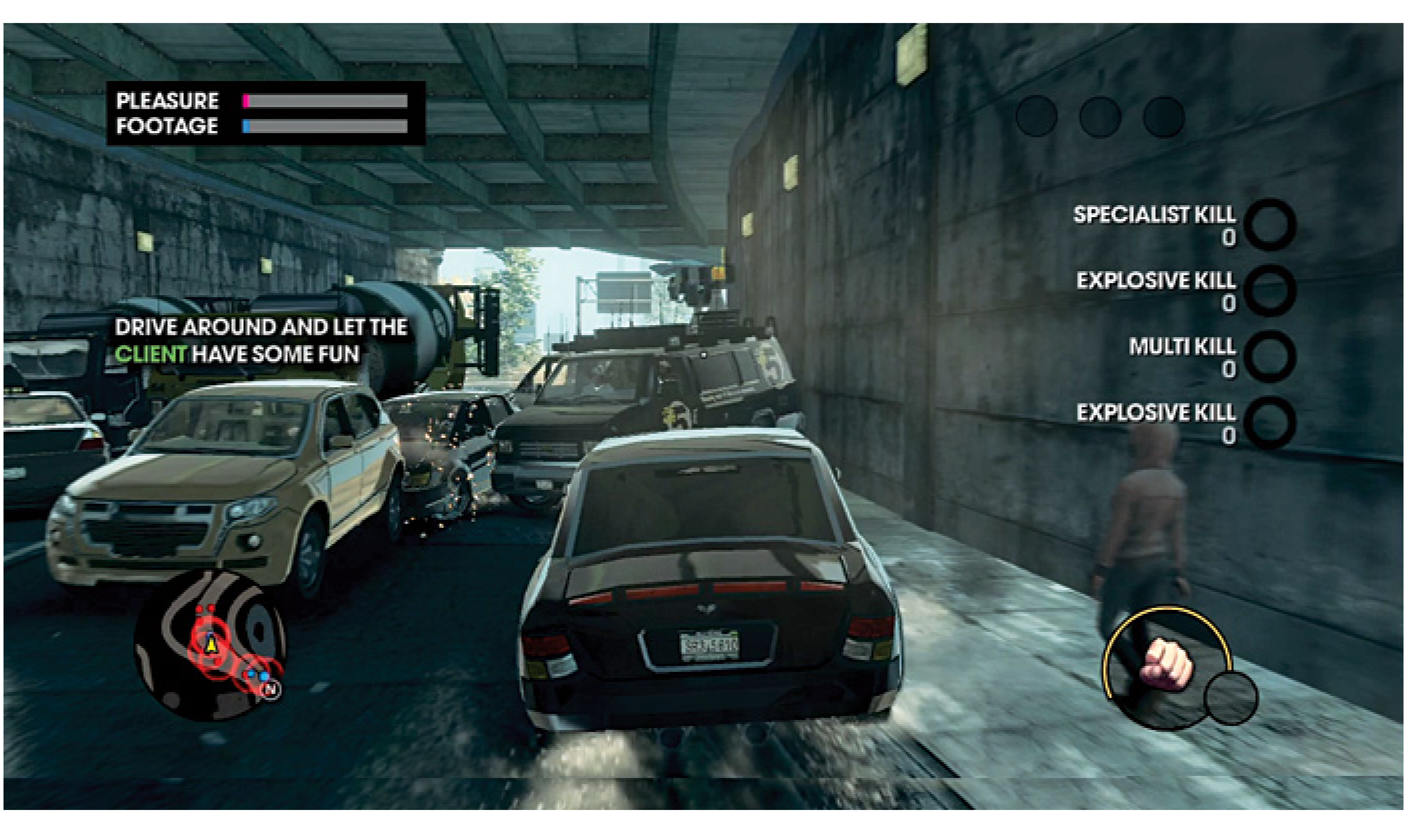
Making a certain number of near misses with other vehicles, and they must be done within a certain amount of time in one attempt. Simple enough to complete.


PLEASURE
FOOTAGE
25
CLIENT WANTS YOU TO Ⓐ POWERSLIDE FOR 1 SECONDS
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

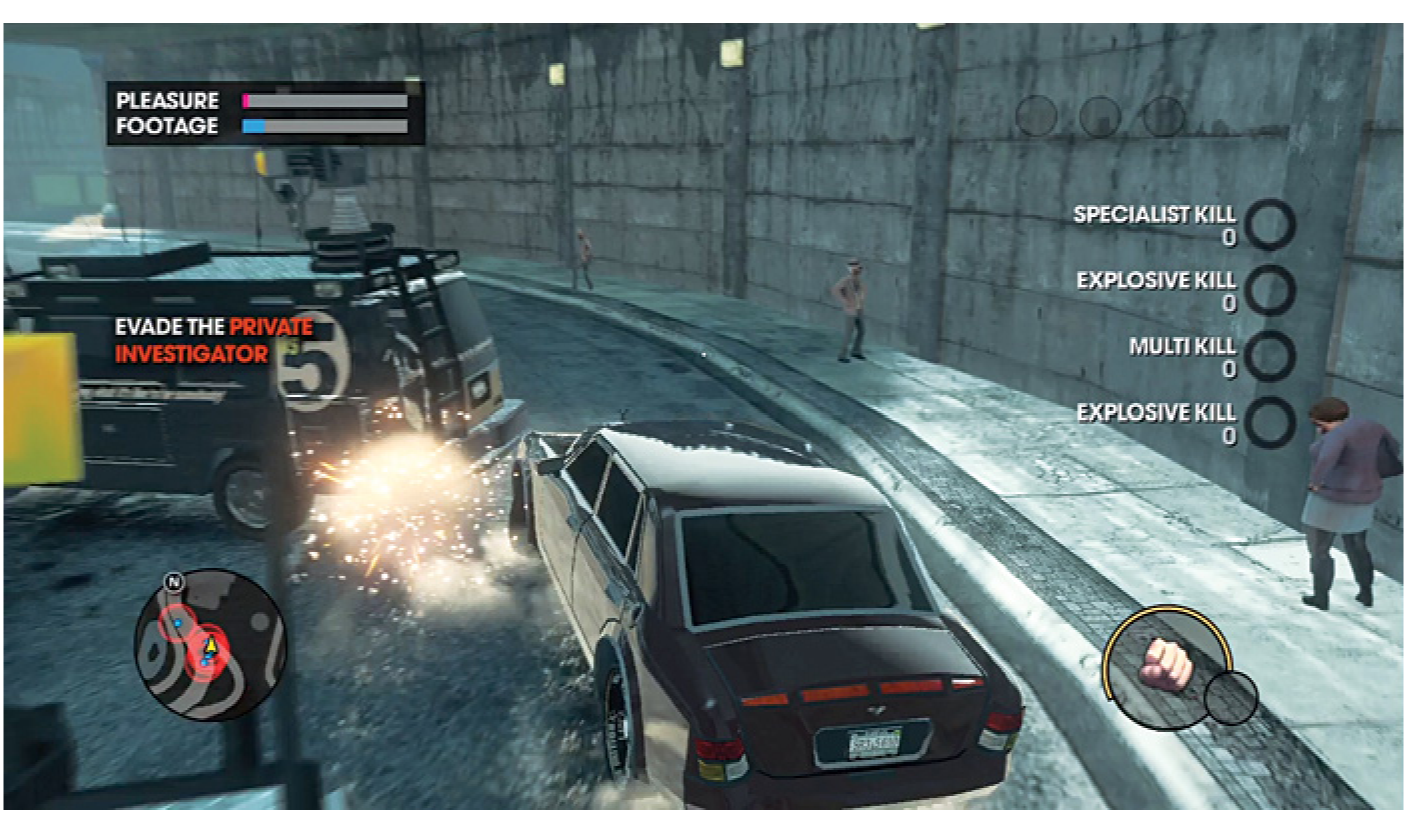
Powersliding for a set time.


PLEASURE
FOOTAGE
49 ft
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

Bringing the client and the working girl to a motel for some hourly action. Once the meter is filled, drop the client off at their requested stop. Simple, right? Lastly, the client can request that you stop the car for a moment.


PLEASURE
FOOTAGE
DRIVE AROUND AND LET THE CLIENT HAVE SOME FUN
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

Complicating matters are the paparazzi, who are trying to film the events within your vehicle, filling the footage meter. You're introduced to their particular brand of annoyance in the first Escort activity Zimos provides over your cell phone, but on the harder difficulty activities, the news vans become far more aggressive, oftentimes coming at you head-on and powersliding to a halt directly in front of you in an attempt to slow you down for the other vans that are doubtlessly pursuing you.


PLEASURE
FOOTAGE
EVADE THE PRIVATE INVESTIGATOR
SPECIALIST KILL 0
EXPLOSIVE KILL 0
MULTI KILL 0
EXPLOSIVE KILL 0

They usually appear on the map in groups of four to six, typically far enough away that you're given a chance to plot a new course. Sometimes, they will set up roadblocks with the vans, which you can plow through easily enough, but if the footage meter is already filled up high enough, this can cost you the mission, as the initial impact with one of the vans may slow you down enough that you stay in range of all the others while you accelerate back up to full speed.

Evading the vans is a matter of finding a good straightaway to speed down, and taking side streets and alleyways once you notice the vans setting up a roadblock on the minimap. Try to avoid tunnels, as that can lead you to getting boxed in. On the Hard difficulty, the footage meter builds up very quickly, so mistakes like this can cost you the mission.

Including the one Zimos offers, there are three escort activities of this nature.

Escort 1 (#1)

Location: Camano Place

Difficulty: Easy

Cash Earned: $2,000

Respect Earned: 200

Rewards: 2% Morningstar Gang District Control—$76 per hour

Escort 2 (#2)

Location: Camano Place

Difficulty: Medium

Cash Earned: $4,000

Respect Earned: 400

Rewards: 3% Morningstar Gang District Control—$101 per hour

Escort 3 (#3)

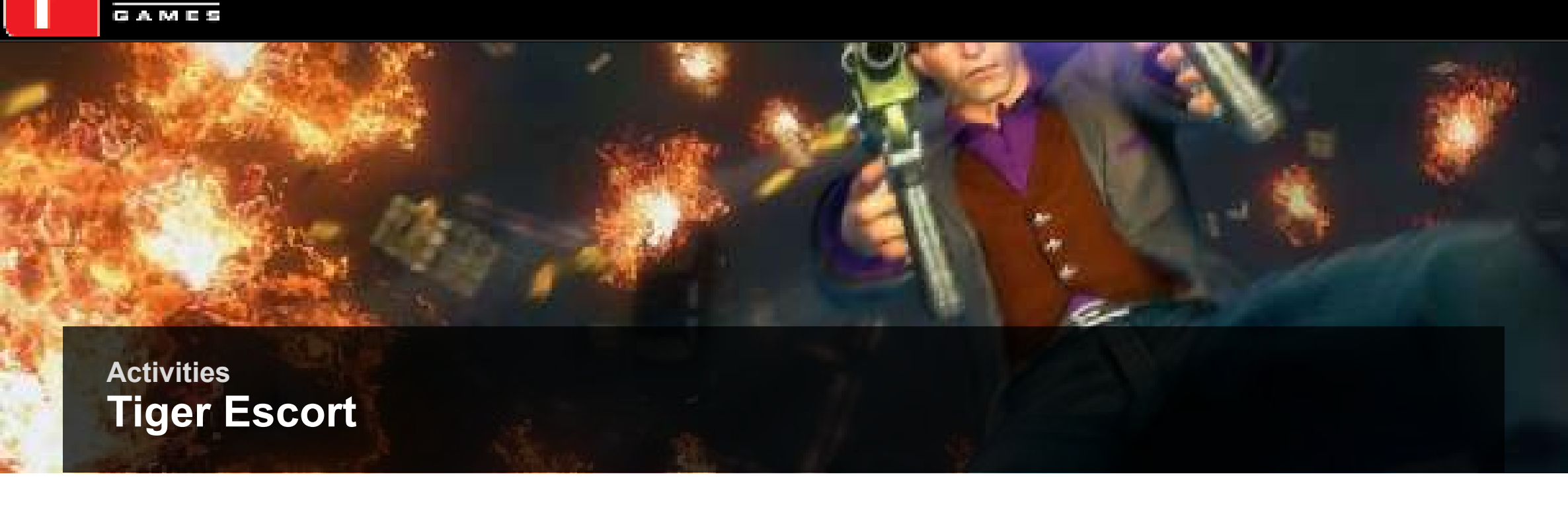
Location: Wesley Cutter International Airport

Difficulty: Hard

Cash Earned: $6,000

Respect Earned: 600

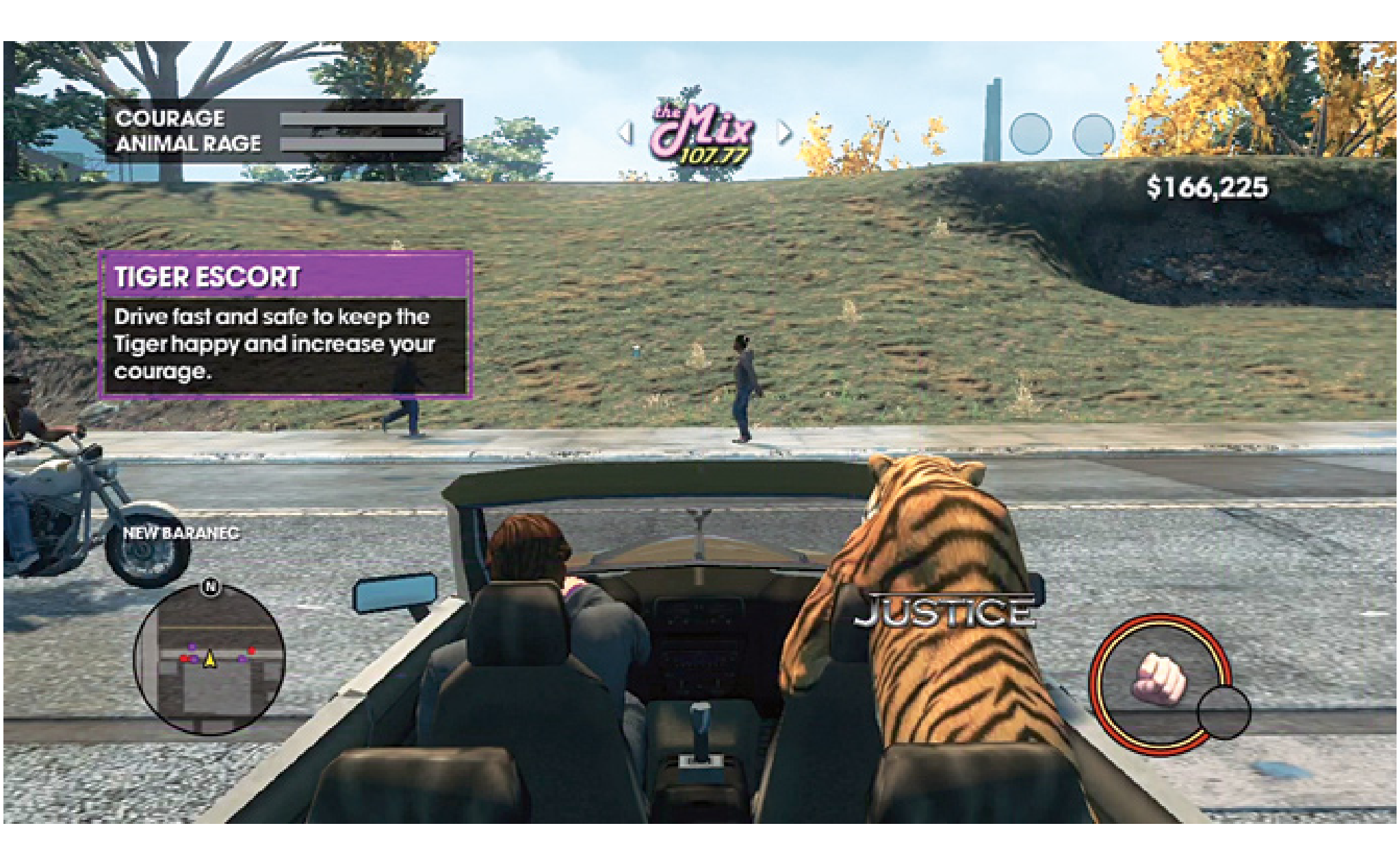
Rewards: 5% Morningstar Gang District Control—$61 per hour



Activities

Tiger Escort

Angel De LaMuerte (not an ominous name whatsoever) has decided that you are not tough enough to take on the top man of the Luchadores, which should have you wondering exactly what kind of monster you're gunning for. Never mind that by now you've been beaten, shot, stabbed, blown up, crushed, dropped out of an airplane, flown through said airplane, and who knows what else. He thinks you need to know how to overcome true fear to stand a chance. Conveniently enough, he has a pet tiger for you to drive around town for a little while.


COURAGE
ANIMAL RAGE
the Mix 107.77
$166,225
NEW BARANEC
JUSTICE

TIGER ESCORT
Drive fast and safe to keep the Tiger happy and increase your courage.

Tigers are much better as signs you can shoot in an episode of "Professor Genki's Super Ethical Reality Climax," but apparently this is going to help finally make a gangster out of you.

COURAGE
ANIMAL RAGE
THE GROVE

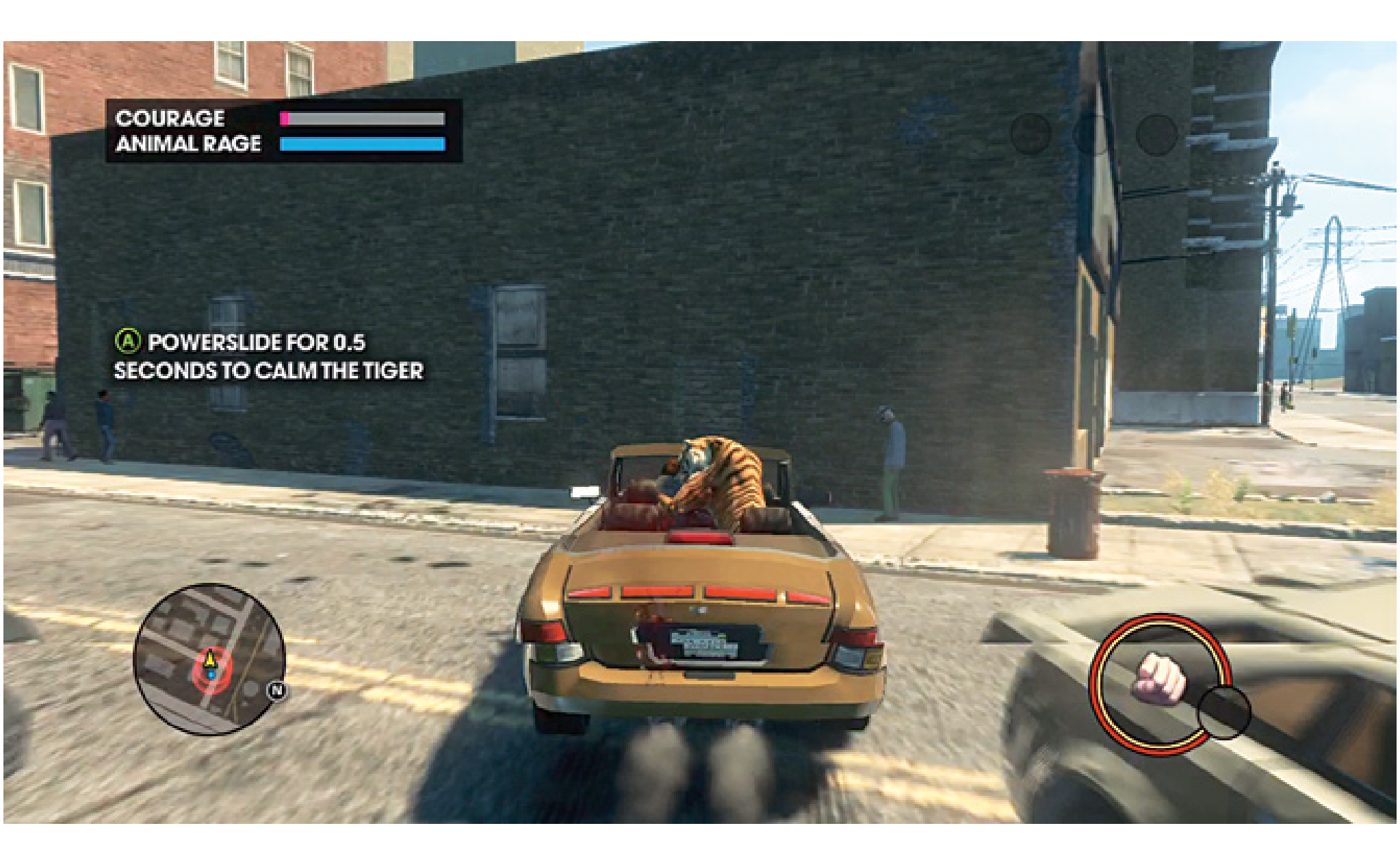
Similar to Escort missions that you can run for your other homie, Zimos, driving Angel's tiger around requires you to drive the "client"—in this case the tiger—around to please it, which fills your courage meter. You must drive fast so that the animal rage bar does not begin to fill up.

COURAGE
ANIMAL RAGE
BURNS HILL NUCLEAR
TECHNICALLY LEGAL
$166,950
RESPECT 2

If you slow down, stop, or hit other vehicles, the rage bar fills. Animal rights activist vans will be chasing you around, similar to the Escort mission TV news vans, and being in their vicinity causes the animal rage bar to fill up even faster than usual.

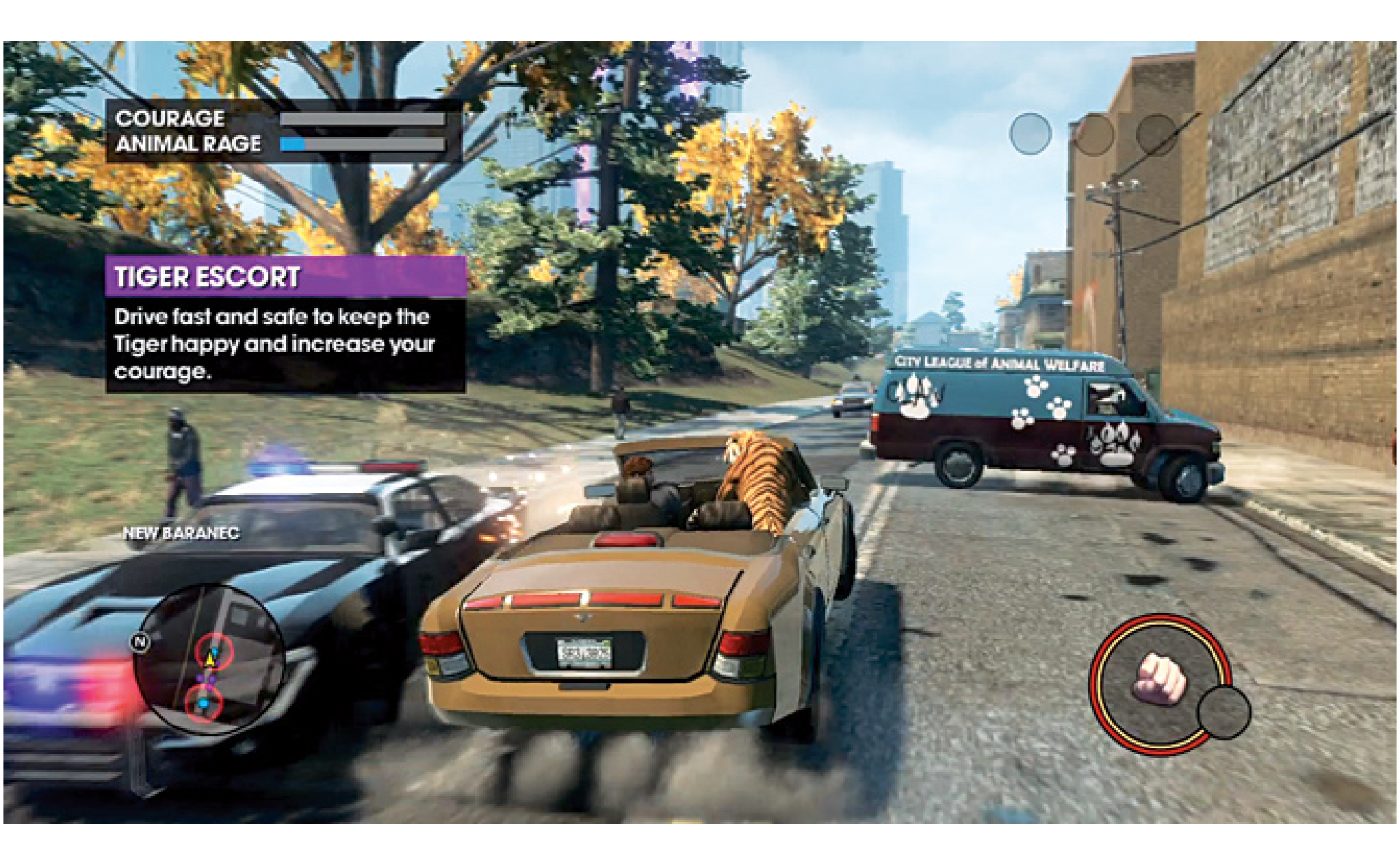
COURAGE
ANIMAL RAGE
$166,248
RESPECT 11
2X
TWO WHEELS
19 ft
2X
BIG AIR
56 ft
THE GROVE
BRIDGEPORT

Complicating all this is the fact that you have a flipping tiger in the car next to you. Being a tiger, he will paw at you at random, causing you to swerve violently to one side or the other. At high speeds, this can become a real tragedy real fast. It also means that no street, no matter how straight and wide it seems, is truly safe. Traffic is suddenly a much greater threat than before, and one random swipe of the cat can send you crashing into cars, buildings, and other obstacles. If animal rights vans are nearby when this happens, this can max out the rage bar incredibly fast.


COURAGE
ANIMAL RAGE

Ⓐ POWERSLIDE FOR 0.5 SECONDS TO CALM THE TIGER

If the rage bar does fill, you're not out of the game yet, but things become more interesting. The tiger will go tiger all over you as long as the bar is full, making driving a real pain as you keep swerving all over the place. You'll have to drift to calm the animal down, and in general, you'll want to drift if you must take a turn, because maintaining your speed keeps the tiger less angry.


COURAGE
ANIMAL RAGE
CITY LEAGUE of ANIMAL WELFARE
NEW BARANEC

TIGER ESCORT
Drive fast and safe to keep the Tiger happy and increase your courage.

Vans full of animal rights activists will pursue you in each Tiger Escort, trying to stop you and film you. If they get close, your courage meter stops filling, and the animal rage meter starts. As with the Zimos Escort activities, you need to evade them by planning out your route somewhat in advance by checking the minimap. Just because you manage to lose one set of vans does not mean the activists are giving up. They will set up roadblocks ahead of you and take side streets to try and sideswipe you and cut you off, growing in aggression with each difficulty level.

COURAGE
ANIMAL RAGE
NEAR MISS
1
BRICKSTON

The trick of all Tiger Escort activities is to find a good, long street that is wide enough to give you some breathing room to prevent the tiger from beating you senseless. You can use these roads as a loop of sorts, to swing back around and travel at full speed, to keep the courage meter filling. Narrow roads + traffic + tiger + activists = a recipe for disaster.

Escort Tiger 1 (#4)

Location: New Baranec

Difficulty: Easy

Cash Earned: $2,000

Respect Earned: 200

Rewards: 2% Luchadores Gang District Control—$152 per hour

COURAGE
ANIMAL RAGE
$166,228
RESPECT 1
NEAR MISS
2
BRIDGEPORT

The first Tiger Escort for Angel is about as tame as the missions come, but the following rides will send more animal rights activist vans right at you, the tiger itself is quicker to swipe at you and go into a rage, and your courage meter takes longer to fill with each increase in difficulty.

COURAGE
ANIMAL RAGE
BURNS HILL NUCLEAR
TECHNICALLY LEGAL
NEAR MISS
1
YEARWOOD

For this mission, the relatively safest route has you make a left immediately from your starting location. This road is only two lanes, but once you reach the end of it, you can make another left that puts you on a very wide four-lane street.

COURAGE
ANIMAL RAGE
NEAR MISS
1

If you're lucky, the swipes from the tiger won't send you into other vehicles, and the wide lanes will give you a chance to react to activist vans that come at you head-on. Your goal on every Tiger Escort is to get to those wide streets, and the starting central island has many surface streets that meet this need. If you can get onto the central highway, that can also be a good spot to loop around with relative safety.

Once your courage is full, the mission is complete, and the remaining Tiger Escort activities are unlocked on the map. How tough do you really need to be to handle the Luchadores?

Escort Tiger 2 (#5)

Location: New Baranec

Difficulty: Medium

Cash Earned: $4000

Respect Earned: 400

Rewards: 2% Luchadores Gang District Control—$126 per hour

COURAGE
ANIMAL RAGE
$169,464
NEW BARANEC
JUSTICE

TIGER ESCORT
Drive fast and safe to keep the Tiger happy and increase your courage.

When you start this drive, you may be tempted to make an immediate right and follow the street onto the freeway spanning the water to the next island.

COURAGE
ANIMAL RAGE

This is not always a sure bet! One swipe from the tiger and you can end up like this, after bouncing off of walls and traffic.

COURAGE
ANIMAL RAGE
BIG AIR
84 ft

Still, it is a good stretch of road, and if you manage to keep up your speed and remain somewhat in control while you cross the bridge, you will have plenty of long and wide roads on the next island to take advantage of.

COURAGE
ANIMAL RAGE
TECHNICALLY LEGAL
NEAR MISS
1

If you do manage to take the freeways or bridges safely onto the central island, the wider streets in the downtown district are once again your playground, but there are plenty of roads near where you start that can be exploited in your quest for courage.

Escort Tiger 3 (#6)

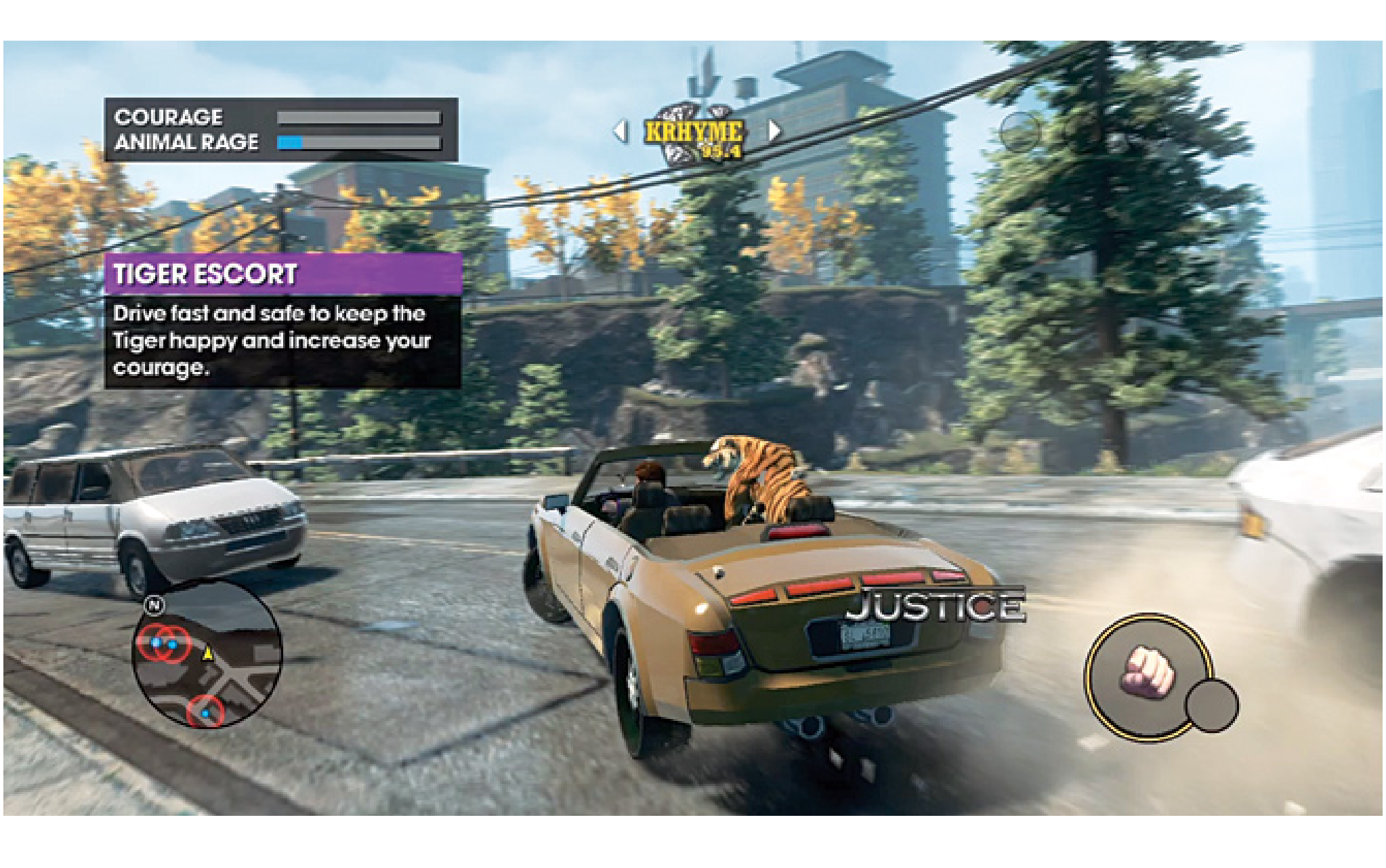
Location: Yearwood

Difficulty: Hard

Cash Earned: $6,000

Respect Earned: 600

Reward: 2% Luchadores Gang District Control—$66 per hour

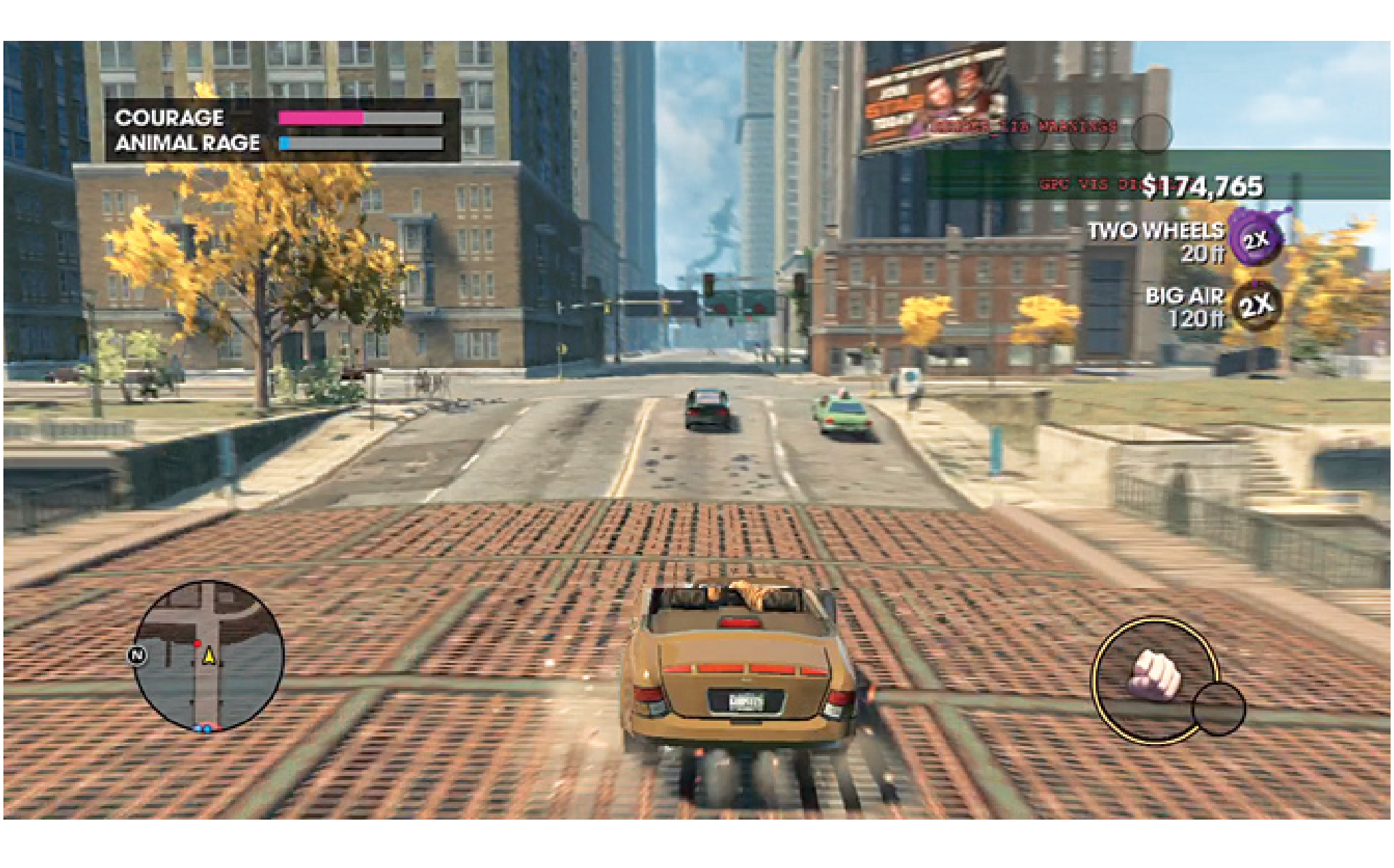

COURAGE
ANIMAL RAGE
KRHYME
JUSTICE

TIGER ESCORT
Drive fast and safe to keep the Tiger happy and increase your courage.

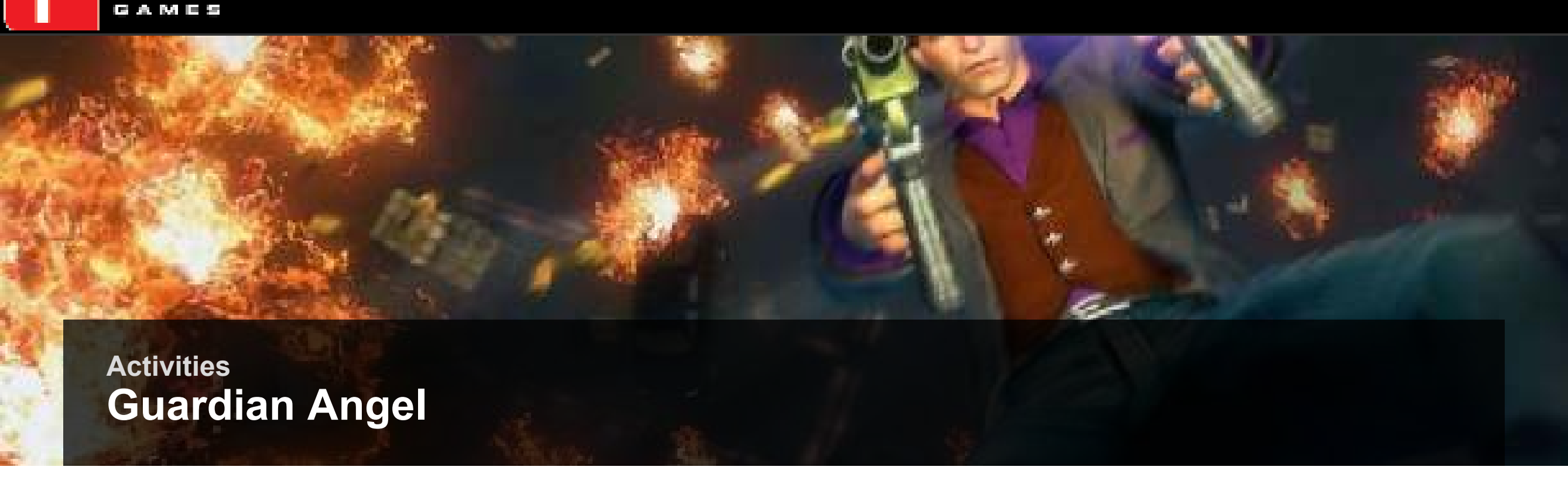
As soon as you start, make a left and fight your way past the activist vans. Stay on this road, and ignore any turns. You're headed for more open territory.

COURAGE
ANIMAL RAGE

The road you're on merge right with another street, near a lake. Stay on this road! Pass up three turns you can make, left or right. You reach New Baranec and soon see a wide street you can exploit. Make the left at that large street.


COURAGE
ANIMAL RAGE
$174,765
TWO WHEELS
20 ft
2X
BIG AIR
120 ft
2X

Stick with this road, traveling over the bridge into the downtown area of Steelport, and then into the Sunset Park area. This is your ideal playground for this Tiger Escort, with plenty of long and wide stretches of road you can use. You'll need every bit of it. This mission takes the longest to fill the courage meter, so you need every advantage you can get!



Activities

Guardian Angel

Guardian Angel

These two activities are actually tied directly into the story line, but unlike the majority of the story missions, they can be done repeatedly by going to their activity icons on the map.

Guardian Angel—Pierce (#7)

Location: Henry Steel Mills

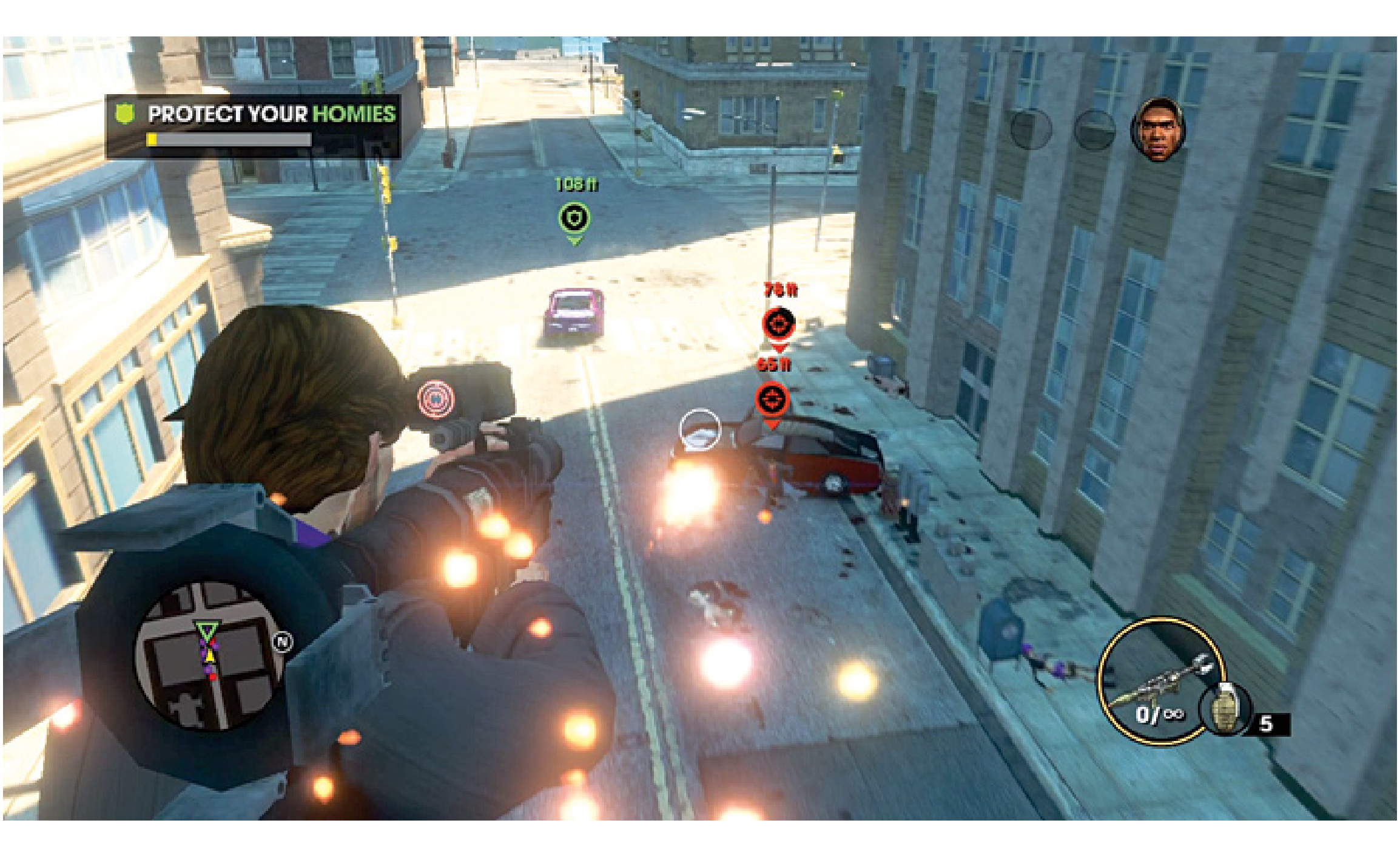
Difficulty: Easy

Cash Earned: Cash Earned: $2000

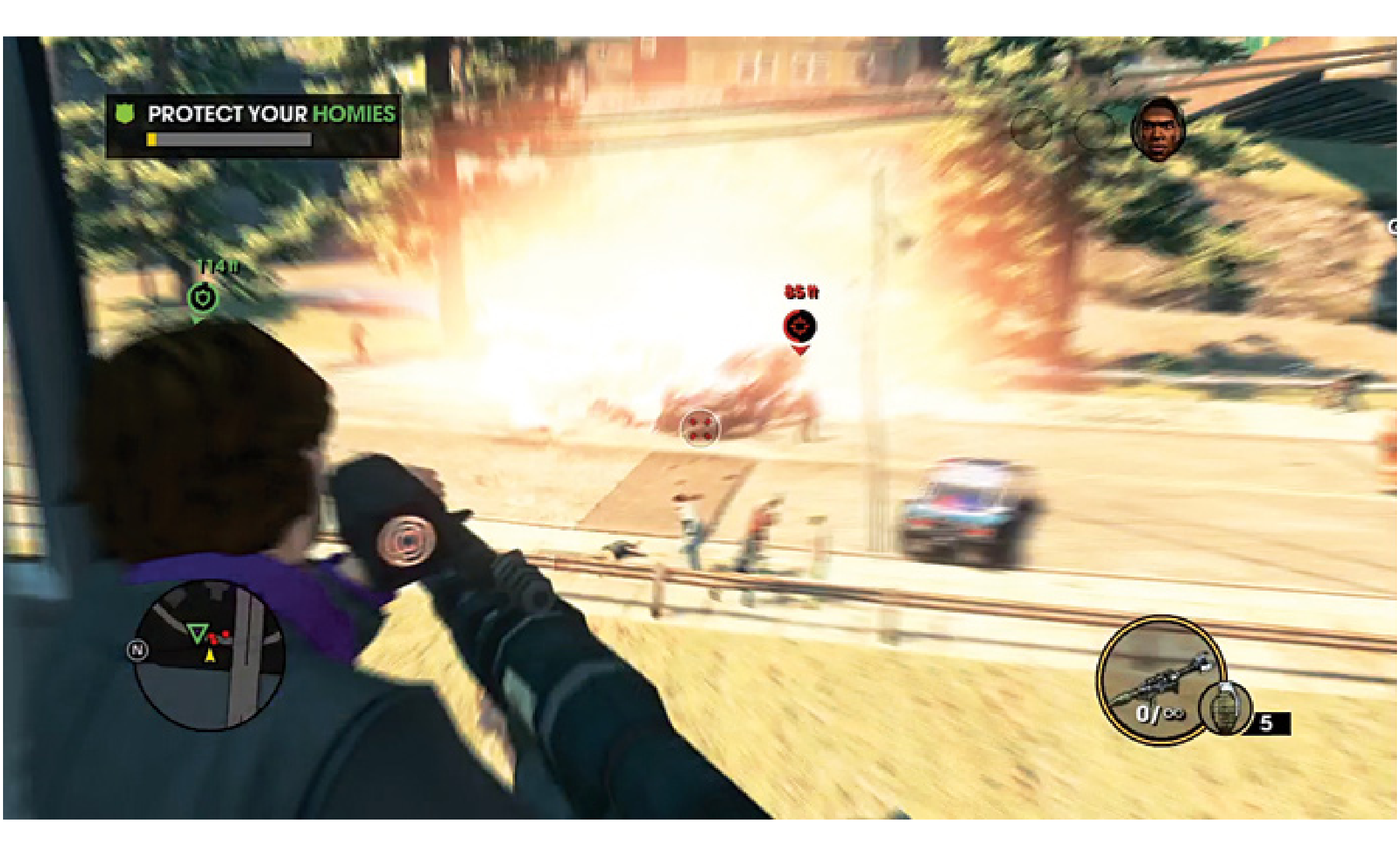
Respect Earned: 200

Rewards: 2% Morningstar District Control—$44 per hour

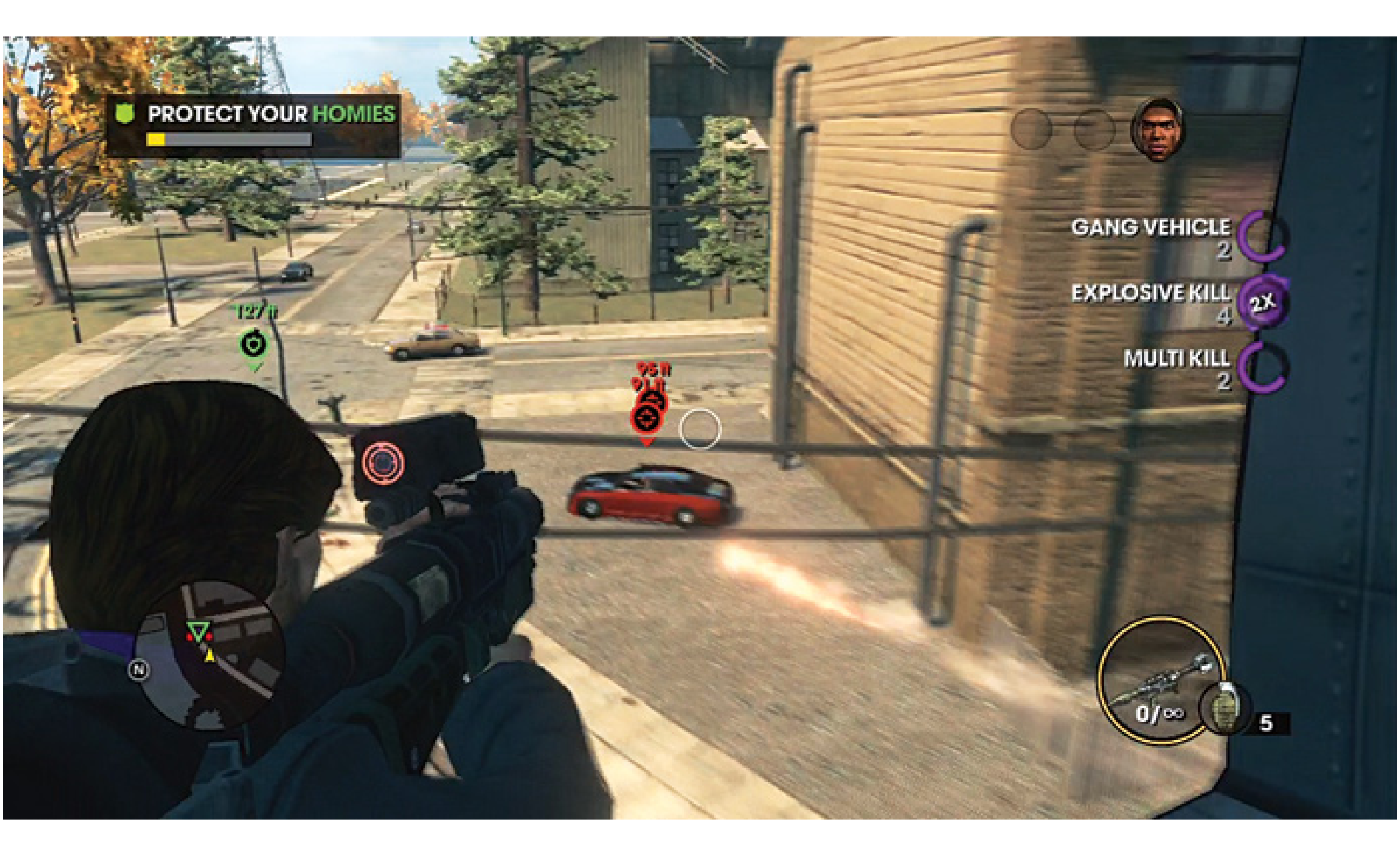
Despite the difficulty rating, this mission is fortunately about as straightforward as anything gets with the Saints involved. Pierce needs you to escort him to the target building, and how can he possibly top you in a helicopter with unlimited rockets? The answer is: He can't.


PROTECT YOUR HOMIES
108 ft
78 ft
65 ft
0/∞
5

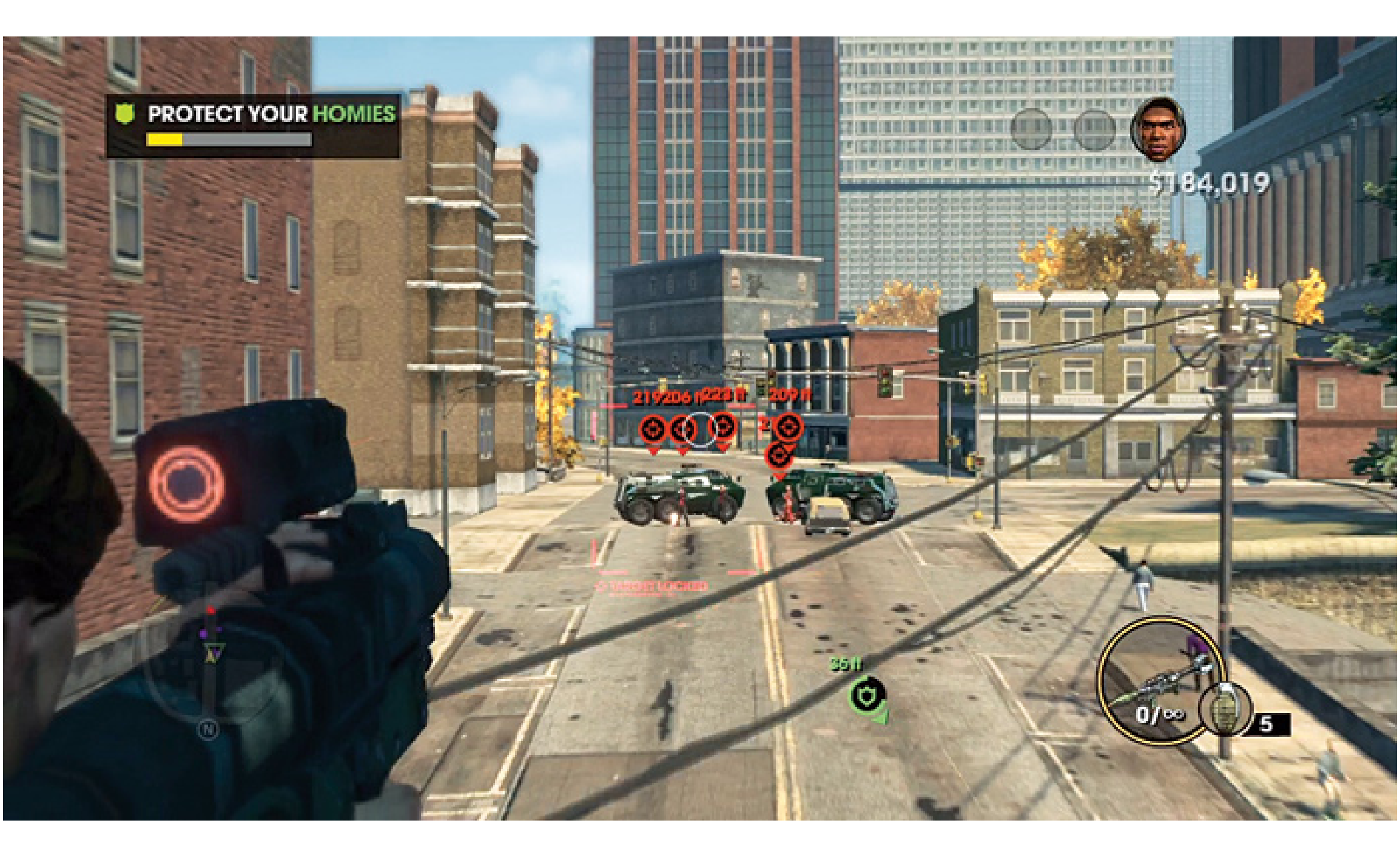
The helicopter pilot is good and gives you a generally steady flight path for the first half of the mission, leaving you able to concentrate totally on giving the Morningstar much deserved deaths as they drive in from various alleys and side streets in front and behind Pierce's car as he rolls toward his destination.


PROTECT YOUR HOMIES
114 ft
85 ft
0/∞
5

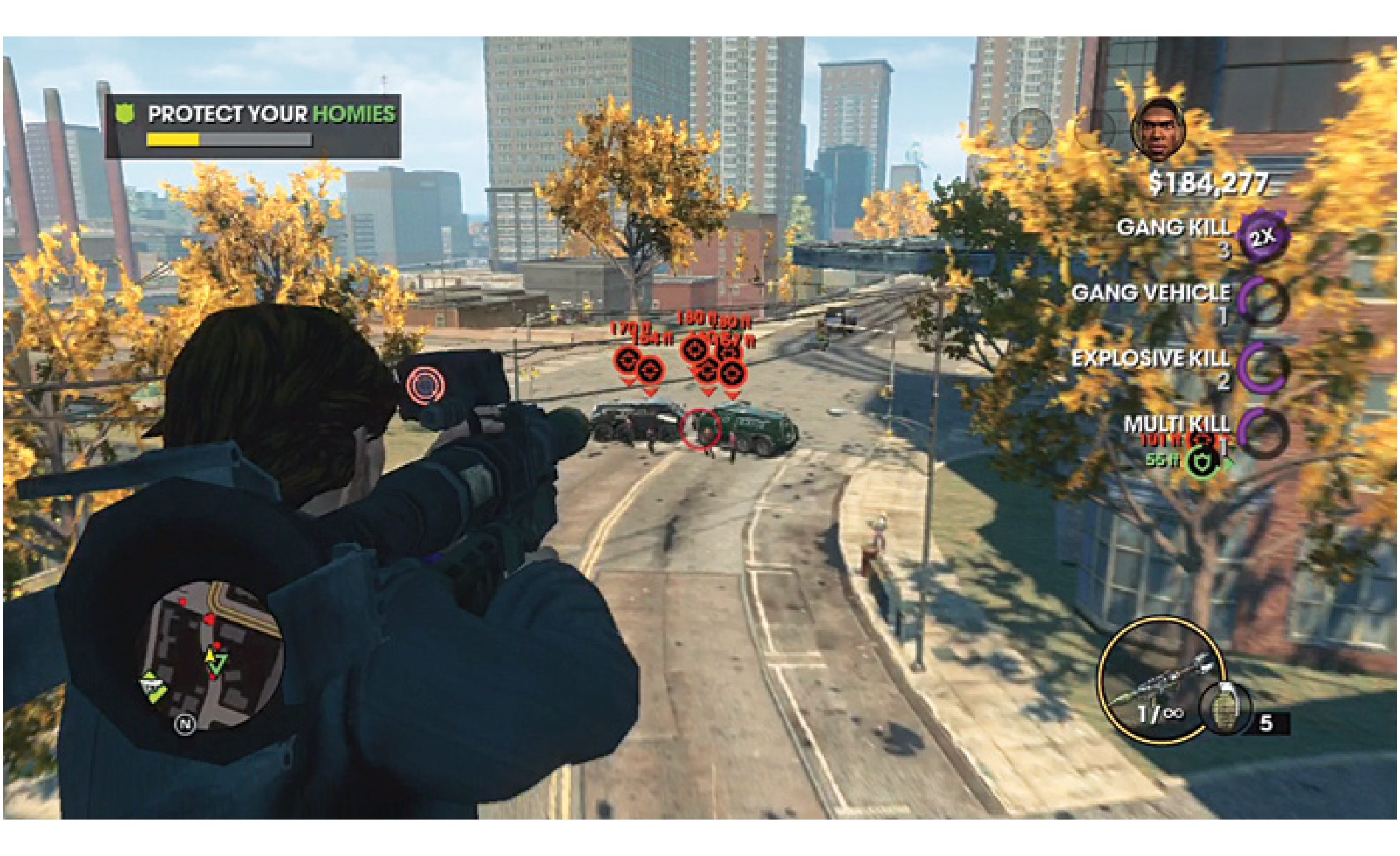
For the most part, you are likely a greater threat to him than the Morningstar are. Fire your rockets carelessly, and you can take out your homie's car in one or two direct hits! Try to kill the Morningstar cars before they get too close, as their deaths can also harm Pierce. If they do get too close, try to place a shot close to their vehicle while also being as far from your homie as possible.


PROTECT YOUR HOMIES
GANG VEHICLE
2
EXPLOSIVE KILL
4
2X
MULTI KILL
2
127 ft
75 ft
0/∞
5

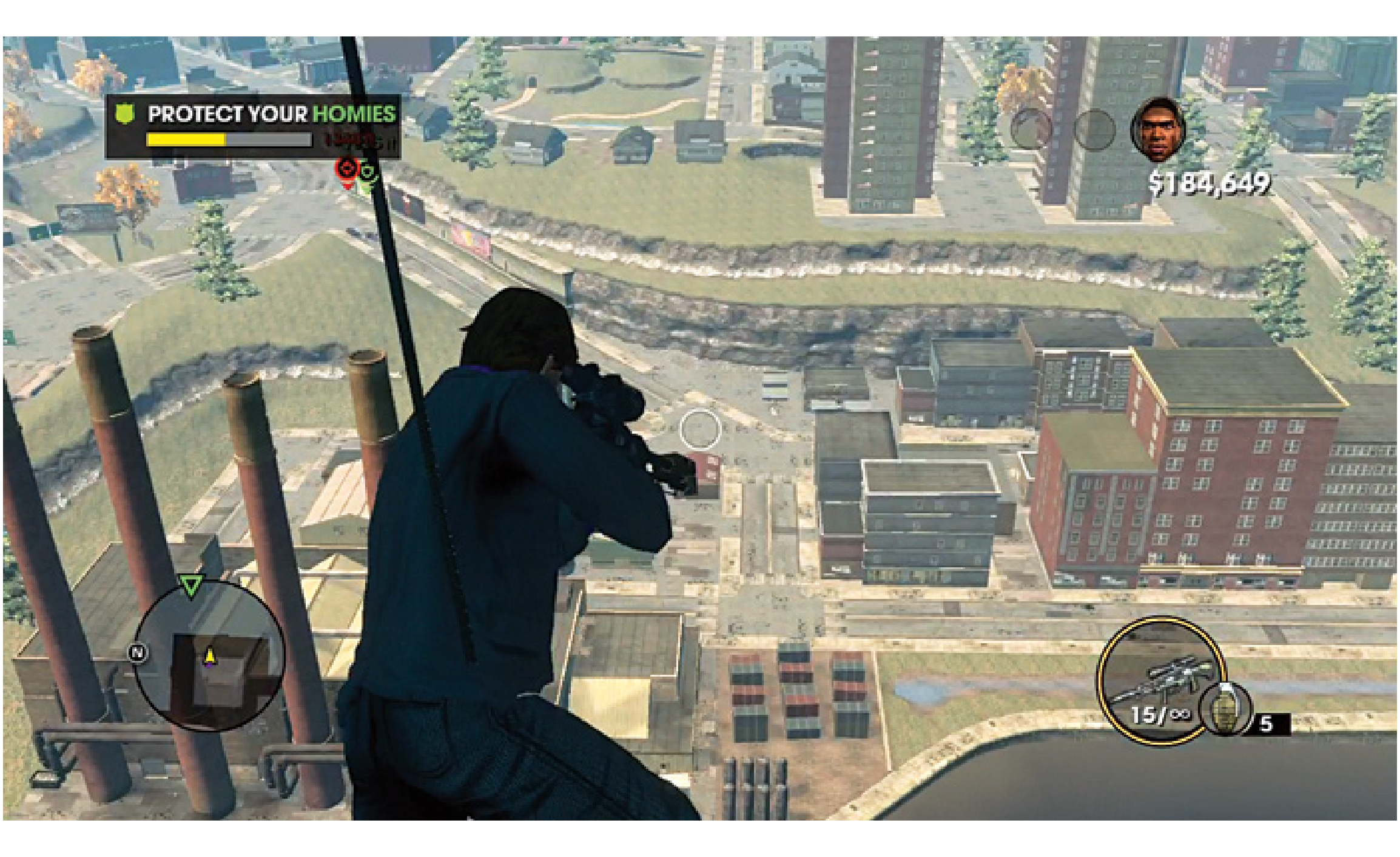
Any car that is designated with a small red arrow and target sight on the HUD is a target vehicle that is directly threatening Pierce. You might see other blips on the ground, but unless they are directly called out, you can ignore them.


PROTECT YOUR HOMIES
$184,019
0/∞
5

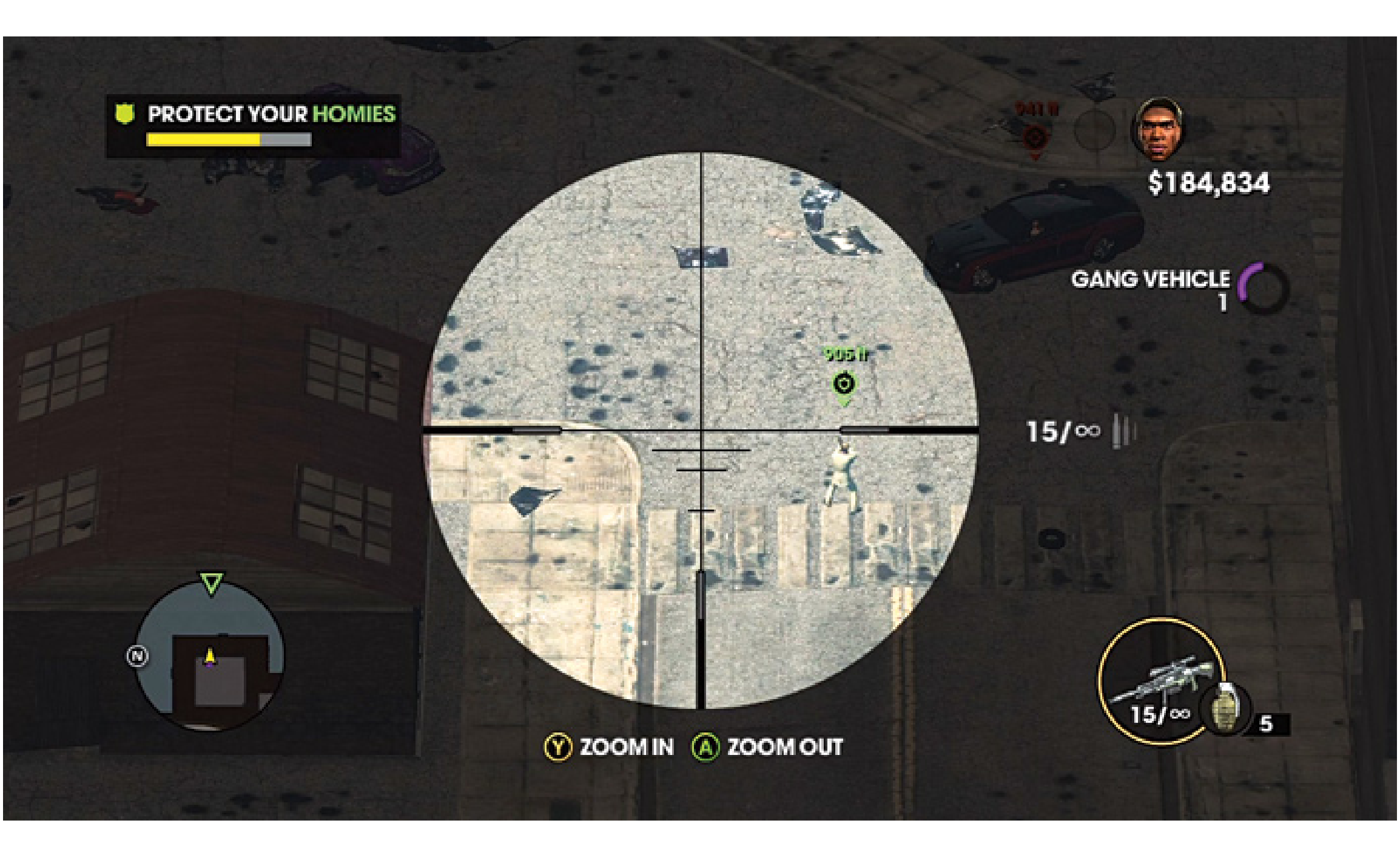
Eventually, Pierce will inform you of a roadblock with significant Morningstar presence waiting for him. This is the first legitimate threat they present to him, which is easily remedied by planting a rocket in the hood of one of the vehicles at the center of the blockade.


PROTECT YOUR HOMIES
$184,277
GANG KILL
3
2X
GANG VEHICLE
1
EXPLOSIVE KILL
2
MULTI KILL
1/∞
5

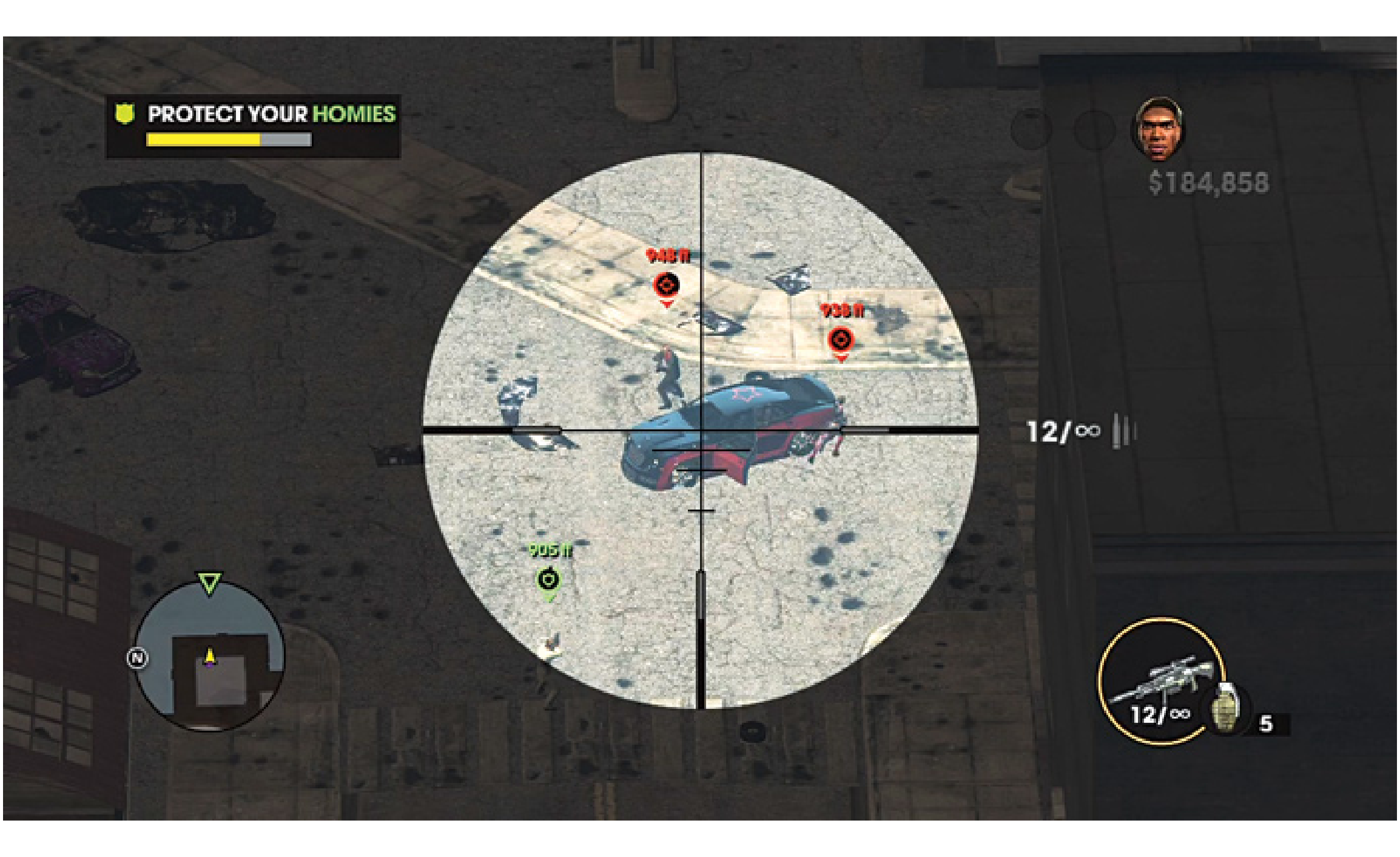
A short time later, a second roadblock is called out for destruction, and once Pierce blows past the debris and crosses onto the bridge, you'll be in the second phase of the mission.


PROTECT YOUR HOMIES
$184,649
15/∞
5

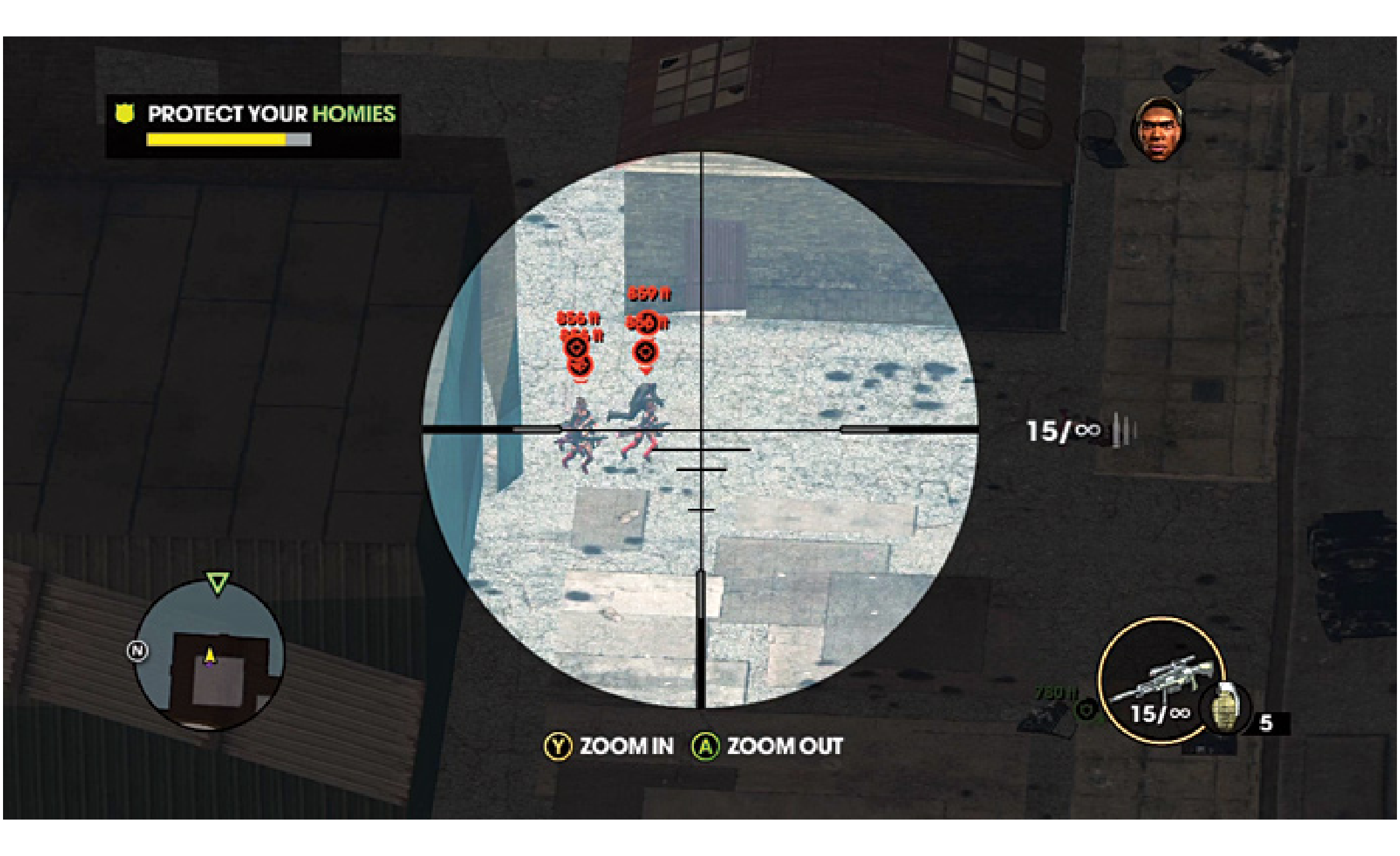
The helicopter lands atop a skyscraper facing across the river toward where Pierce is headed, making the rocket launcher worthless. Fortunately, you have a high-powered sniper rifle for this next bit. If you've been diligent in clearing out the enemy, Pierce will clear the bridge unmolested. If not, the moment you have the rifle ready, zoom in and try to take out the vehicles. Three to five shots from the rifle will take care of them.


PROTECT YOUR HOMIES
$184,834
GANG VEHICLE
1
15/∞
15/∞
5
Ⓨ ZOOM IN
Ⓐ ZOOM OUT

As Pierce approaches the target building, he exits the vehicle and proceeds on foot. Morningstar ambushers continue to dog him, driving up in their vehicles and jumping out to attack him.


PROTECT YOUR HOMIES
$184,858
12/∞
12/∞
5

You can thin the odds by killing the driver and passenger of each car before they even exit, or just destroy the car with direct fire. Try to not stay zoomed in, as that cuts down how fast you can shift your aim to deal with new threats.


PROTECT YOUR HOMIES
15/∞
15/∞
5
Ⓨ ZOOM IN
Ⓐ ZOOM OUT

Eventually a group of Morningstar rush from a factory to your left on the street Pierce is running through, and two more cars join them. By this point, the protect your homies meter should be nearly full, and when these punks go down, you'll clear the mission.

Guardian Angel—Kinzie (#8)

Location: Ashwood

Difficulty: Hard

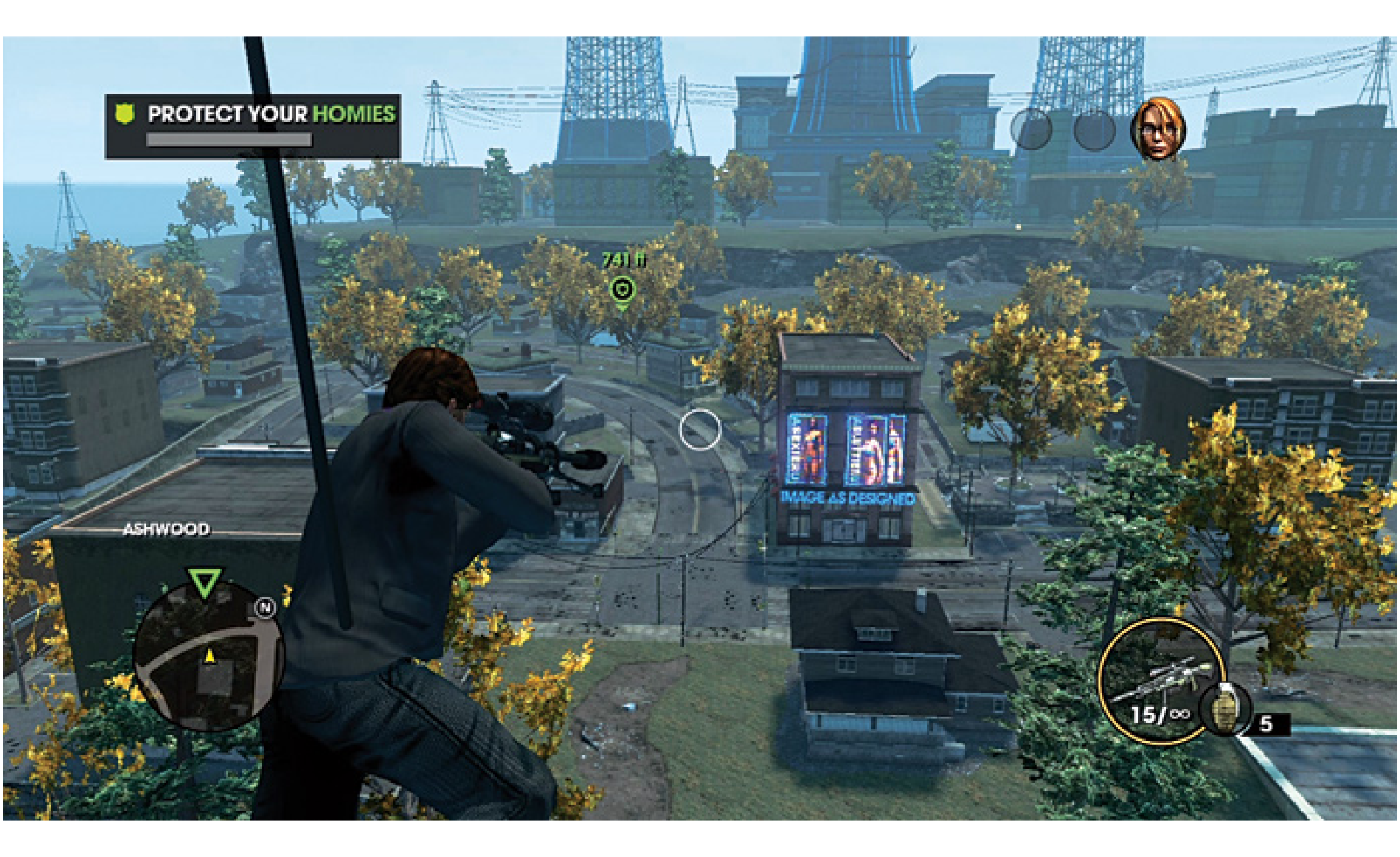
Cash Earned: $6,000

Respect Earned: 600

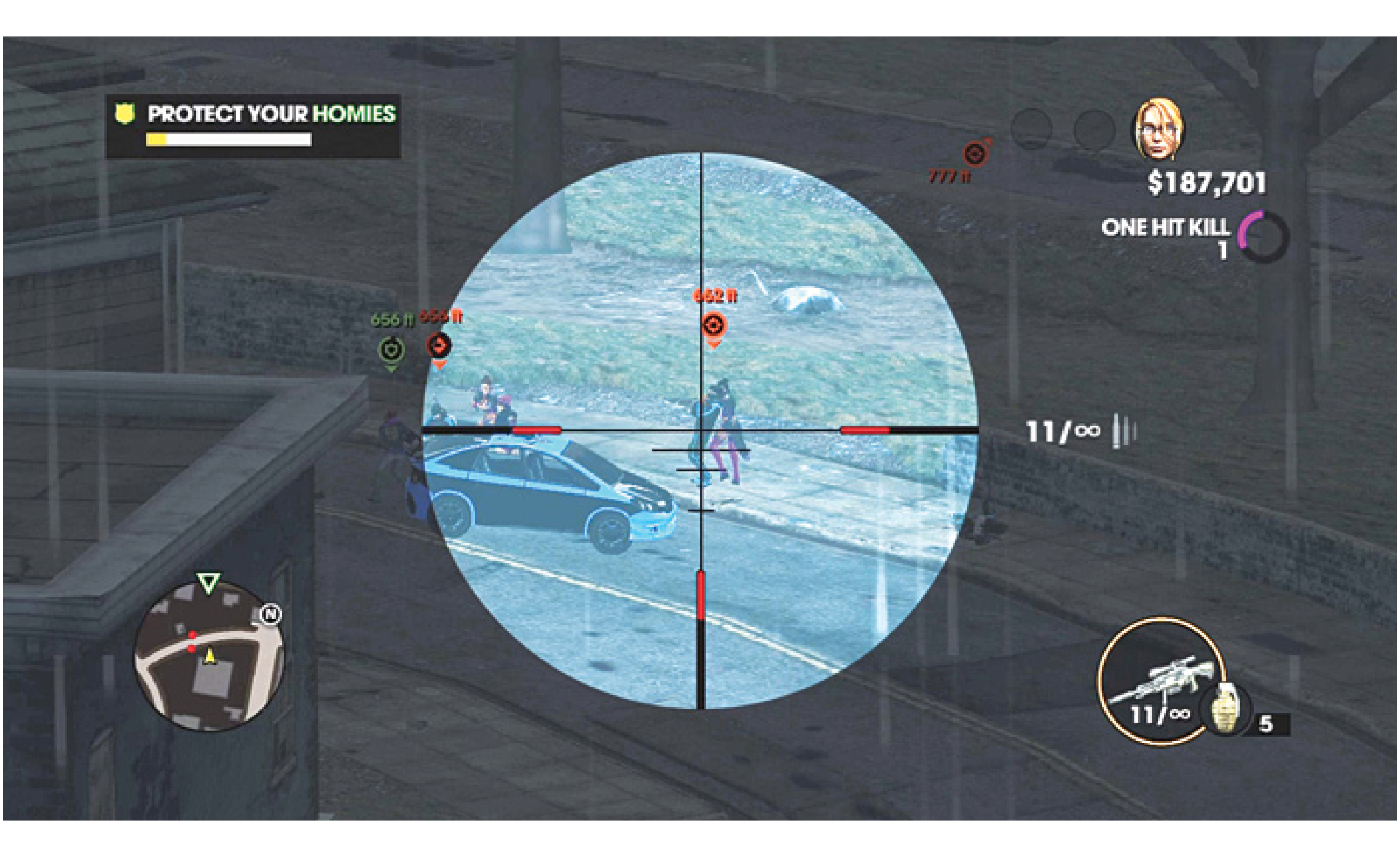
Rewards: 2% Deckers District Control—$66 Per Hour

Kinzie's hacking antics have made her a very attractive target for the Deckers, and she requests your help. You offer to come directly to her, but she has something different in mind. It's time for another date with a helicopter, a sniper rifle, and unlimited rockets.

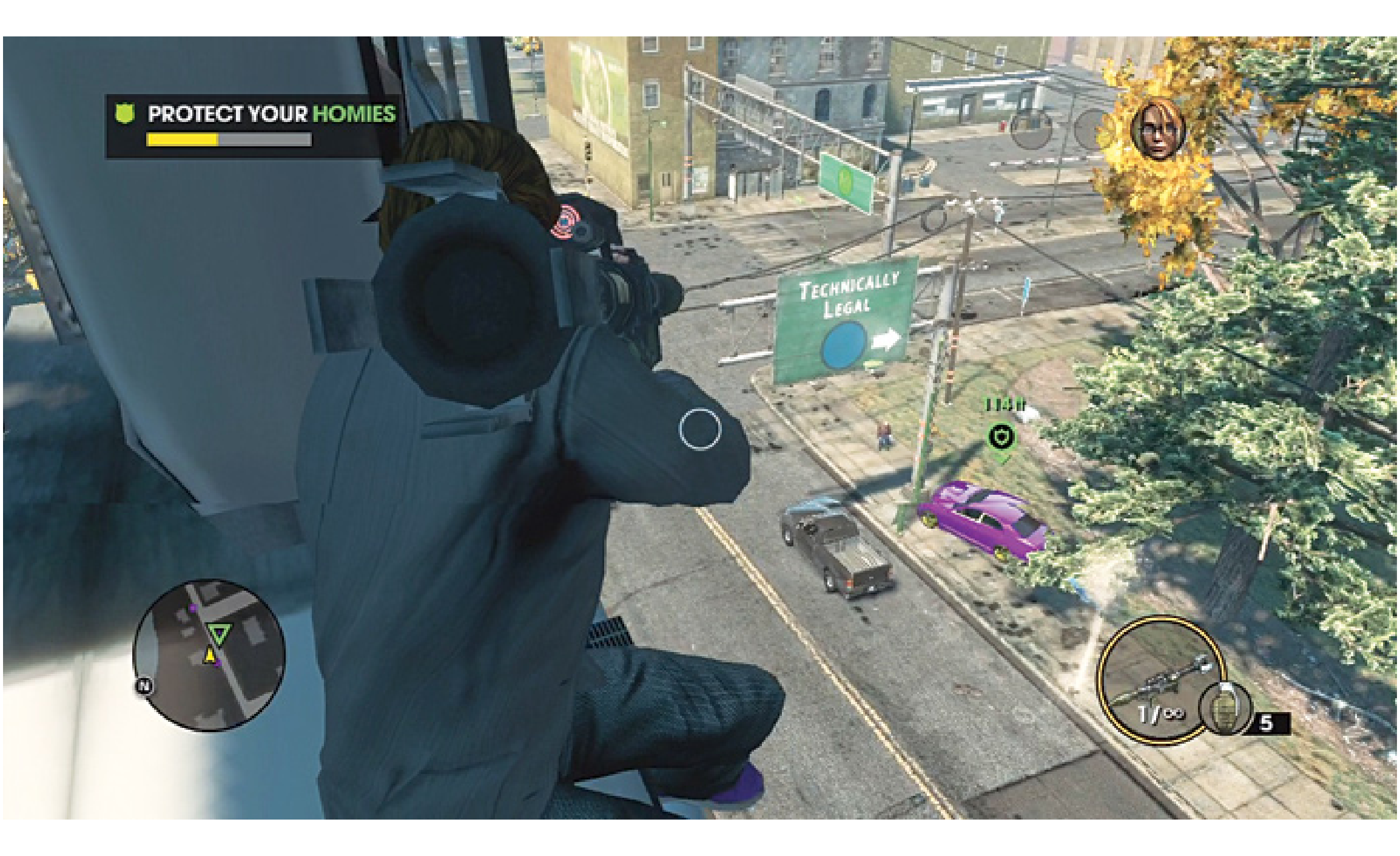
You start this Guardian Angel mission already dangling from the side of a building, sniper rifle out. Kinzie is in the distance with several Saints guarding her.


PROTECT YOUR HOMIES
ASHWOOD
15/∞
5

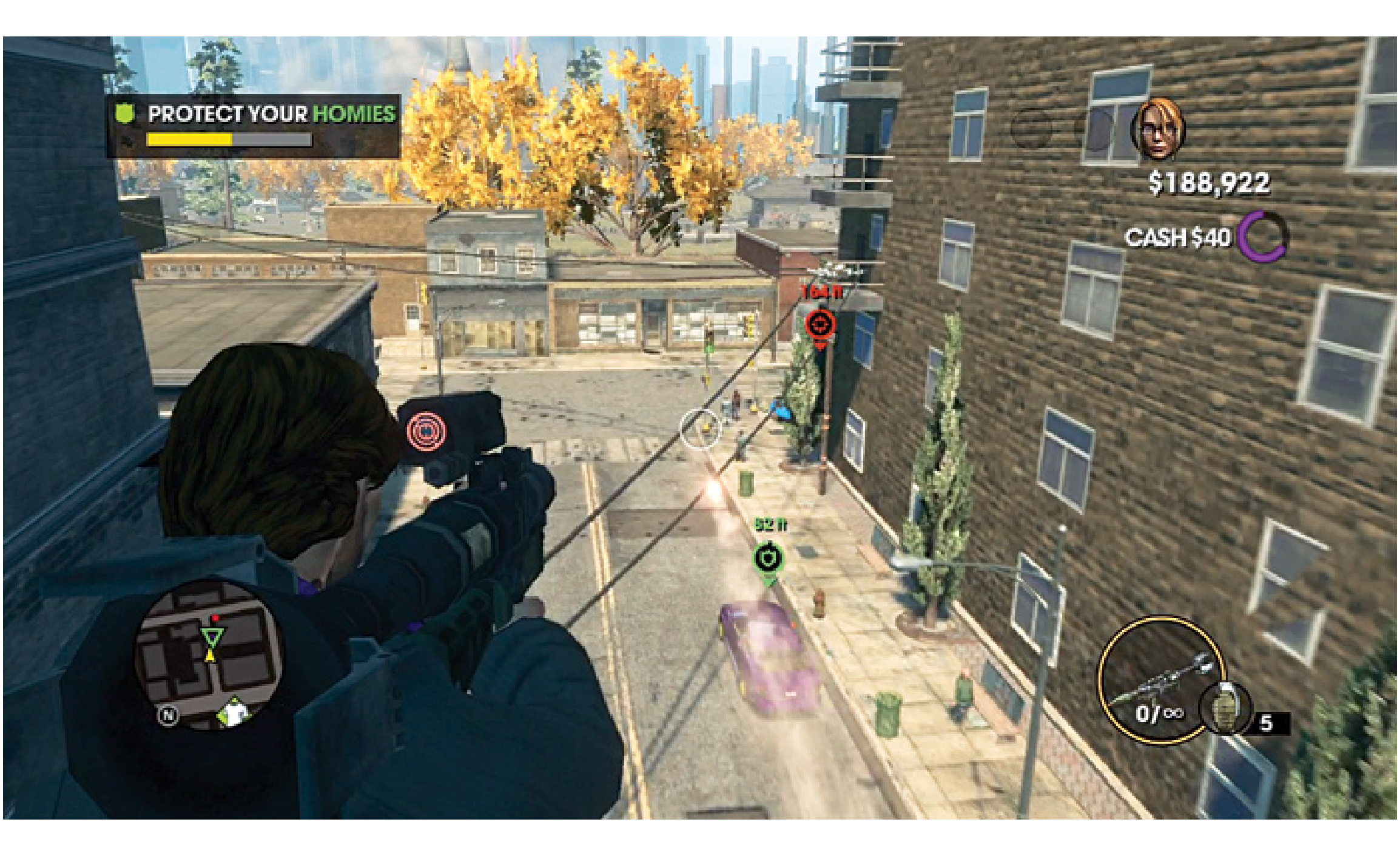
Deckers begin pulling up in their vehicles much like the Morningstar did in Pierce's Guardian Angel mission, but the Deckers' cars are a bit more durable, so taking them out with direct fire is a bit more time consuming. Try to plug passengers and driver before they exit the vehicle to thin the odds. If you clear a wave of enemies, zoom out so you can move quickly toward the next group once they drive into view.


PROTECT YOUR HOMIES
$187,701
ONE HIT KILL
1
11/∞
11/∞
5

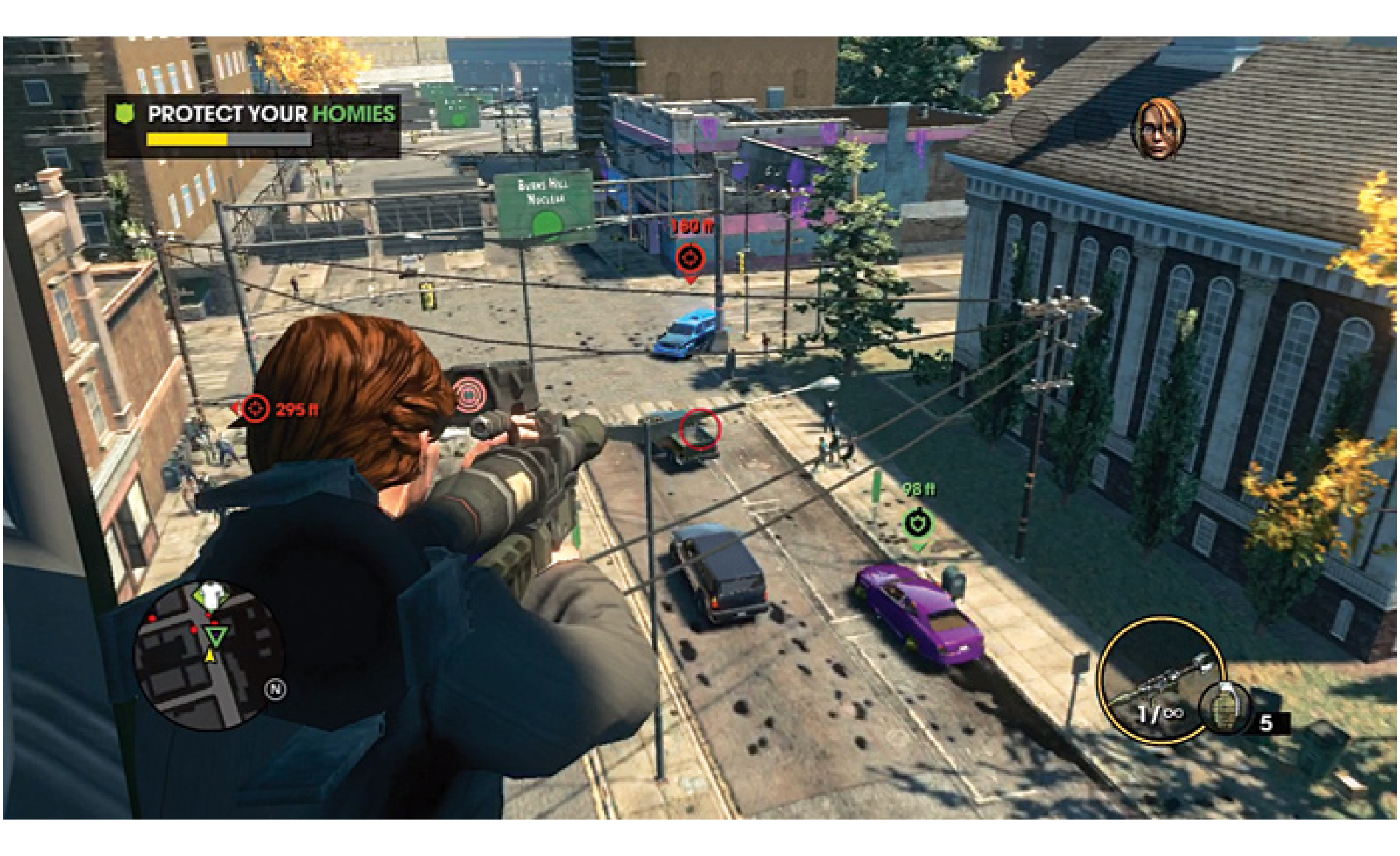
You'll find that the Deckers are much more persistent and numerous than the Morningstar were, so quickly you may find yourself overwhelmed by targets. Don't waste shots; wait for the enemy to stop moving before feeding them a sniper shot.


PROTECT YOUR HOMIES
TECHNICALLY LEGAL
1/∞
5

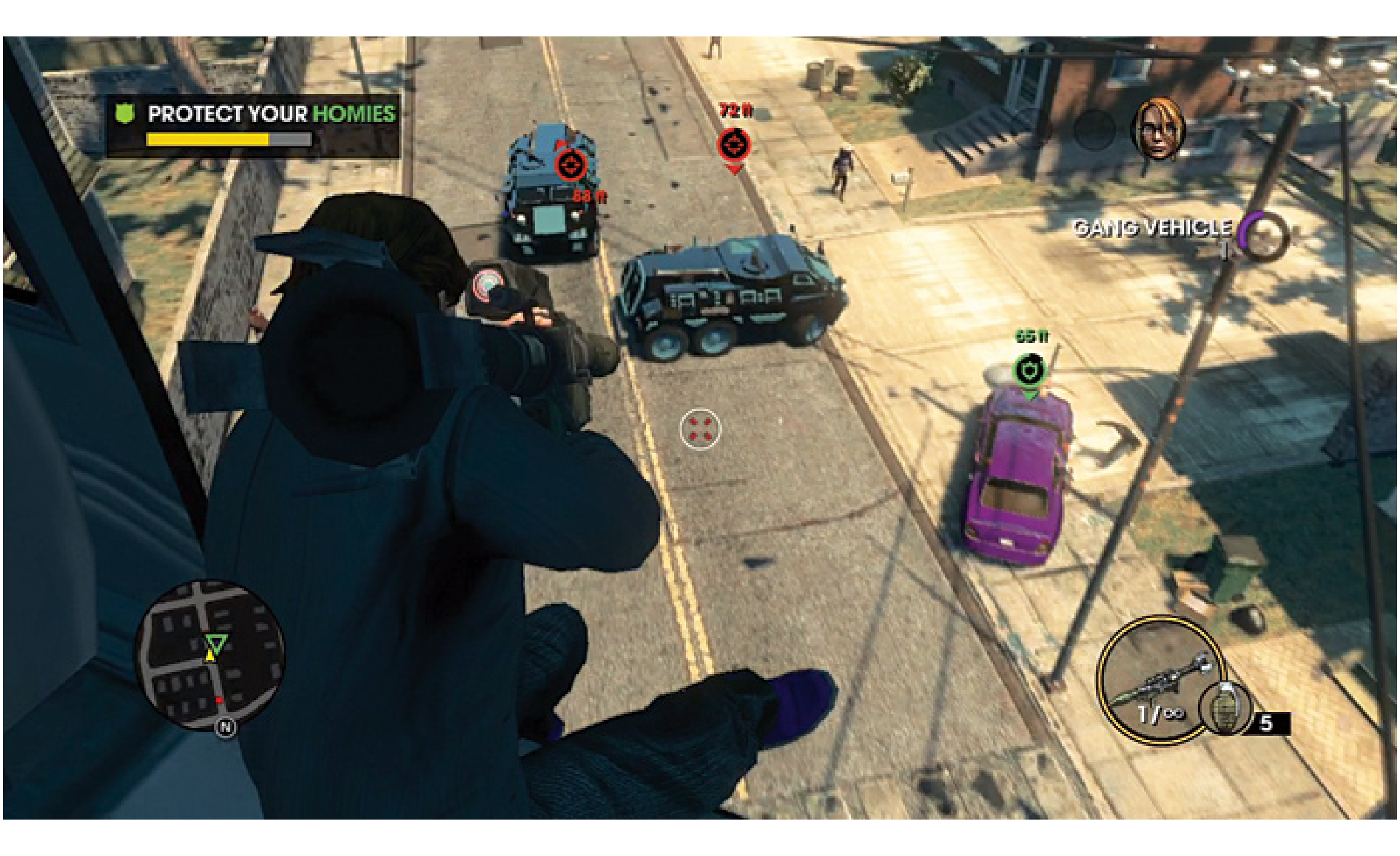
Eventually, Kinzie and any surviving Saints enter the getaway vehicle (in a very discreet purple), and you will be pulled on board the helicopter to take up your rocket launcher once more.


PROTECT YOUR HOMIES
$188,922
CASH $40
0/∞
5

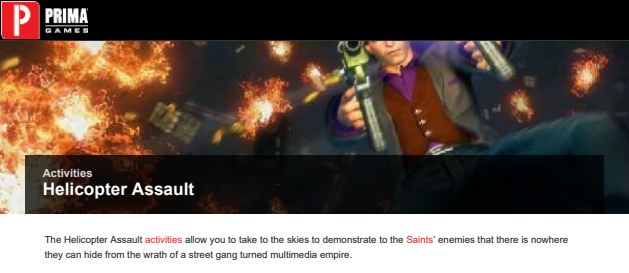
The pilot again will maintain a reasonable, steady flight path, so it's on you to take out the Deckers before they get to close to Kinzie. The same rules from before apply: Take them out as far away from her as possible, and watch your fire. The Deckers have rockets of their own, and that presents a grave threat to your homies. If they are chasing them down for long enough, they will take accurate and repeated rocket shots, so you cannot be lax.


PROTECT YOUR HOMIES
295 ft
98 ft
1/∞
5

They also bring out heavier vehicles that can survive a direct hit from the rocket launcher—a dangerous situation as Kinzie's driving skills are only slightly better than her social skills, and she tends to plow into them, making a follow up shot a dicey proposition. Worse yet, her drive is longer than Pierce's was, so if she takes too much damage early on, you might have difficulty protecting her in the last legs of the mission.


PROTECT YOUR HOMIES
72 ft
66 ft
GANG VEHICLE
1/∞
5

Once the protect meter is full, the mission is complete!



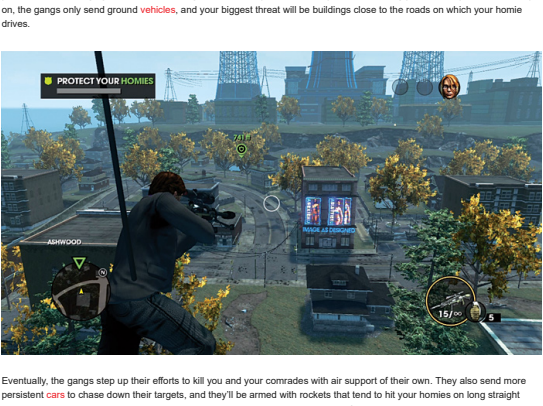
Activities

Helicopter Assault

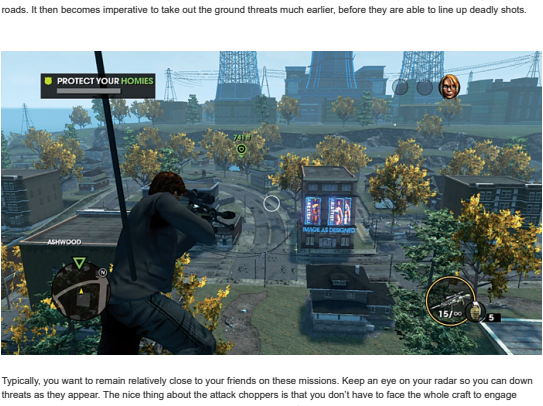
The Helicopter Assault activities allow you to take to the skies to demonstrate to the Saints' enemies that there is nowhere they can hide from the wrath of a street gang turned multimedia empire.

You're introduced to the first set of three Helicopter Assaults in the Downtown area of Steelport, where Pierce intends to use information uncovered in a Morningstar vault to draw the rival gang out so that you can slaughter them. Another set is introduced after you recover former FBI agent Kinzie and get her settled into her own place, with the primary target being the Deckers. They will drive from stop to stop, attracting attention.

All Heli Assault activities involve flying close air support for your homie on the ground, whether it is Pierce or Kinzie, and as you can expect, things get more tense the higher the difficulty is rated. If they are killed during your escort, you will fail. Early on, the gangs only send ground vehicles, and your biggest threat will be buildings close to the roads on which your homie drives.



Eventually, the gangs step up their efforts to kill you and your comrades with air support of their own. They also send more persistent cars to chase down their targets, and they'll be armed with rockets that tend to hit your homies on long straight roads. It then becomes imperative to take out the ground threats much earlier, before they are able to line up deadly shots.



Typically, you want to remain relatively close to your friends on these missions. Keep an eye on your radar so you can down threats as they appear. The nice thing about the attack choppers is that you don't have to face the whole craft to engage targets with the guns or the missiles, so you can literally post yourself in one place in the air at every stop, and swivel the camera around by itself to target the enemy with guns or rockets! As long as you position yourself in such a way that you are able to hit the enemy early enough, your homies should be able to survive all of their stops.

Helicopter Assault 1 (#9)

Location: Henry Steel Mills

Difficulty: Easy

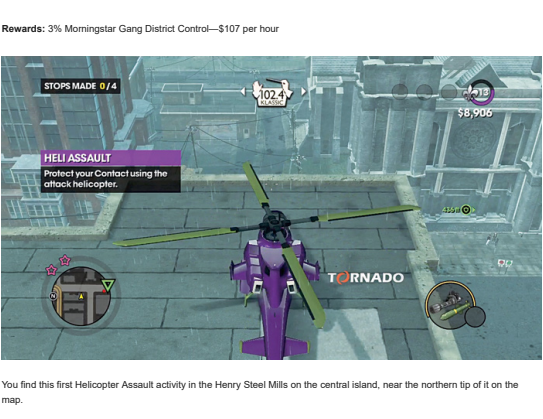
Stops Required: 3

Vehicle: Tornado

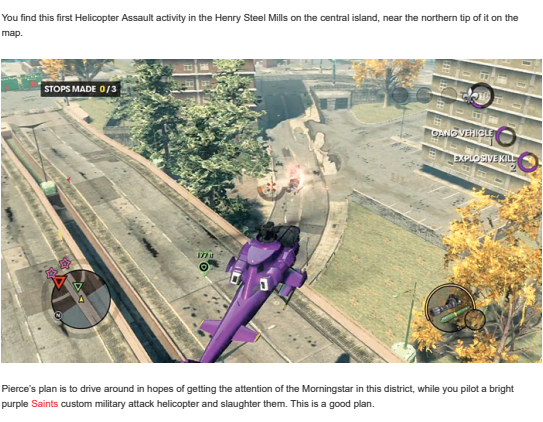
Cash Earned: $2,000

Respect Earned: 200

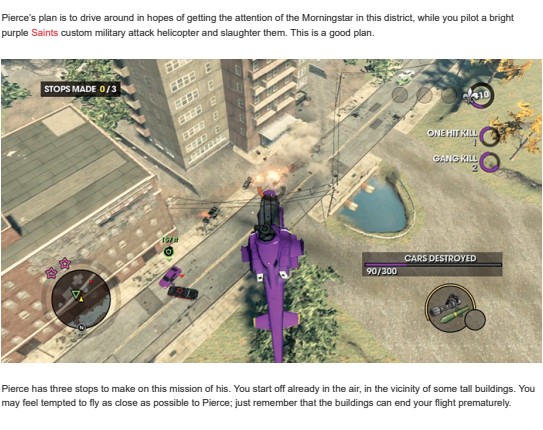
Rewards: 3% Morningstar Gang District Control—$107 per hour



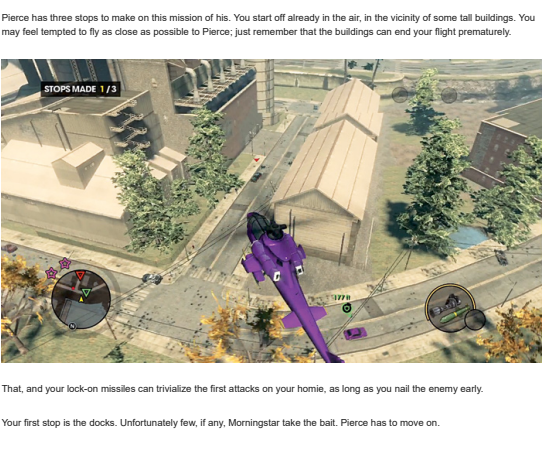
You find this first Helicopter Assault activity in the Henry Steel Mills on the central island, near the northern tip of it on the map.



Pierce's plan is to drive around in hopes of getting the attention of the Morningstar in this district, while you pilot a bright purple Saints custom military attack helicopter and slaughter them. This is a good plan.

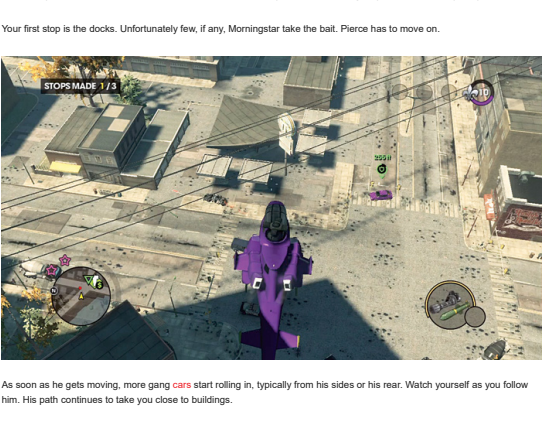


Pierce has three stops to make on this mission of his. You start off already in the air, in the vicinity of some tall buildings. You may feel tempted to fly as close as possible to Pierce; just remember that the buildings can end your flight prematurely.

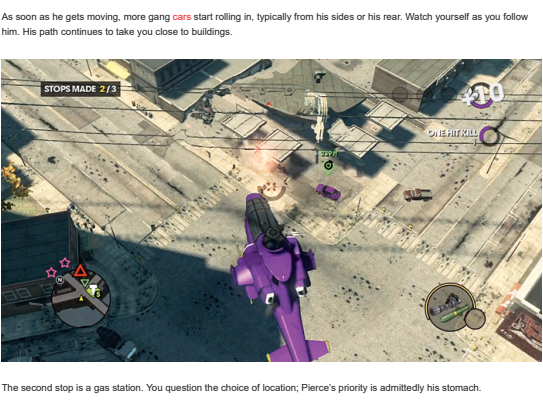


That, and your lock-on missiles can trivialize the first attacks on your homie, as long as you nail the enemy early.

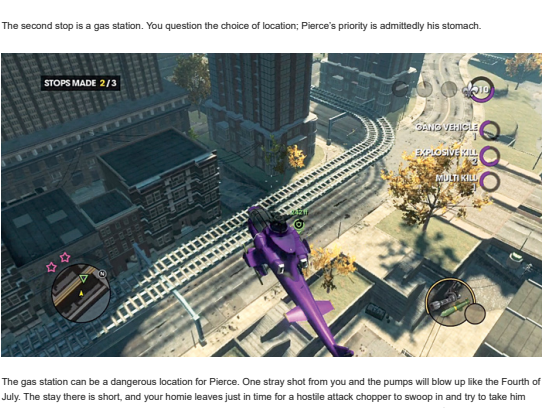
Your first stop is the docks. Unfortunately few, if any, Morningstar take the bait. Pierce has to move on.



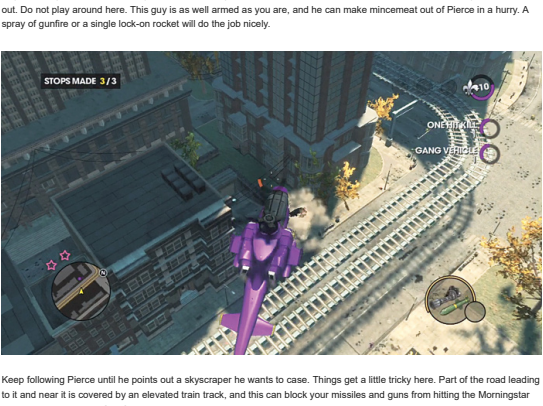
As soon as he gets moving, more gang cars start rolling in, typically from his sides or his rear. Watch yourself as you follow him. His path continues to take you close to buildings.



The second stop is a gas station. You question the choice of location; Pierce's priority is admittedly his stomach.



The gas station can be a dangerous location for Pierce. One stray shot from you and the pumps will blow up like the Fourth of July. The stay there is short, and your homie leaves just in time for a hostile attack chopper to swoop in and try to take him out. Do not play around here. This guy is as well armed as you are, and he can make mincemeat out of Pierce in a hurry. A spray of gunfire or a single lock-on rocket will do the job nicely.



Keep following Pierce until he points out a skyscraper he wants to case. Things get a little tricky here. Part of the road leading to it and near it is covered by an elevated train track, and this can block your missiles and guns from hitting the Morningstar that continue to attack. Carefully maneuver the chopper into a position that allows you to reach your enemies without getting too close to any buildings.

Once you deal with the final attackers, the mission is complete and you unlock other Heli Assault activities across the map!

Helicopter Assault 2 (#10)

Location: Sunset Park

Difficulty: Medium

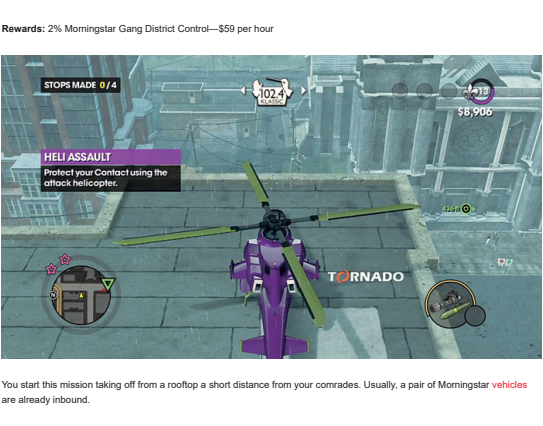
Stops Required: 4

Vehicle: Tornado

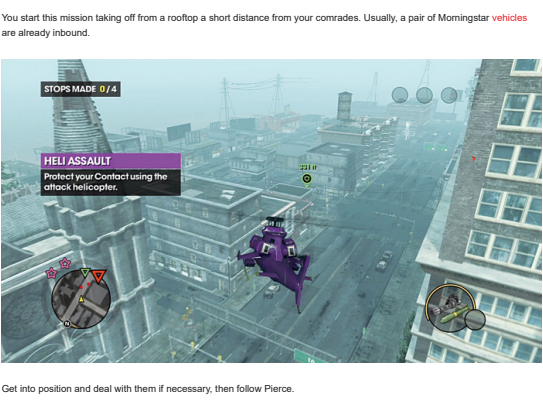
Cash Earned: $4,000

Respect Earned: 400

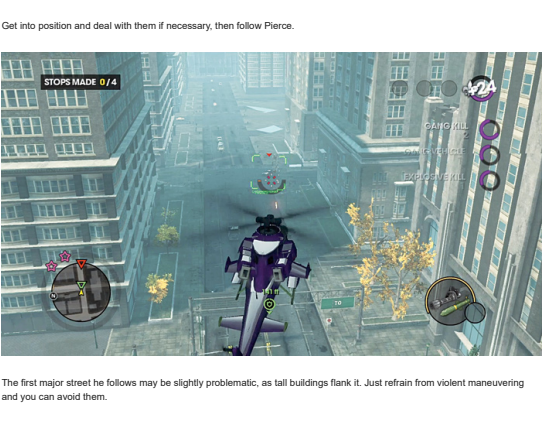
Rewards: 2% Morningstar Gang District Control—$59 per hour



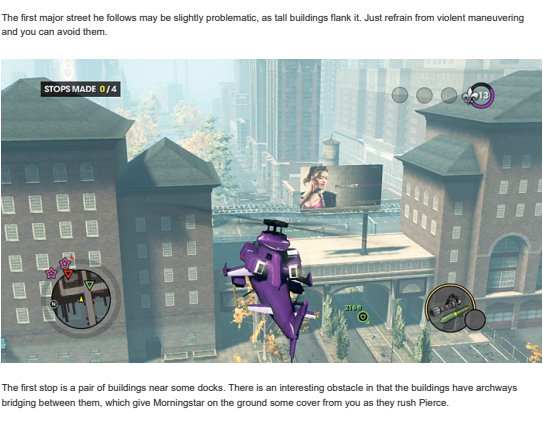
You start this mission taking off from a rooftop a short distance from your comrades. Usually, a pair of Morningstar vehicles are already inbound.



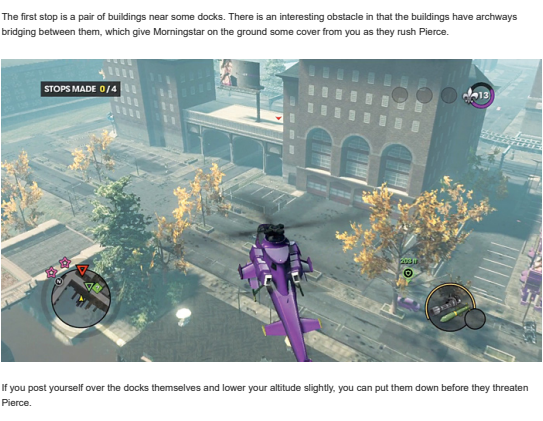
Get into position and deal with them if necessary, then follow Pierce.



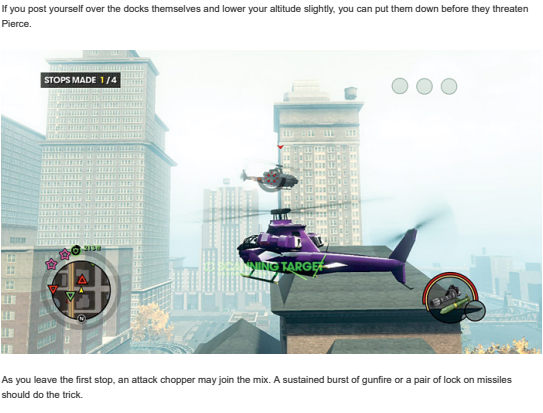
The first major street he follows may be slightly problematic, as tall buildings flank it. Just refrain from violent maneuvering and you can avoid them.



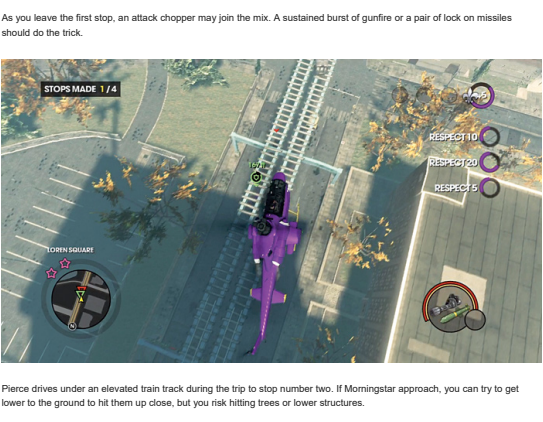
The first stop is a pair of buildings near some docks. There is an interesting obstacle in that the buildings have archways bridging between them, which give Morningstar on the ground some cover from you as you rush Pierce.



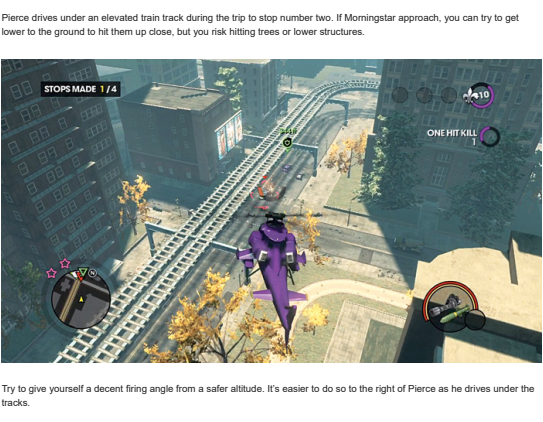
If you post yourself over the docks themselves and lower your altitude slightly, you can put them down before they threaten Pierce.



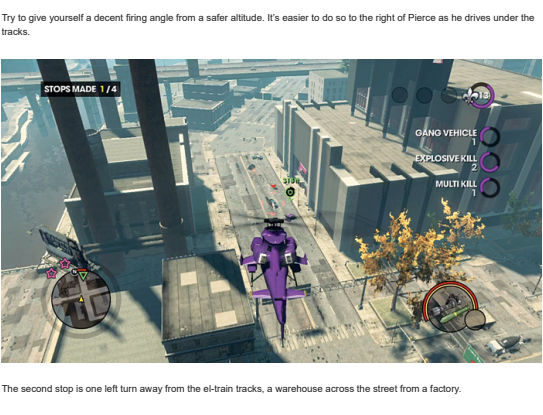
As you leave the first stop, an attack chopper may join the mix. A sustained burst of gunfire or a pair of lock on missiles should do the trick.



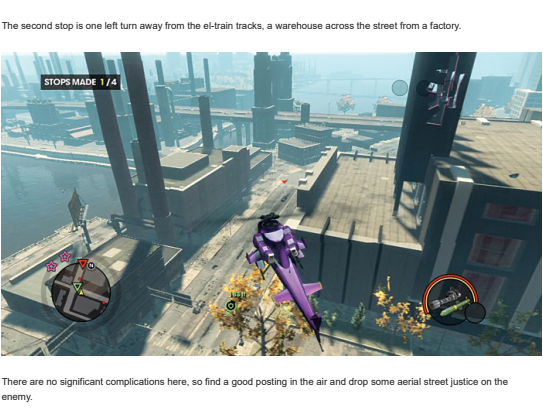
Pierce drives under an elevated train track during the trip to stop number two. If Morningstar approach, you can try to get lower to the ground to hit them up close, but you risk hitting trees or lower structures.



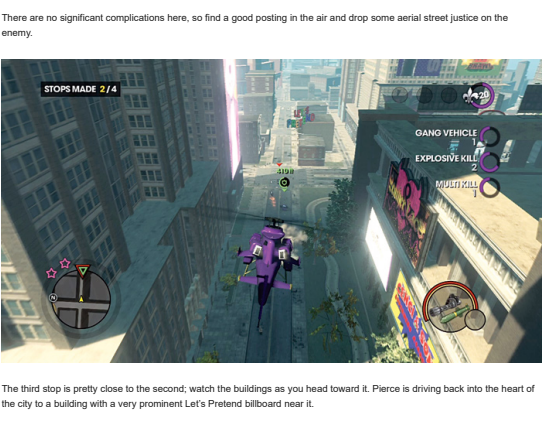
Try to give yourself a decent firing angle from a safer altitude. It's easier to do so to the right of Pierce as he drives under the tracks.



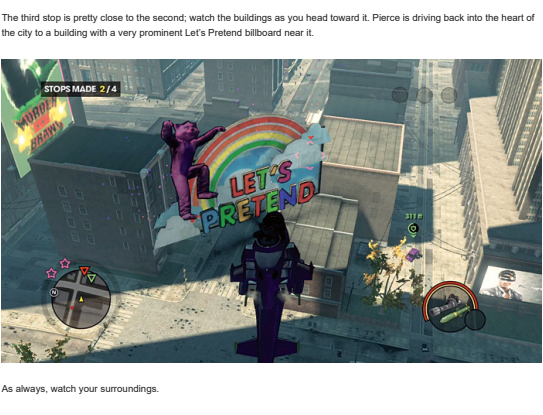
The second stop is one left turn away from the el-train tracks, a warehouse across the street from a factory.



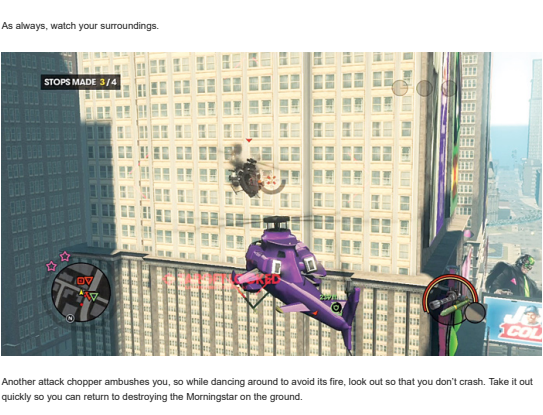
There are no significant complications here, so find a good posting in the air and drop some aerial street justice on the enemy.



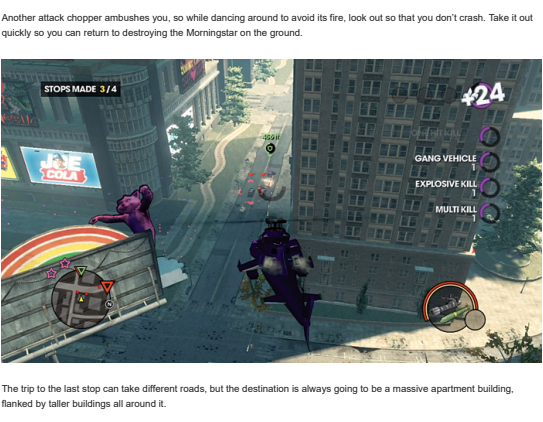
The third stop is pretty close to the second; watch the buildings as you head toward it. Pierce is driving back into the heart of the city to a building with a very prominent Let's Pretend billboard near it.



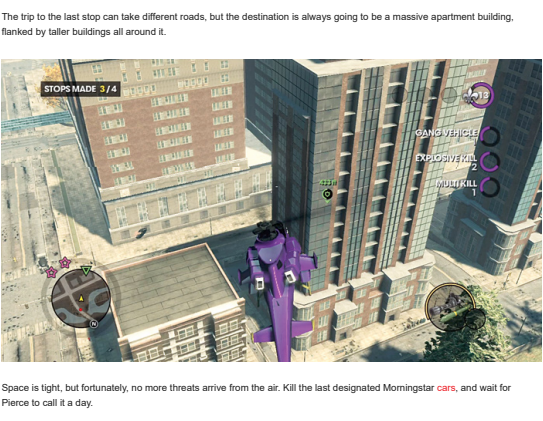
As always, watch your surroundings.



Another attack chopper ambushes you, so while dancing around to avoid its fire, look out so that you don't crash. Take it out quickly so you can return to destroying the Morningstar on the ground.



The trip to the last stop can take different roads, but the destination is always going to be a massive apartment building, flanked by taller buildings all around it.



Space is tight, but fortunately, no more threats arrive from the air. Kill the last designated Morningstar cars, and wait for Pierce to call it a day.

Helicopter Assault 3 (#11)

Location: Loren Square

Difficulty: Hard

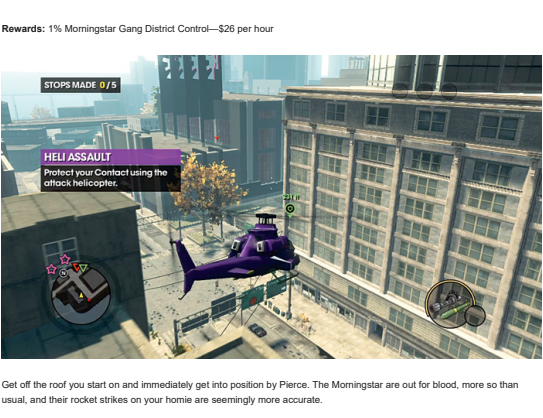
Stops Required: 5

Vehicle: Tornado

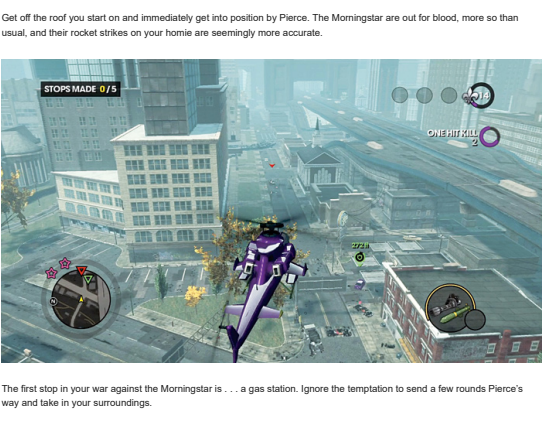
Cash Earned: $6,000

Respect Earned: 600

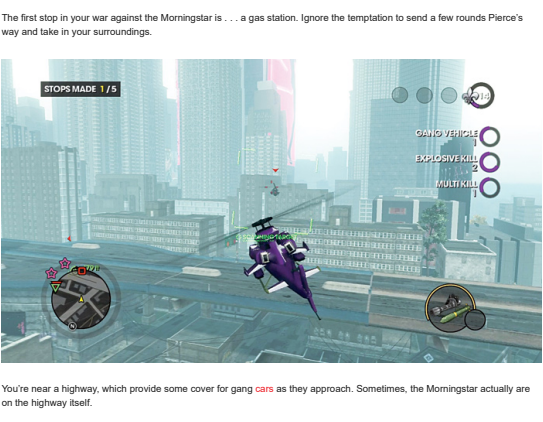
Rewards: 1% Morningstar Gang District Control—$26 per hour



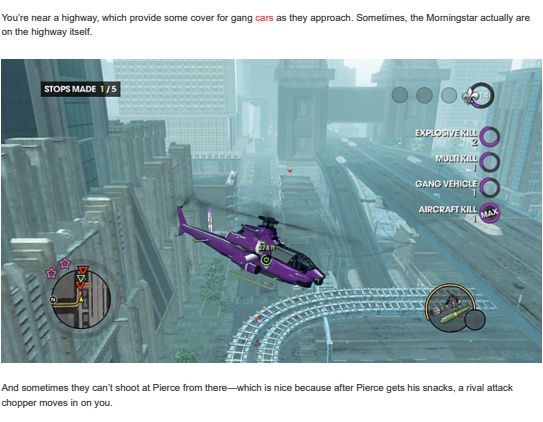
Get off the roof you start on and immediately get into position by Pierce. The Morningstar are out for blood, more so than usual, and their rocket strikes on your homie are seemingly more accurate.



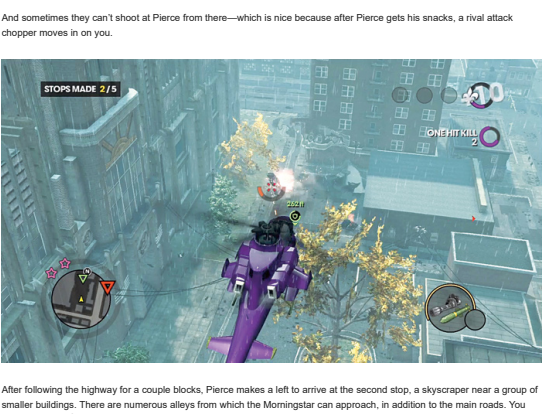
The first stop in your war against the Morningstar is . . . a gas station. Ignore the temptation to send a few rounds Pierce's way and take in your surroundings.



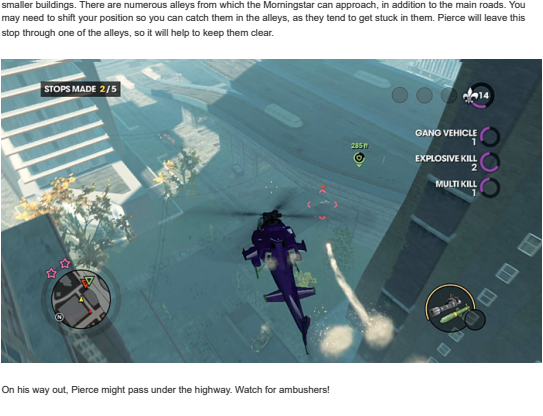
You're near a highway, which provide some cover for gang cars as they approach. Sometimes, the Morningstar actually are on the highway itself!



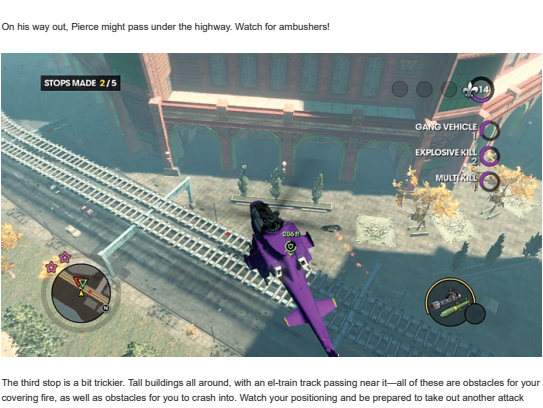
And sometimes they can't shoot at Pierce from there—which is nice because after Pierce gets his snacks, a rival attack chopper moves in on you.



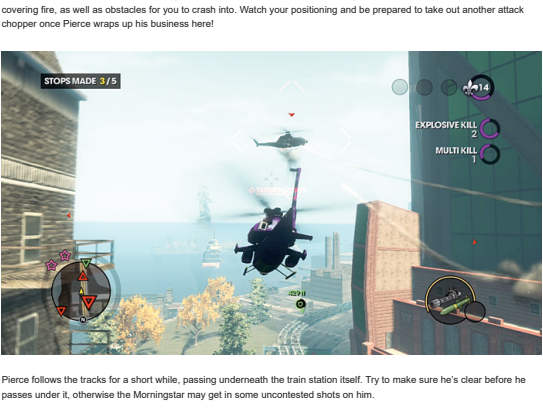
After following the highway for a couple blocks, Pierce makes a left to arrive at the second stop, a skyscraper near a group of smaller buildings. There are numerous alleys from which the Morningstar can approach, in addition to the main roads. You may need to shift your position so you can catch them in the alleys, as they tend to get stuck in them. Pierce will leave this stop through one of the alleys, so it will help to keep them clear.



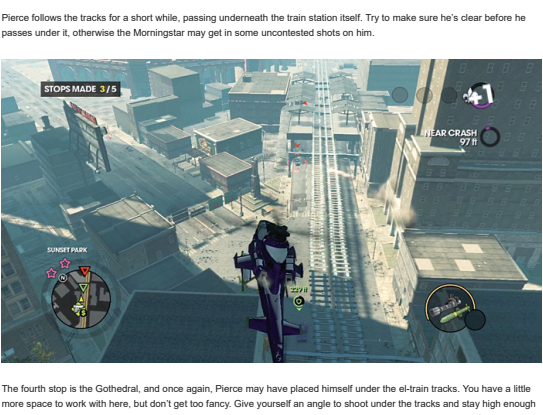
On his way out, Pierce might pass under the highway. Watch for ambushers!



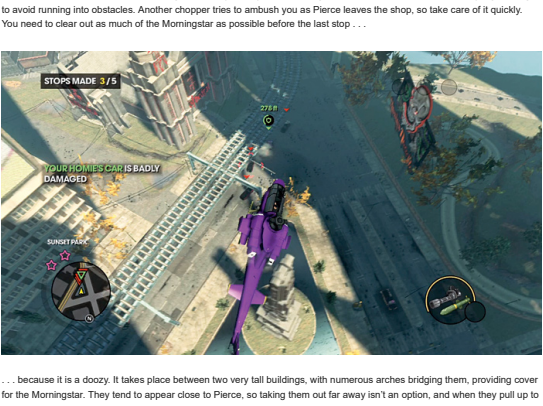
The third stop is a bit trickier. Tall buildings all around, with an el-train track passing near it—all of these are obstacles for your covering fire, as well as obstacles for you to crash into. Watch your positioning and be prepared to take out another attack chopper once Pierce wraps up his business here!



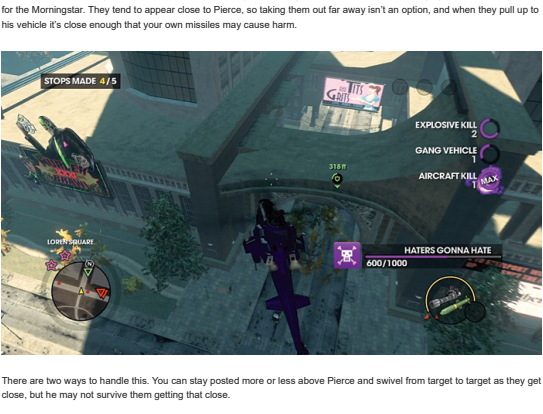
Pierce follows the tracks for a short while, passing underneath the train station itself. Try to make sure he's clear before he passes under it, otherwise the Morningstar may get in some uncontested shots on him.



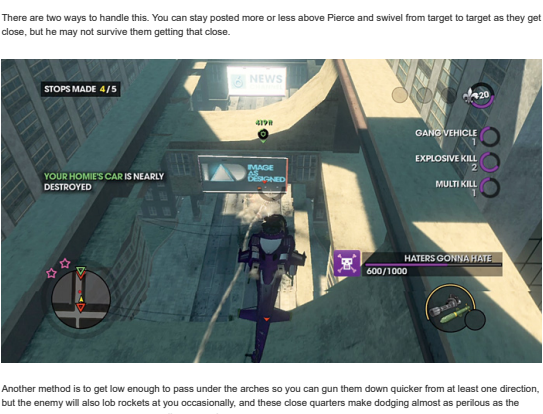
The fourth stop is the Gothedral, and once again, Pierce may have placed himself under the el-train tracks. You have a little more space to work with here, but don't get too fancy. Give yourself an angle to shoot under the tracks and stay high enough to avoid running into obstacles. Another chopper tries to ambush you as Pierce leaves the stop, so take care of it quickly. You need to clear out as much of the Morningstar as possible before the last stop . . .



. . . because it is a doozy. It takes place between two very tall buildings, with numerous arches bridging them, providing cover for the Morningstar. They tend to appear close to Pierce, so taking them out far away isn't an option, and when they pull up to his vehicle it's close enough that your own missiles may cause harm.



There are two ways to handle this. You can stay posted more or less above Pierce and swivel from target to target as they get close, but he may not survive them getting that close.



Another method is to get low enough to pass under the arches so you can gun them down quicker from at least one direction, but the enemy will also lob rockets at you occasionally, and these close quarters make dodging almost as perilous as the rockets themselves. Either way, hold off the gang for just a bit more, and Pierce eventually calls in success.

Helicopter Assault 4 (#12)

Location: Brickston

Difficulty: Easy

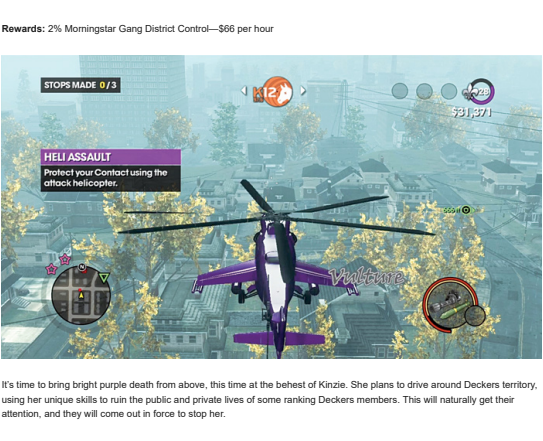
Stops Required: 3

Vehicle: Vulture

Cash Earned: $2,000

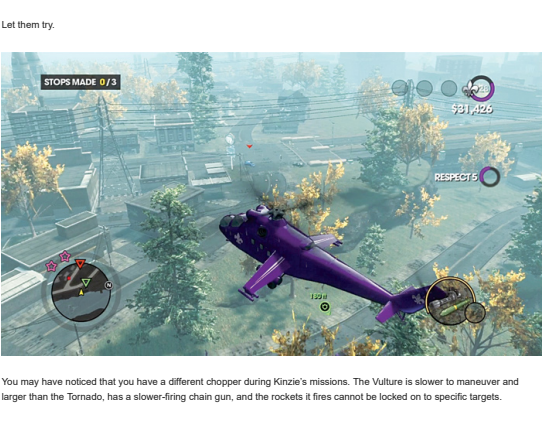
Respect Earned: 200

Rewards: 2% Morningstar Gang District Control—$66 per hour

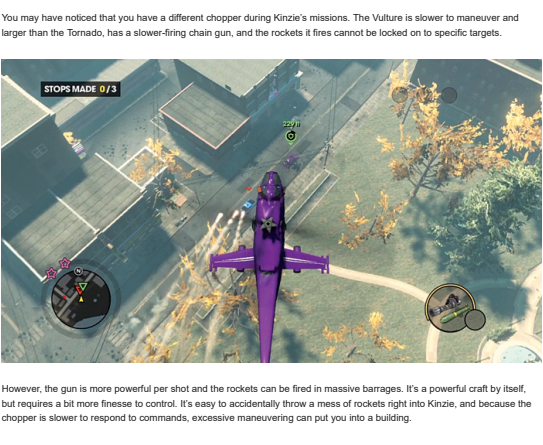


It's time to bring bright purple death from above, this time at the behest of Kinzie. She plans to drive around Deckers territory, using her unique skills to ruin the public and private lives of some ranking Deckers members. This will naturally get their attention, and they will come out in force to stop her.

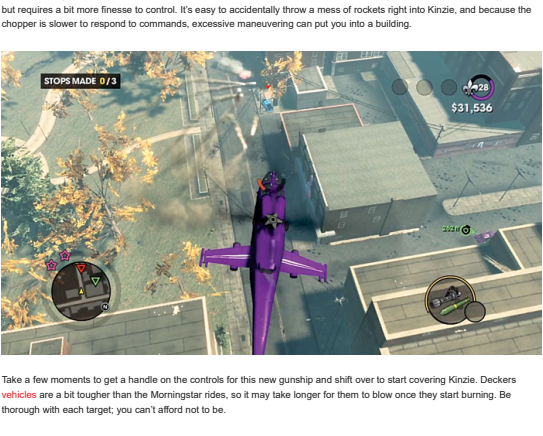
Let them try.



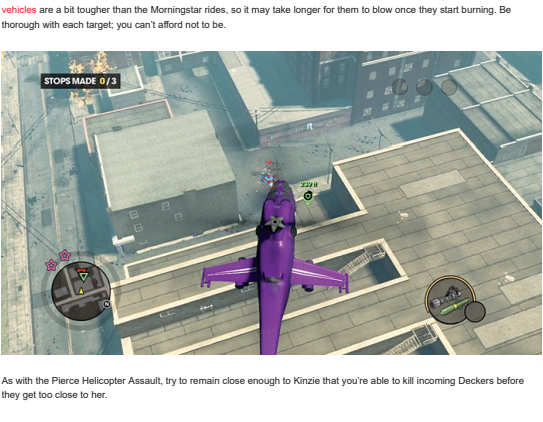
You may have noticed that you have a different chopper during Kinzie's missions. The Vulture is slower to maneuver and larger than the Tornado, has a slower-firing chain gun, and the rockets it fires cannot be locked on to specific targets.



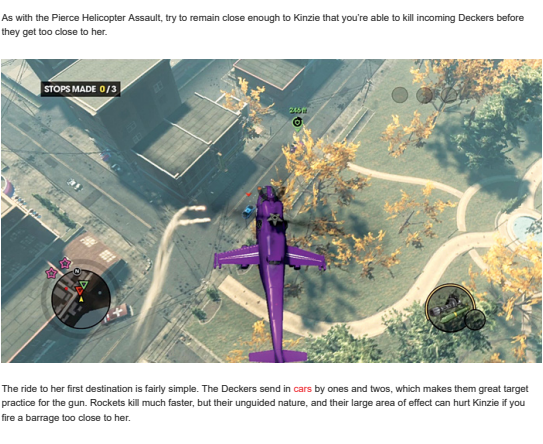
However, the gun is more powerful per shot and the rockets can be fired in massive barrages. It's a powerful craft by itself, but requires a bit more finesse to control. It's easy to accidentally throw a mess of rockets right into Kinzie, and because the chopper is slower to respond to commands, excessive maneuvering can put you into a building.



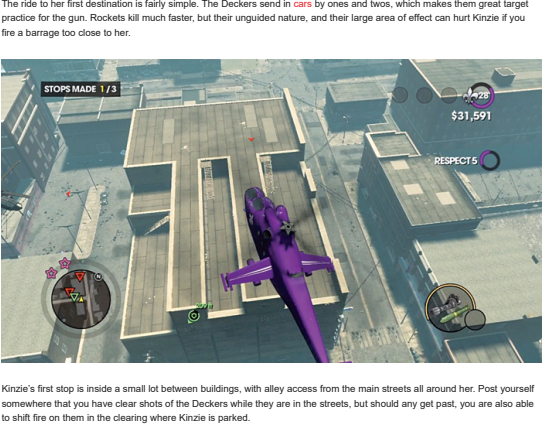
Take a few moments to get a handle on the controls for this new gunship and shift over to start covering Kinzie. Deckers vehicles are a bit tougher than the Morningstar rides, so it may take longer for them to blow once they start burning. Be thorough with each target; you can't afford not to be.



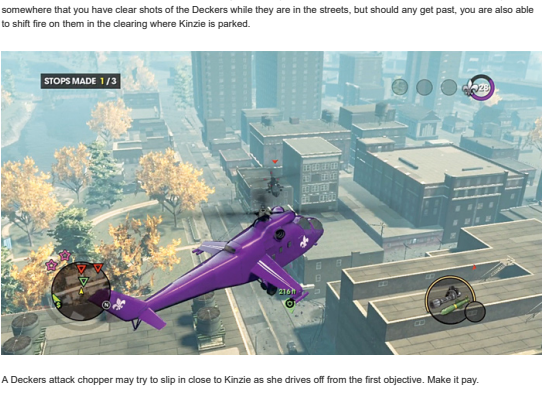
As with the Pierce Helicopter Assault, try to remain close enough to Kinzie that you're able to kill incoming Deckers before they get too close to her.



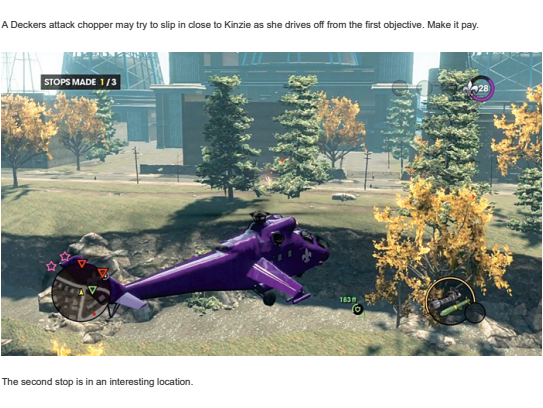
The ride to her first destination is fairly simple. The Deckers will send in cars by ones and twos, which makes them great target practice for the gun. Rockets kill much faster, but their unguided nature, and their large area of effect can hurt Kinzie if you fire a barrage too close to her.



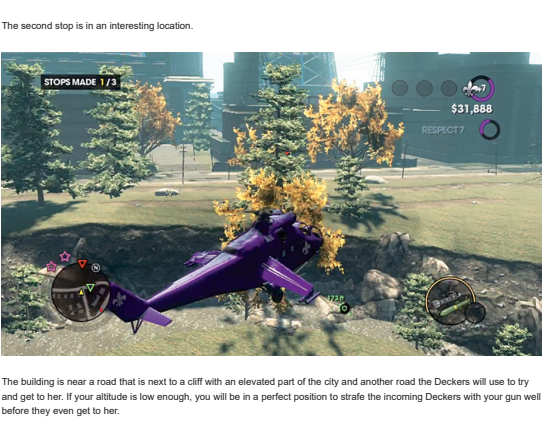
Kinzie's first stop is inside a small lot between buildings, with alley access from the main streets all around her. Post yourself somewhere that you have clear shots of the Deckers while they are in the streets, but should any get past, you are also able to shift fire on them in the clearing where Kinzie is parked.



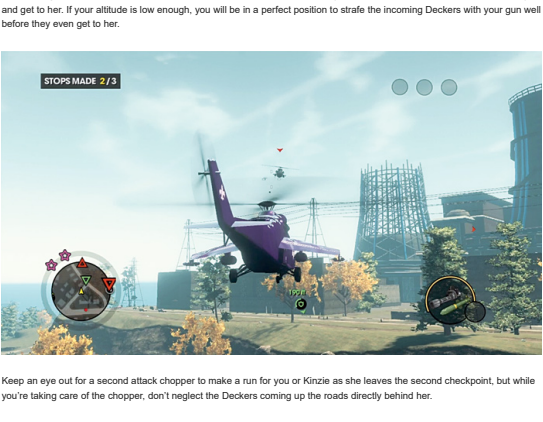
A Deckers attack chopper may try to slip in close to Kinzie as she drives off from the first objective. Make it pay.



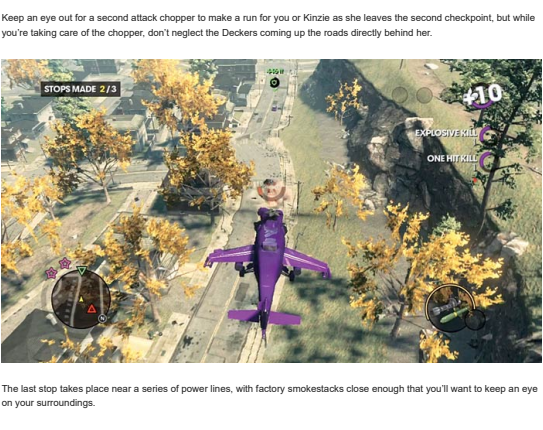
The second stop is in an interesting location.



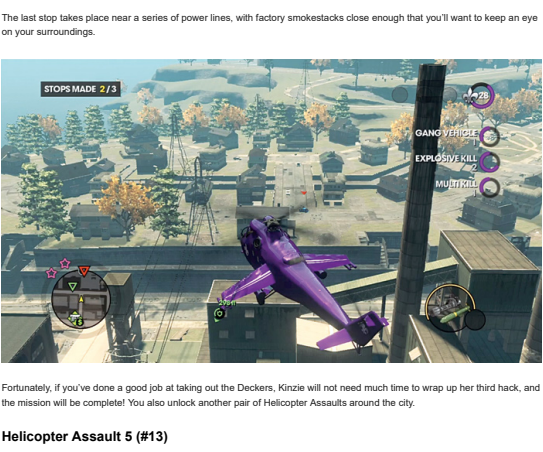
The building is near a road that is next to a cliff with an elevated part of the city and another road the Deckers will use to try and get to her. If your altitude is low enough, you will be in a perfect position to strafe the incoming Deckers with your gun well before they even get to her.



Keep an eye out for a second attack chopper to make a run for you or Kinzie as she leaves the second checkpoint, but while you're taking care of the chopper, don't neglect the Deckers coming up the roads directly behind her.



The last stop takes place near a series of power lines, with factory smokestacks close enough that you'll want to keep an eye on your surroundings.



Fortunately, if you've done a good job at taking out the Deckers, Kinzie will not need much time to wrap up her third hack, and the mission will be complete! You also unlock another pair of Helicopter Assaults around the city.

Helicopter Assault 5 (#13)

Location: Ashwood

Difficulty: Medium

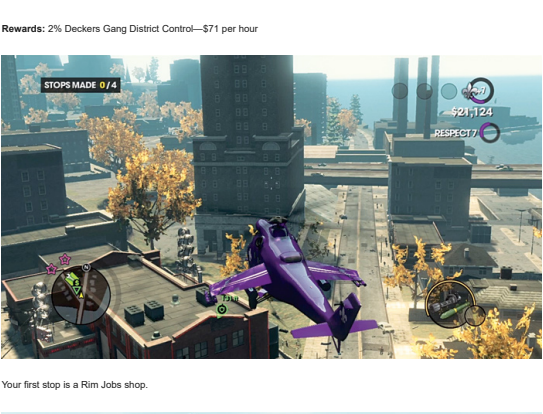
Stops Required: 4

Vehicle: Vulture

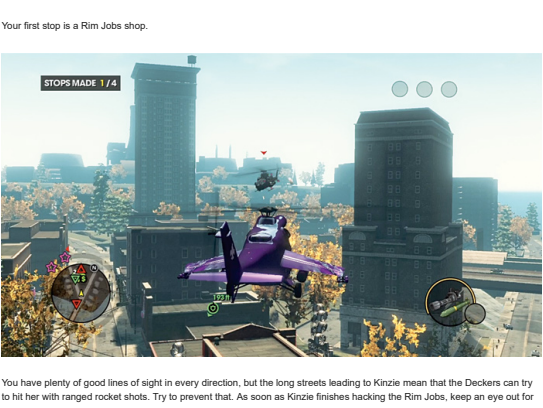
Cash Earned: $4,000

Respect Earned: 400

Rewards: 2% Deckers Gang District Control—$71 per hour



Your first stop is a Rim Jobs shop.



You have plenty of good lines of sight in every direction, but the long streets leading to Kinzie mean that the Deckers can try to hit her with ranged rocket shots. Try to prevent that. As soon as Kinzie finishes hacking the Rim Jobs, keep an eye out for a hostile chopper.

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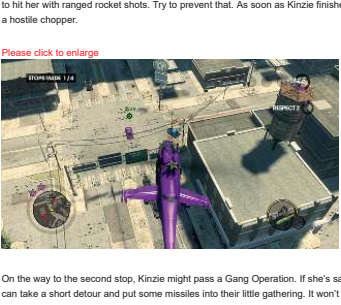

On the way to the second stop, Kinzie might pass a Gang Operation. If she's safe and not being harassed by enemies, you can take a short detour and put some missiles into their little gathering. It won't be easier to take care of this than right now, but keep in mind it will also attract more attention to your current job.

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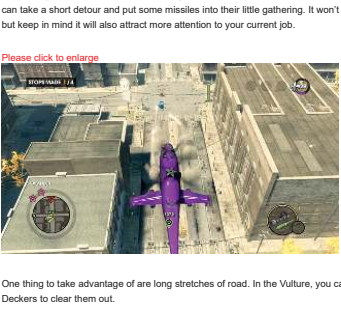

One thing to take advantage of are long stretches of road. In the Vulture, you can barrage the streets ahead of oncoming Deckers to clear them out.

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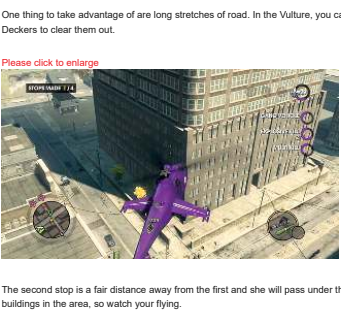

The second stop is a fair distance away from the first and she will pass under the highway to get there. It's one of the taller buildings in the area, so watch your flying.

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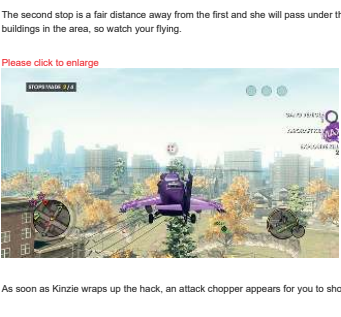

As soon as Kinzie wraps up the hack, an attack chopper appears for you to shoot down.

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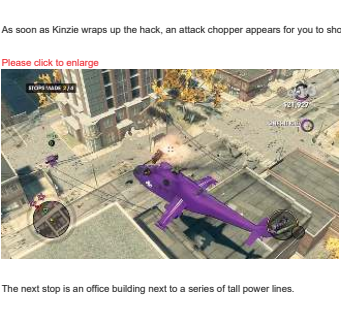

The next stop is an office building next to a series of tall power lines.

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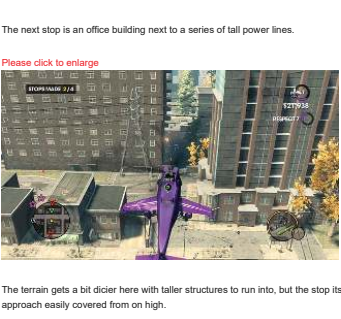

The terrain gets a bit dicier here with taller structures to run into, but the stop itself is quite defensible, with all avenues of approach easily covered from on high.

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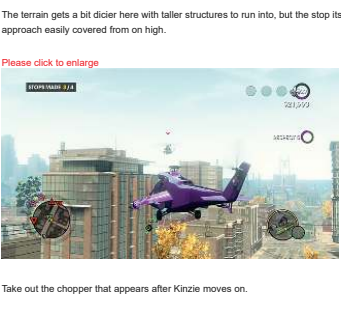

Take out the chopper that appears after Kinzie moves on.

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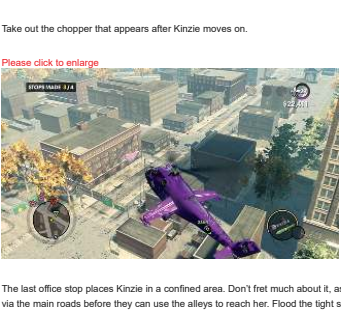

The last office stop places Kinzie in a confined area. Don't fret much about it, as the Deckers still have to get to the building via the main roads before they can use the alleys to reach her. Flood the tight spaces with rocket fire if they threaten to get through to her, but beyond that, this point should be rather simple.

Helicopter Assault 6 (#14)

Location: Salander

Difficulty: Hard

Stops Required: 6

Vehicle: Vulture

Cash Earned: $6,000

Respect Earned: 600

Rewards: 2% Deckers Gang District Control—$75 per hour

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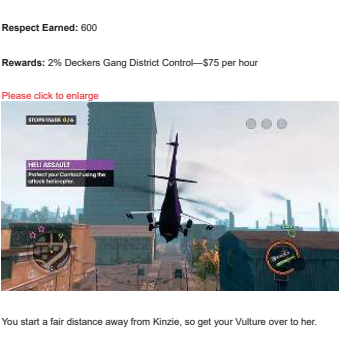

You start a fair distance away from Kinzie, so get your Vulture over to her.

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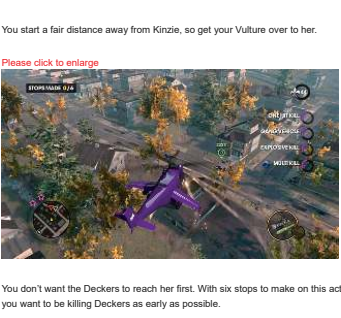

You don't want the Deckers to reach her first. With six stops to make on this activity, this is a bit of an endurance contest and you want to be killing Deckers as early as possible.

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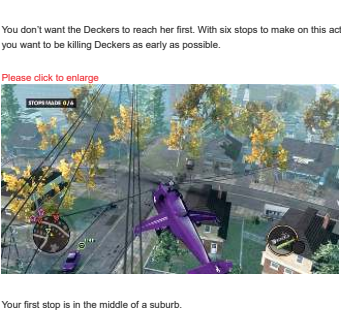

Your first stop is in the middle of a suburb.

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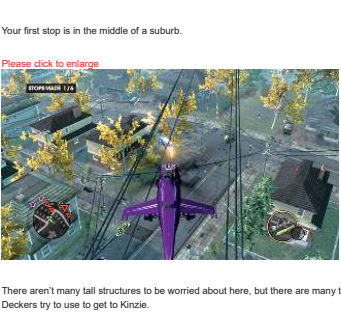

There aren't many tall structures to be worried about here, but there are many trees that can block your fire in the alleys the Deckers try to use to get to Kinzie.

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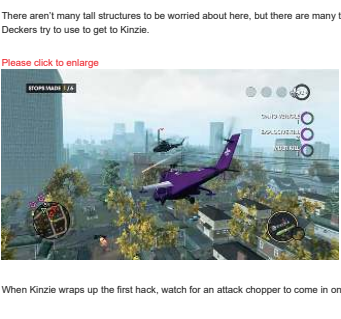

When Kinzie wraps up the first hack, watch for an attack chopper to come in on cue.

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The next stop is a gas station, where Kinzie pulls off her best impression of Pierce. It needs to be reiterated: Be mindful where you shoot.

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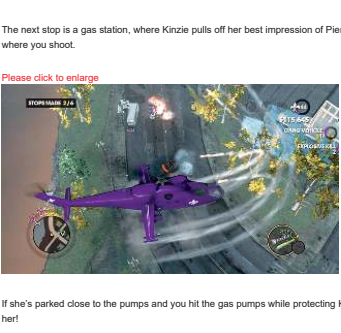

If she's parked close to the pumps and you hit the gas pumps while protecting Kinzie here, you can seriously damage or kill her!

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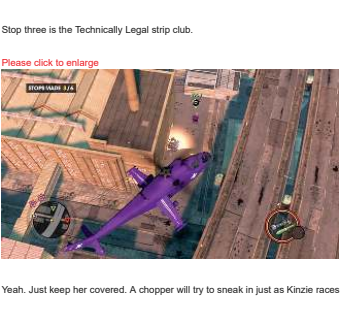
Stop three is the Technically Legal strip club.

Please click to enlarge



Yeah. Just keep her covered. A chopper will try to sneak in just as Kinzie races away from the club.

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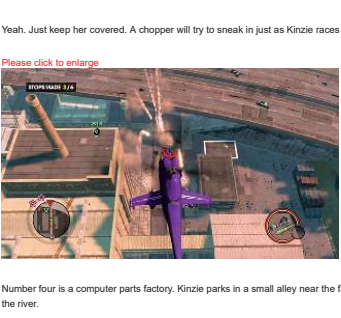

Number four is a computer parts factory. Kinzie parks in a small alley near the factory, close to a highway bridge that spans the river.

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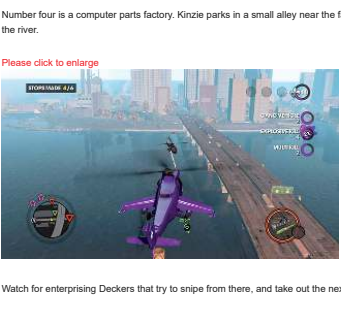

Watch for enterprising Deckers that try to snipe from there, and take out the next attack chopper once Kinzie is moves on.

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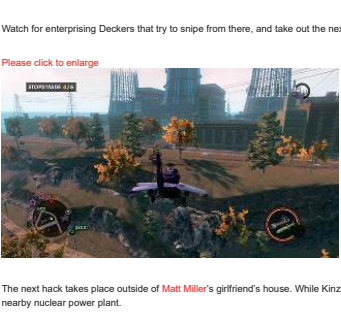

The next hack takes place outside of Matt Miller's girlfriend's house. While Kinzie ruins their relationship, take note of the nearby nuclear power plant.

Please click to enlarge

Deckers will arrive using the elevated terrain there as well as streets closer to Kinzie. Another chopper joins the mix once the hack is completed.

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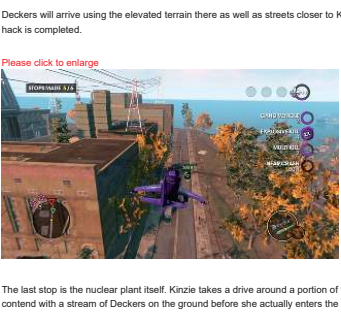

The last stop is the nuclear plant itself. Kinzie takes a drive around a portion of the facility, which means that you must contend with a stream of Deckers on the ground before she actually enters the plant.

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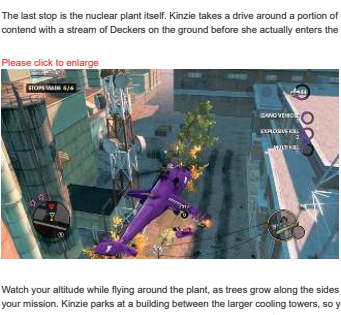
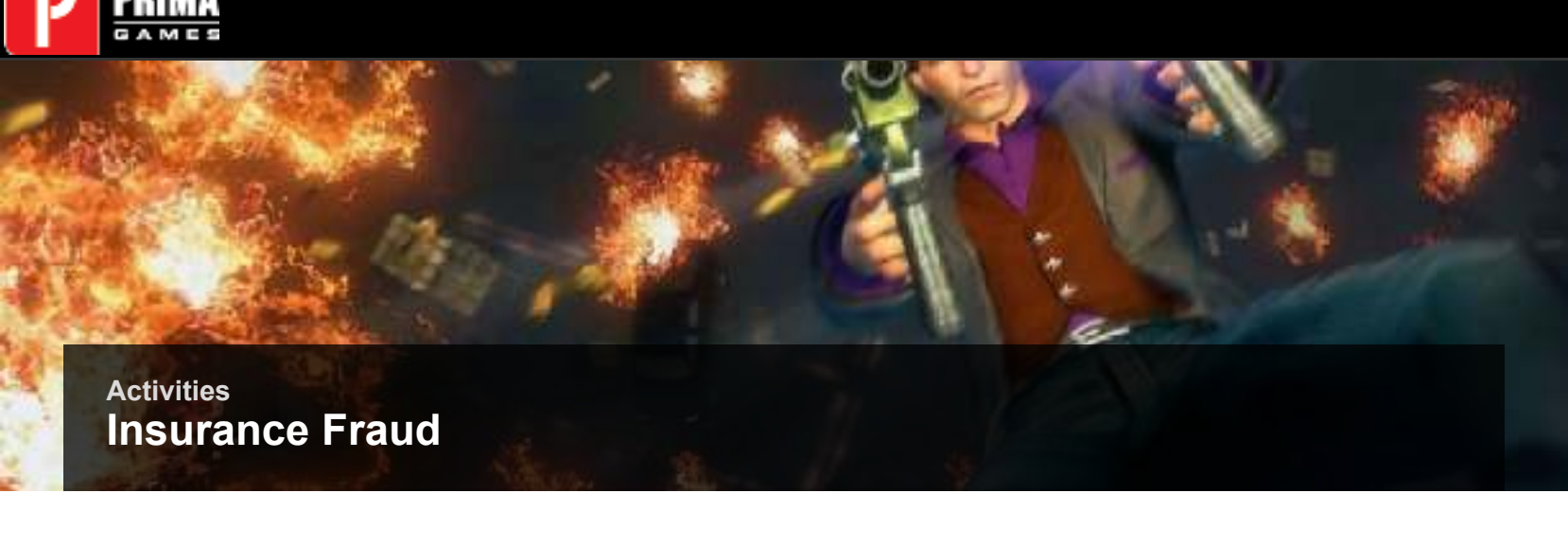


Watch your altitude while flying around the plant, as trees grow along the sides of the plateau, and a wayward snag could end your mission. Kinzie parks at a building between the larger cooling towers, so you have a tight space to work with if you fly in close to cover her. Fortunately, this last stop doesn't take long if you're sharp about killing the Deckers before they get close.



Activities

Insurance Fraud

The six Insurance Fraud activities are a great and fun way to take advantage of the twisted legal realities of Steelport, and the physics of the game. Use the controls to ragdoll your character into any and all oncoming vehicles, and while in midair, use the analog sticks to guide yourself to crash into more oncoming vehicles to add to the painful combo. It is important to ragdoll yourself wisely because it takes time to recover regardless of whether or not you've been hit, and you're on the clock.

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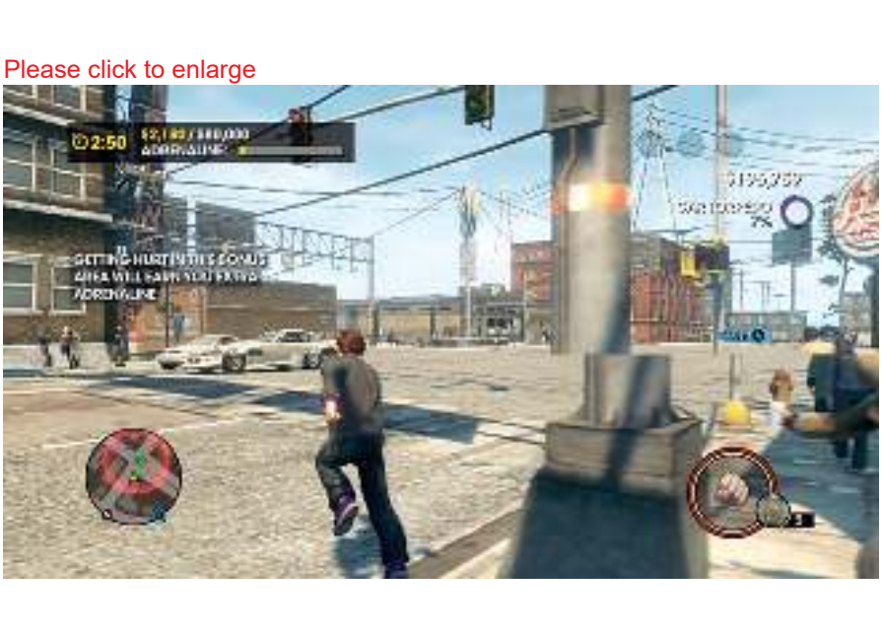

Every Fraud activity has specially marked bonus zones, typically in places where traffic at an intersection is heaviest. Within a bonus zone, your adrenaline meter fills much faster with each hit.

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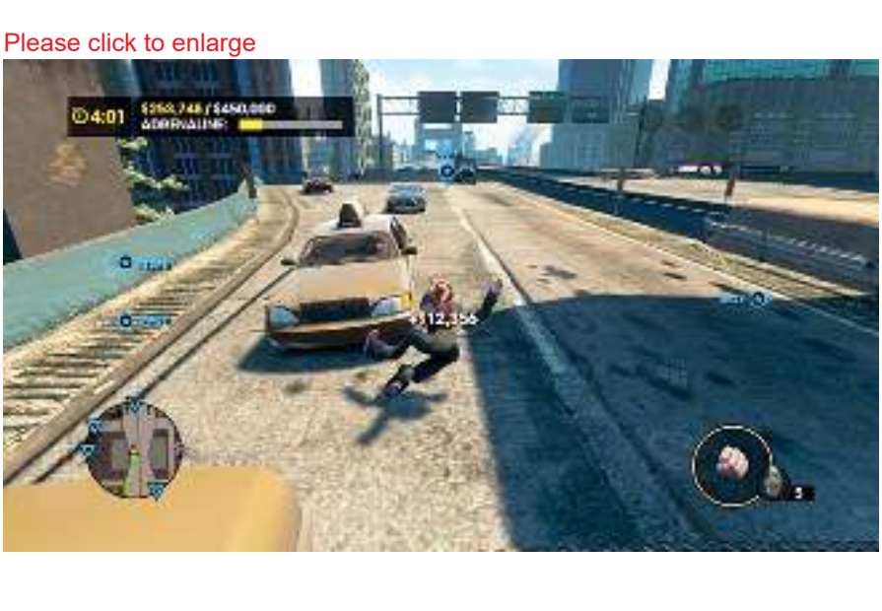

At full adrenaline, you can steer yourself in midair to a much greater degree, and chain some seriously nasty hits. Keep in mind that the bonus zones are not permanent; They fade after a certain amount of money has been made inside them.

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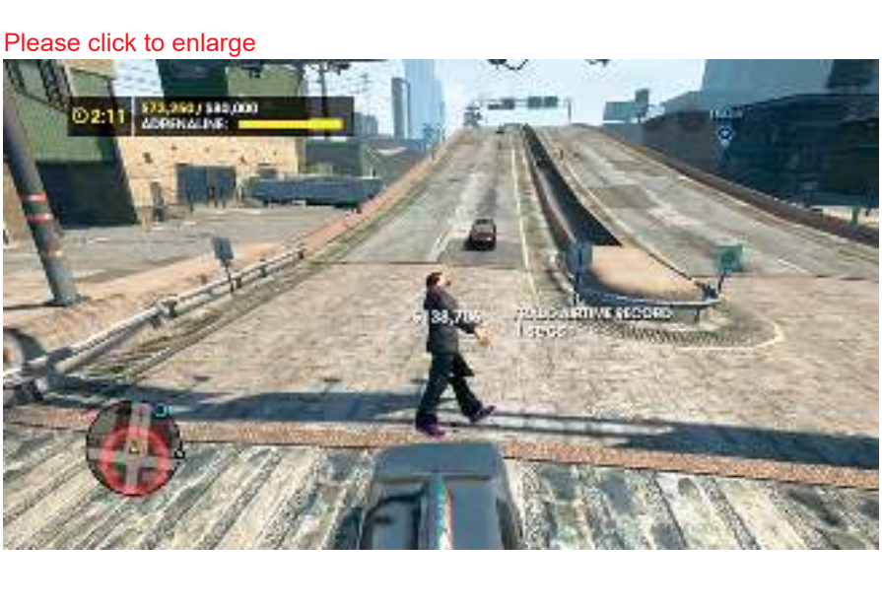

While in the easy Insurance Fraud activities you might be able make the limit in the first zone you visit, later activities will require significantly more money to complete. You'll find that traveling between bonus zones is stressful and slows down your income of cash, so you might be tempted to sit in a depleted zone and keep racking up the money that way.

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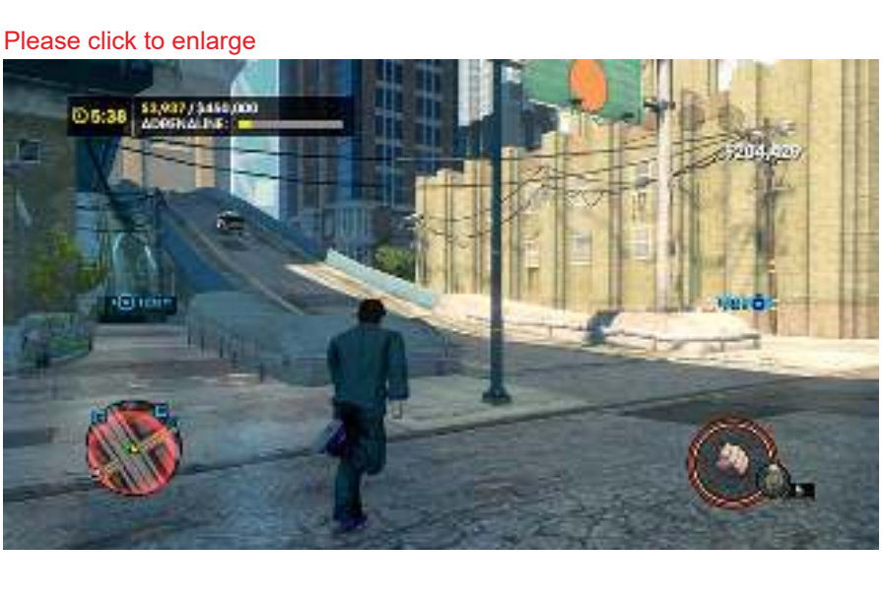

However, there is one trick that can help you on every single Insurance Fraud activity: Find a freeway entrance near where you start. The cars move very fast in those locations, and a good solid hit can actually not only knock you into the sky, but also sometimes drag you for hundreds of feet. It is possible to break $100,000 in a single "accident" in these areas!

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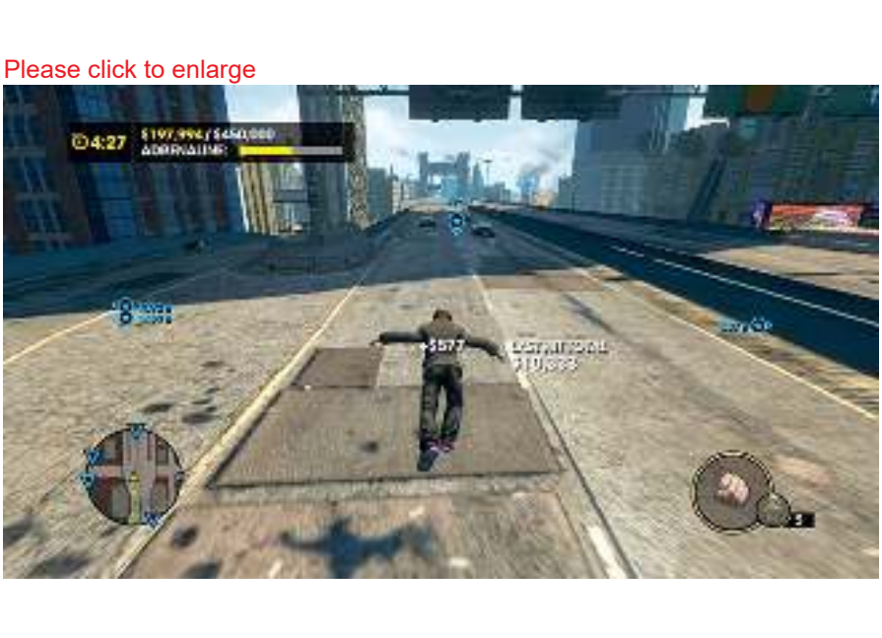

Another trick is to take a running start, leap, then ragdoll in midair. If you're lucky, you'll be sent flying a ridiculous distance by the impact and be totally steerable the whole time. Use this to bounce from roof to roof of multiple cars. Each car that hits you in succession tacks on a significant cash bonus, and when combined with a bonus zone this cash can go a long way.

Insurance Fraud 1 (#15)

Location: Sunset Park

Difficulty: Easy

Settlement Required: $80,000

Time Limit: 3:30

Bonus Zones: 2

Cash Earned: $2,000

Respect Earned: 200

Rewards: 2% Morningstar Gang District Control—$74 per hour

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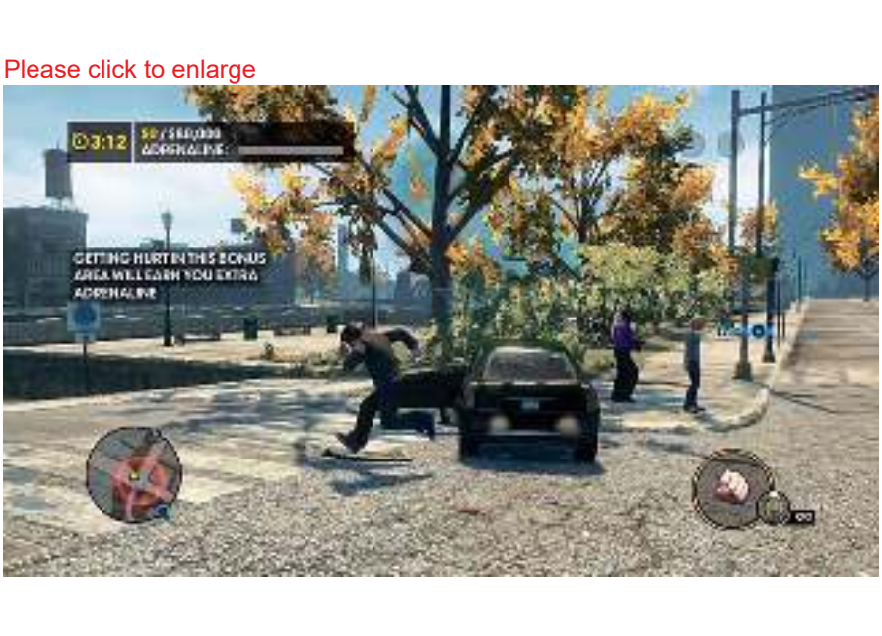

It can be surprisingly easy to make the required $80,000 in this mission. Start by going to the closest bonus zone, taking a car there to give you the maximum amount of time in which to abuse yourself. Once there, park your car on the sidewalk so it does not impede street traffic, as you want the cars to pass through the intersection at full speed.

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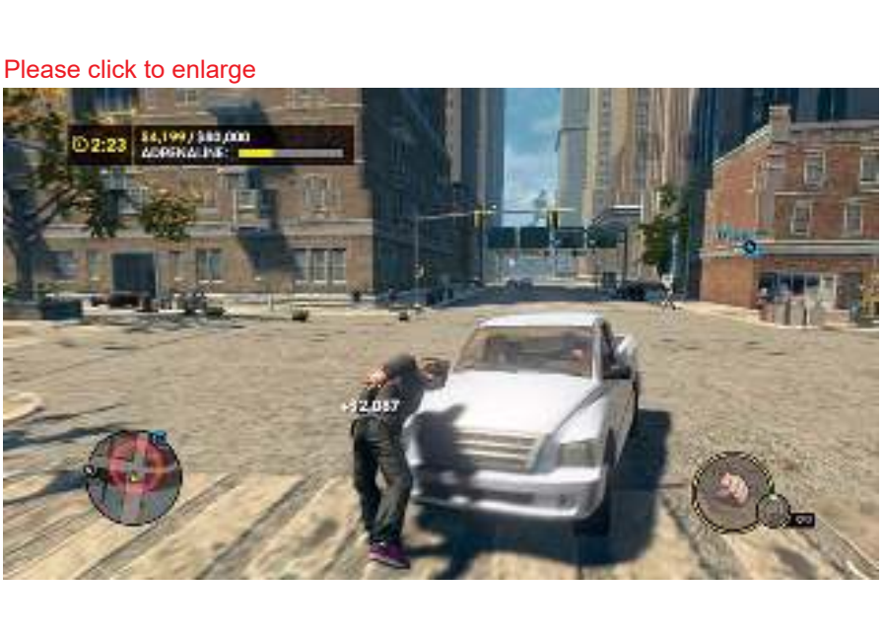

Now, wait for cars to come at you and ragdoll into them. If you're lucky, you can guide yourself in the air to another waiting vehicle, which further compounds the money value of the hit.

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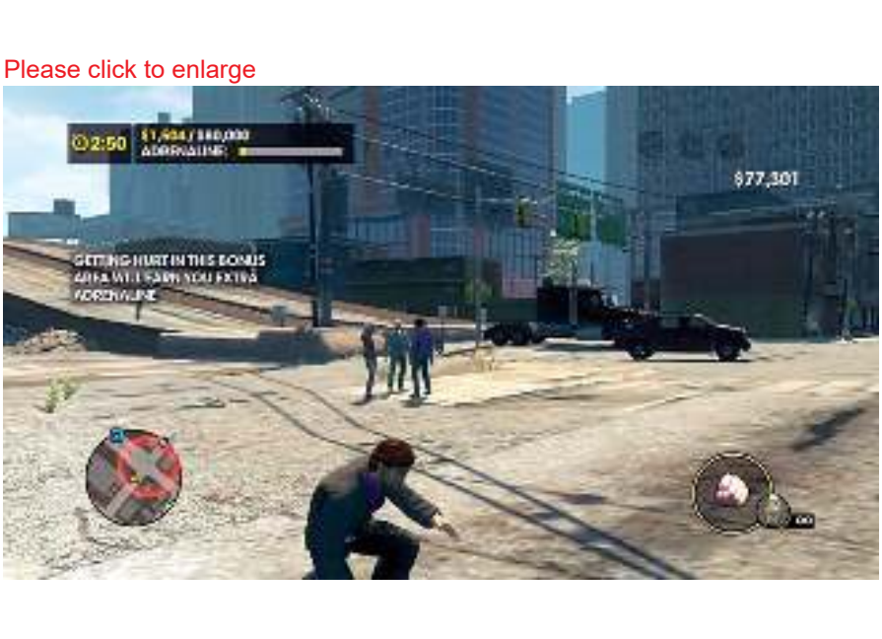

The other bonus zone is a bit farther, however. It is at the mouth of one of the highway bridges leading to the western island. This is where the real money is!

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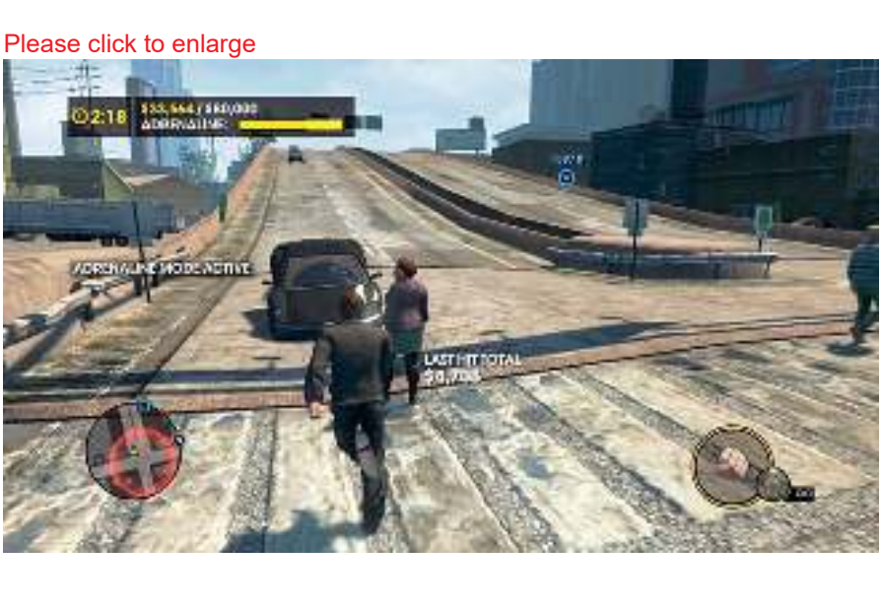

Now, charge on foot into the traffic coming off the freeway. The vehicles are moving at great speed, so the potential for something hilarious and profitable is high here.

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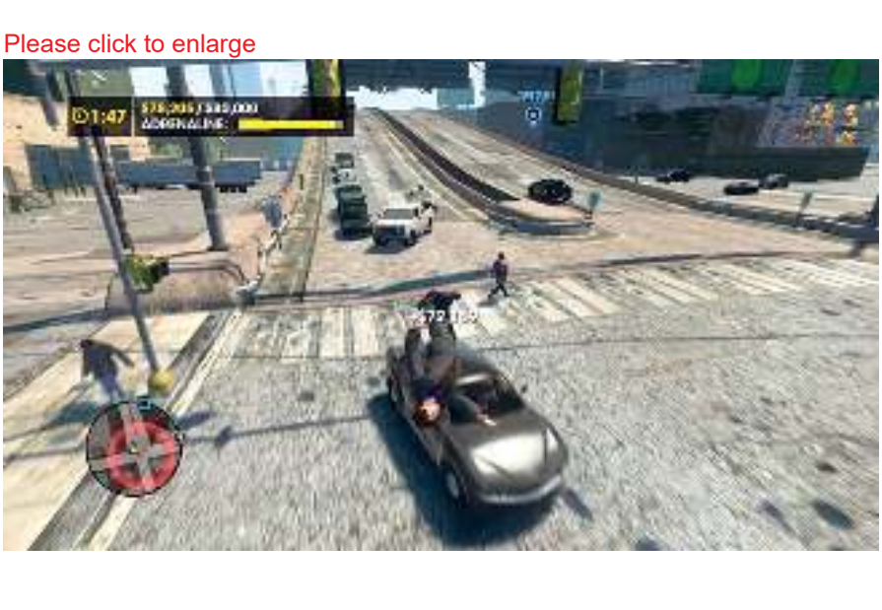

That's all there is to it! It isn't the fastest way to make money, but it probably is the most amusing. Oh, the distances you will travel, assisted or otherwise, for your homies and the Saints!

Insurance Fraud 2 (#16)

Location: Henry Steel Mills

Difficulty: Medium

Settlement Required: $200,000

Time Limit: 4:59

Bonus Zones: 3

Cash Earned: $4,000

Respect Earned: 400

Rewards: 2% Morningstar Gang District Control—$51 per hour

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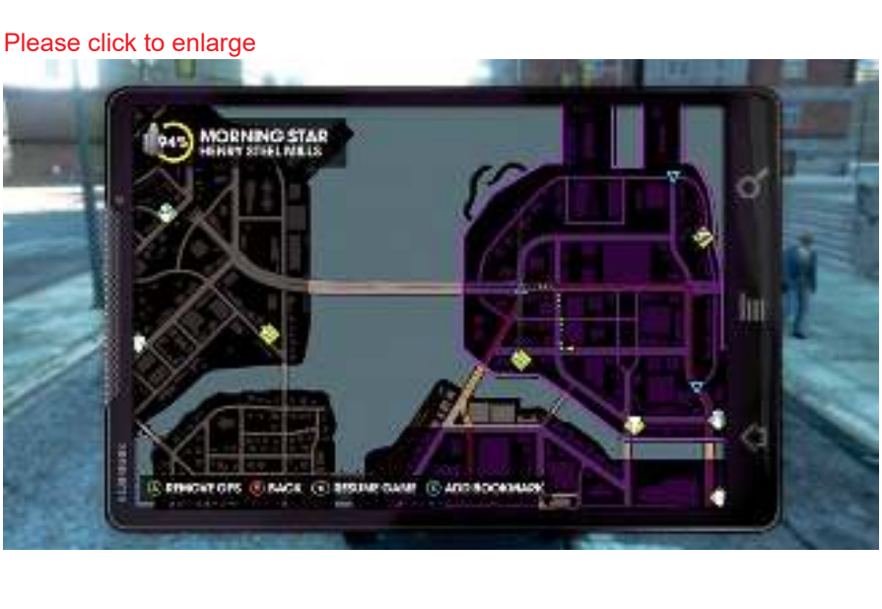

If you check out your cell phone map, you'll notice that the closest of the three bonus zones is right next to the entrance of a highway. Convenient! Drive on over there as quickly as you can. You want a lot of time for leeway in case you get some low-scoring crashes.

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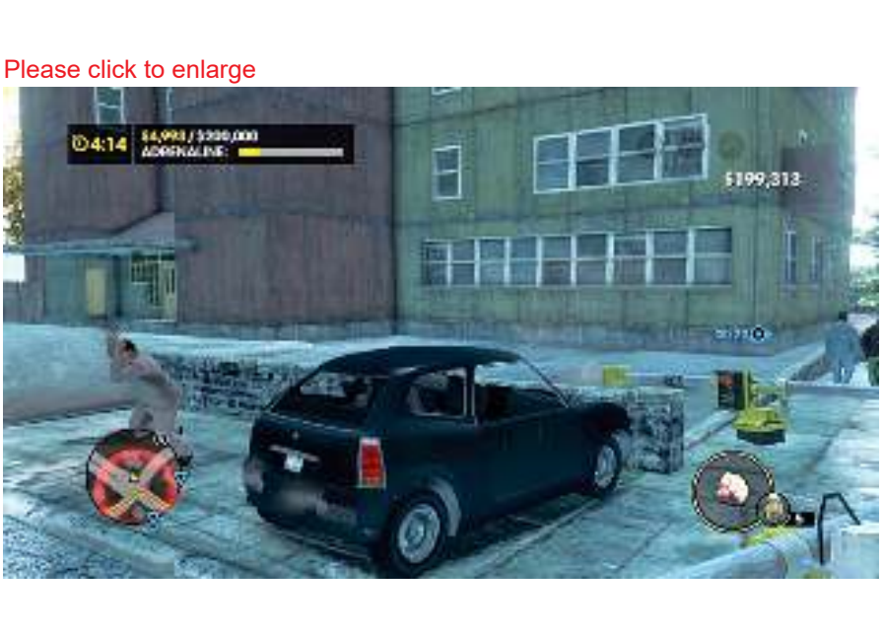

Make sure that when you do get to the intersection before the highway that you ditch your car well off the road, so traffic isn't impeded.

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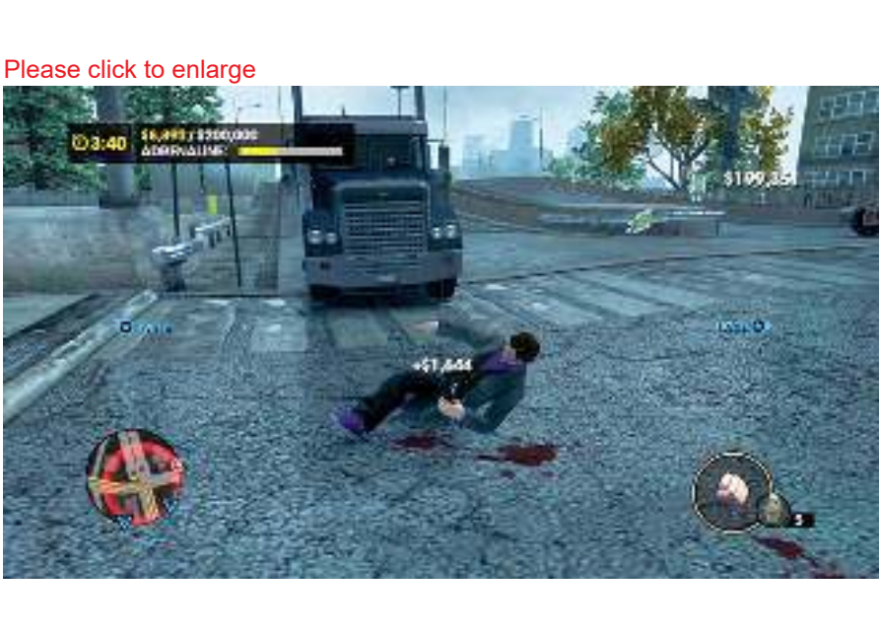

You have two options: You can stick around in the bonus zone and take your lumps there. Or you can run down the highway, aiming at oncoming cars.

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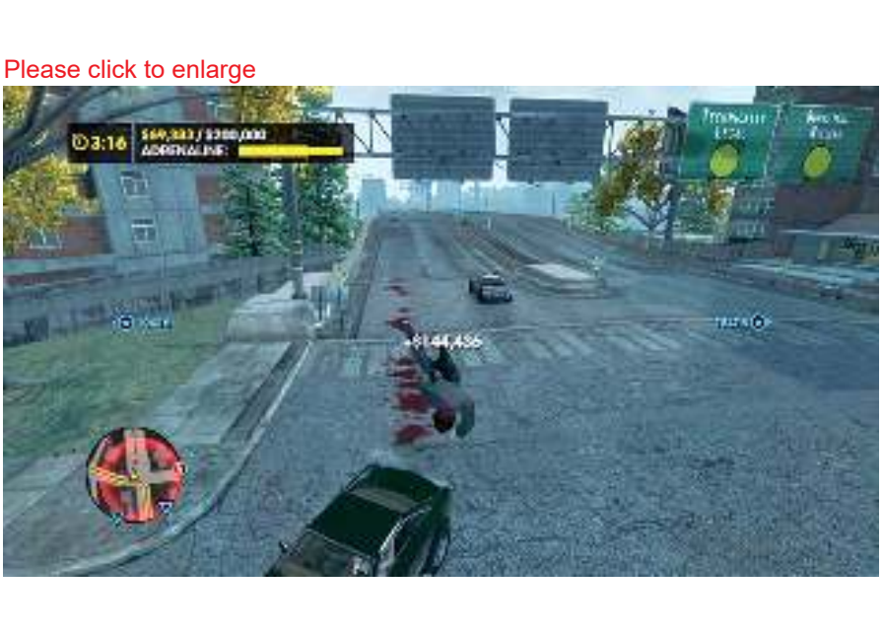

Either way, the cars move much faster around the highway, so you can expect some really juicy hits!

Insurance Fraud 3 (#17)

Location: Loren Square

Difficulty: Hard

Settlement Required: $450,000

Time Limit: 4:59

Bonus Zones: 4

Cash Earned: $6,000

Respect Earned: 600

Rewards: 4% Morningstar Gang District Control—$77 per hour

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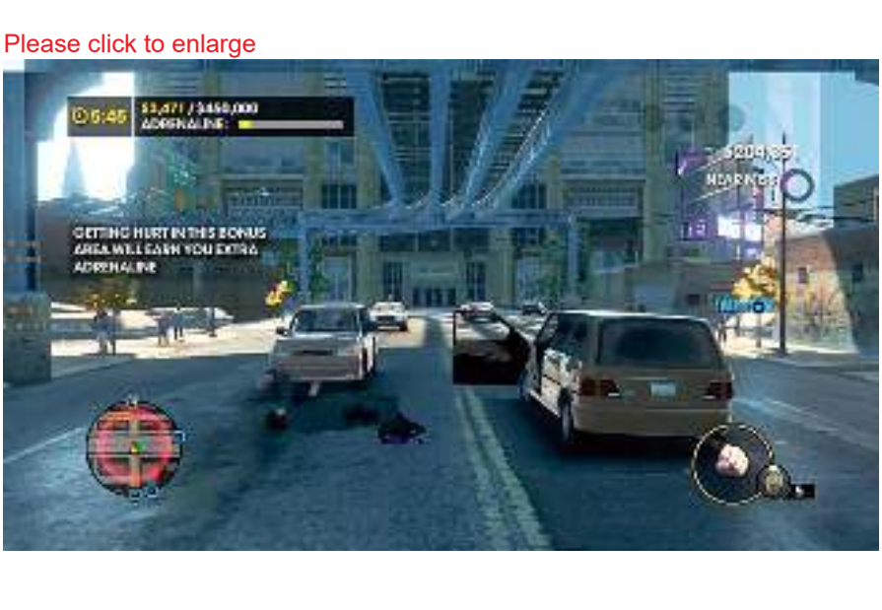

There closest bonus zone is directly underneath the freeway, which is literally around the corner from where you start. Confirm it on the map and then get over there.

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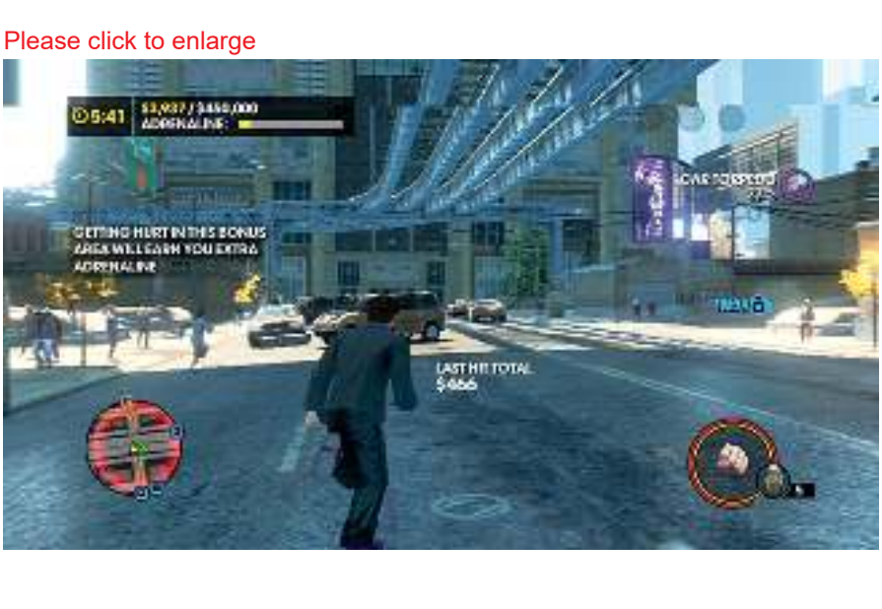

This first location is very well suited for you to abuse yourself. Cars getting on and off the freeway are often just flying, and north of the overpass is a bridge that serves as a major crossing point between parts of the city. Use the zone on the ground level.

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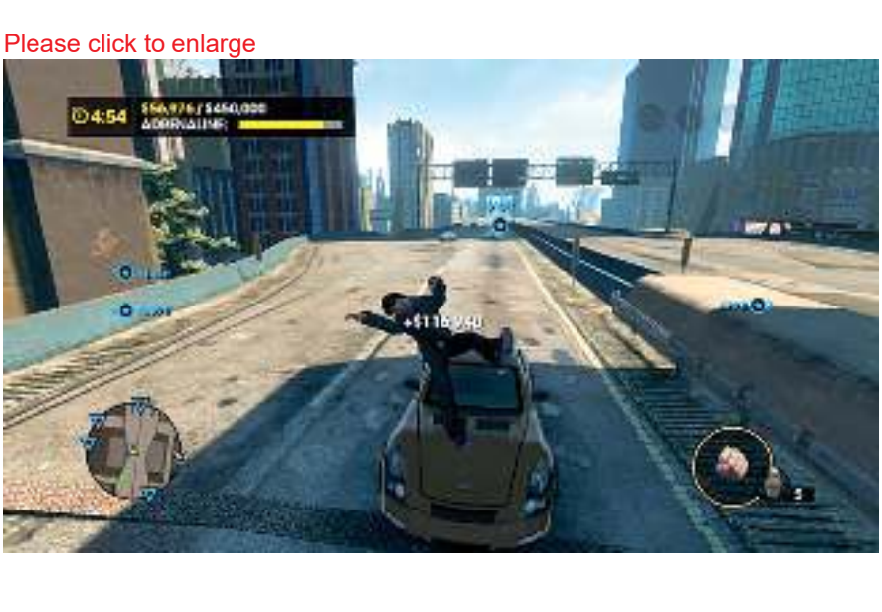
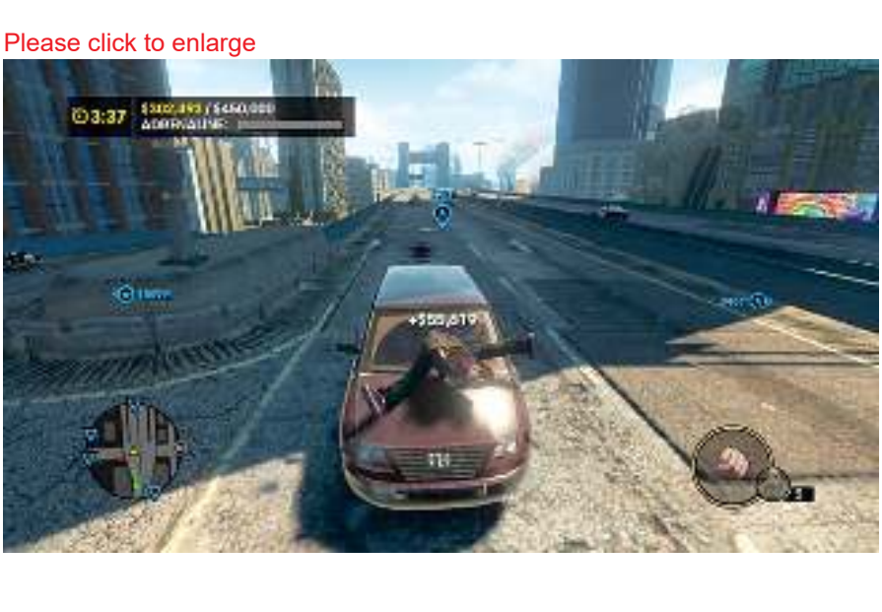


But once it's depleted, you can take a car and get up to the freeway to finish the job with style.

Please click to enlarge



Insurance Fraud 4 (#18)

Location: Bridgeport

Difficulty: Easy

Settlement Required: $70,000

Time Limit: 3:44

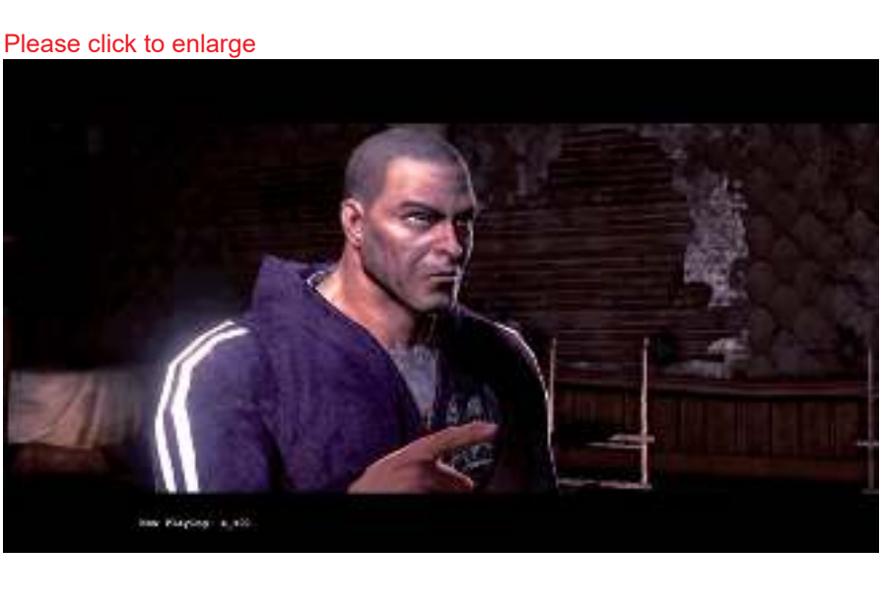
Bonus Zones: 2

Cash Earned: $2,000

Respect Earned: 200

Rewards: 2% Luchadores Gang District Control—$119 per hour

Please click to enlarge



Angel's training regimen requires a lot of physical sacrifice to prepare you to take on Killbane's Luchadores. He claims you need to harden up if you are to stand a chance. Maybe he's missed all the other times you've played chicken with oncoming vehicles?

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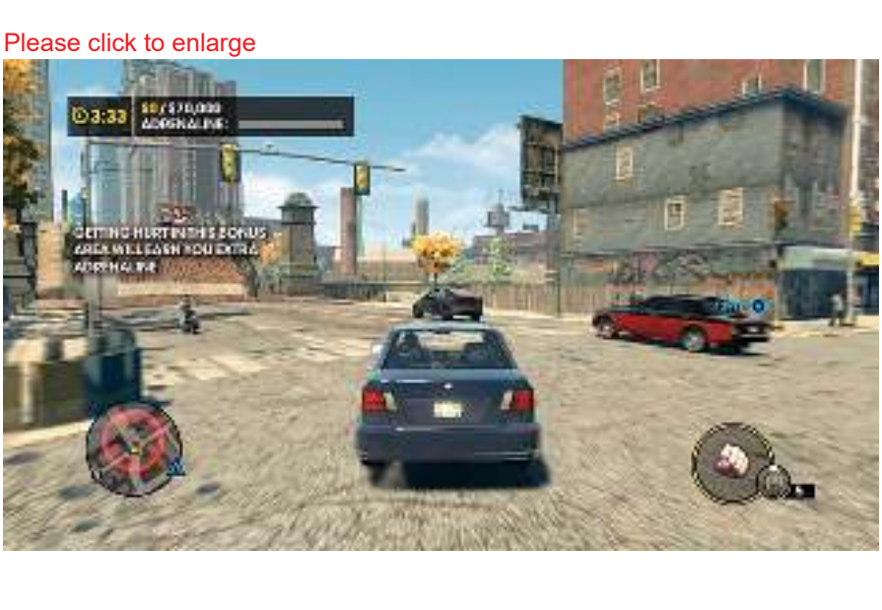

The first bonus zone is less than 300 feet away, right before one of the major bridge crossings into central Steelport. It's a busy intersection, and $70,000 isn't very much money compared to other settlement objectives in similar Insurance Fraud activities.

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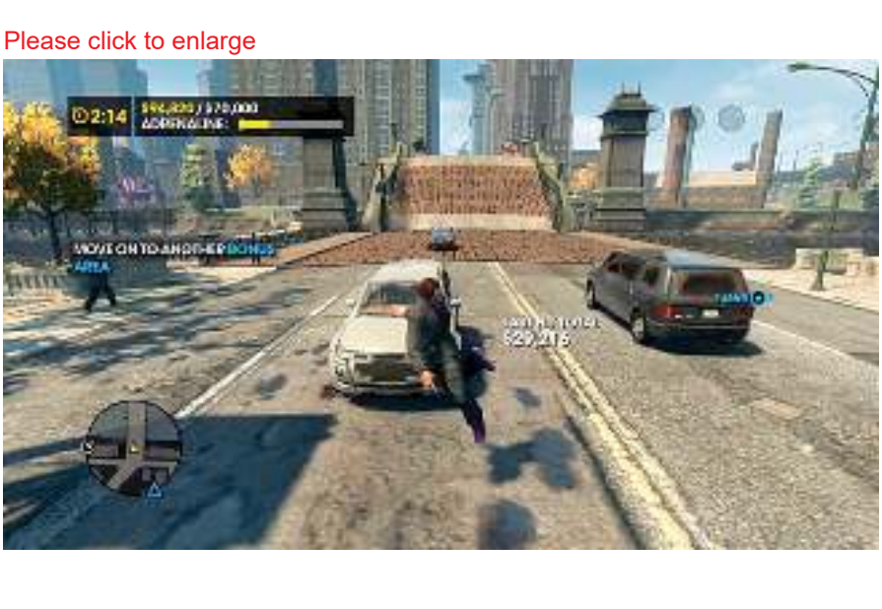

Just throw yourself into the work. You can do anything when your face is bouncing off a windshield.

Insurance Fraud 5 (#19)

Location: New Baranec

Difficulty: Medium

Settlement Required: $200,000

Time Limit: 4:59

Bonus Zones: 2

Cash Earned: $4,000

Respect Earned: 400

Rewards: 3% Luchadores Gang District Control—$79 per hour

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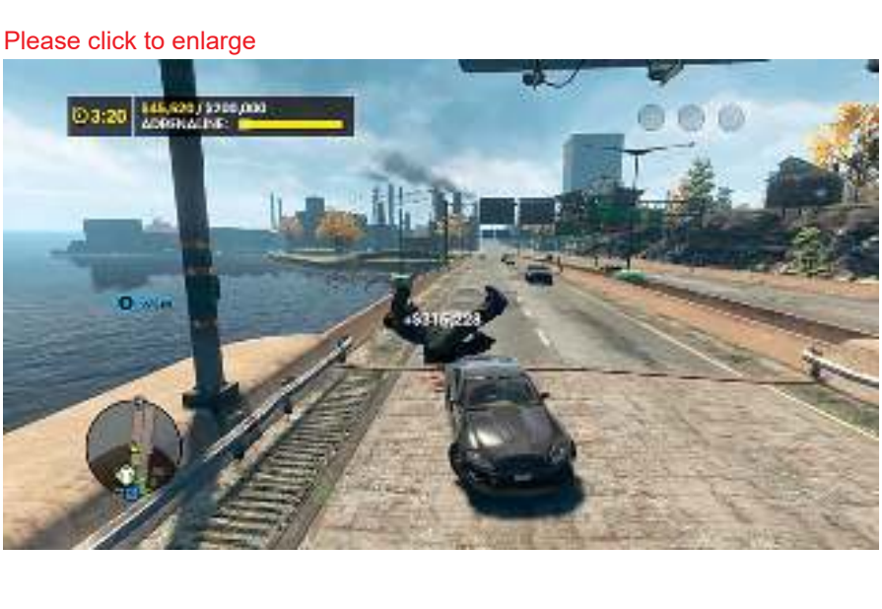
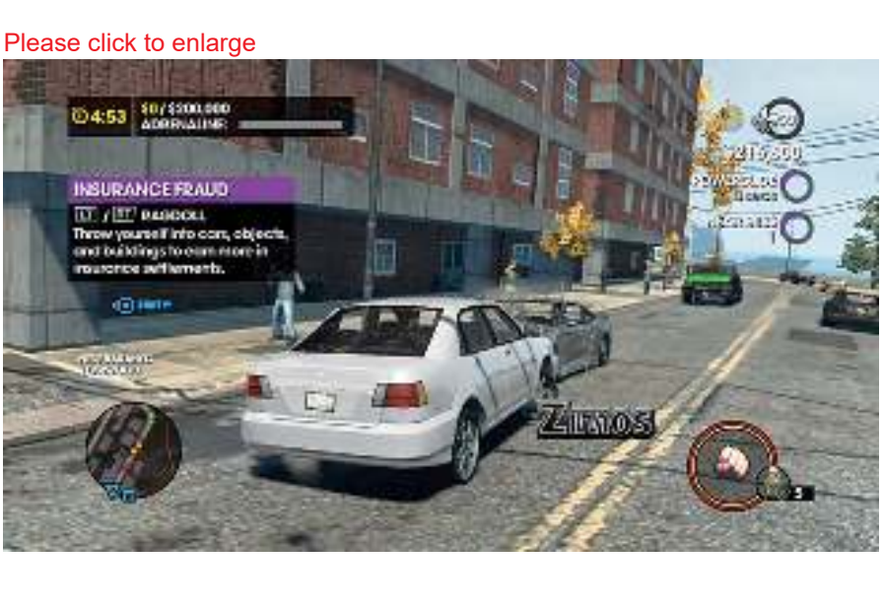


You've got five minutes to make $200,000 through vehicular self-mutilation, and the first thing you'll probably notice is that the bonus zones are quite far away.

Please click to enlarge



One of the zones is near a bridge to the northwestern island, and it is pretty busy most of the time. With adrenaline, you can bounce off a lot of cars for a long time. However, if you're going to drive that far . . .

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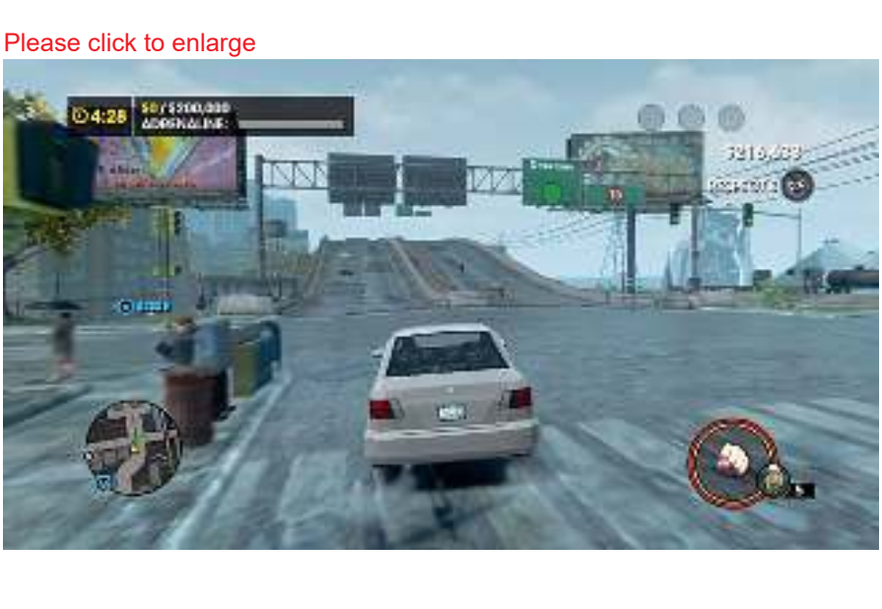

. . . keep in mind that in the southeastern part of New Baranec is one of the major highways that spans the city.

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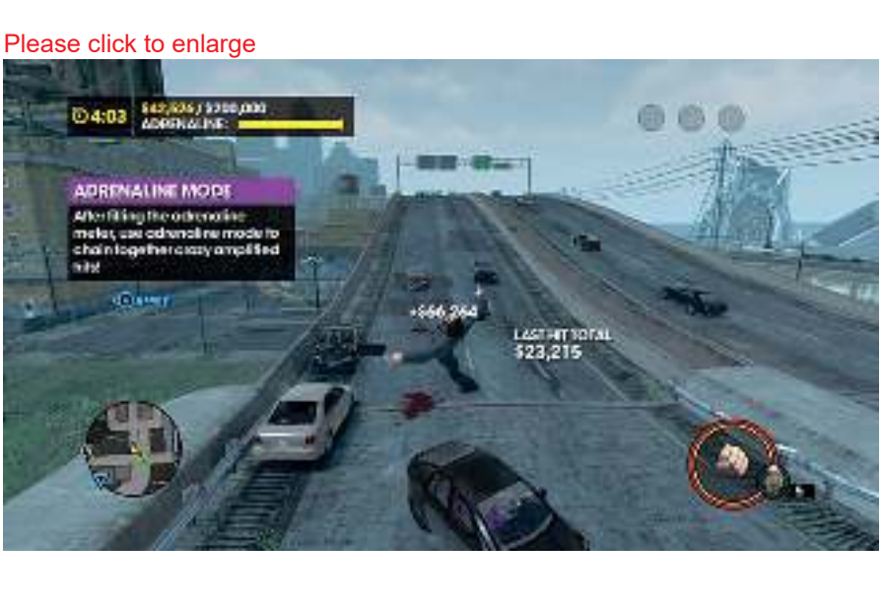

It's also much closer, and is reliably busy. Remember, the bonus zones increase the speed at which you gain adrenaline, but you gain adrenaline pretty fast just by taking repeated hits from the rapidly oncoming cars. Happy hurting!

Insurance Fraud 6 (#20)

Location: The Grove

Difficulty: Hard

Settlement Required: $450,000

Time Limit: 6:59

Bonus Zones: 3

Cash Earned: $6,000

Respect Earned: 600

Rewards: 5% Luchadores Gang District Control—$207 per hour

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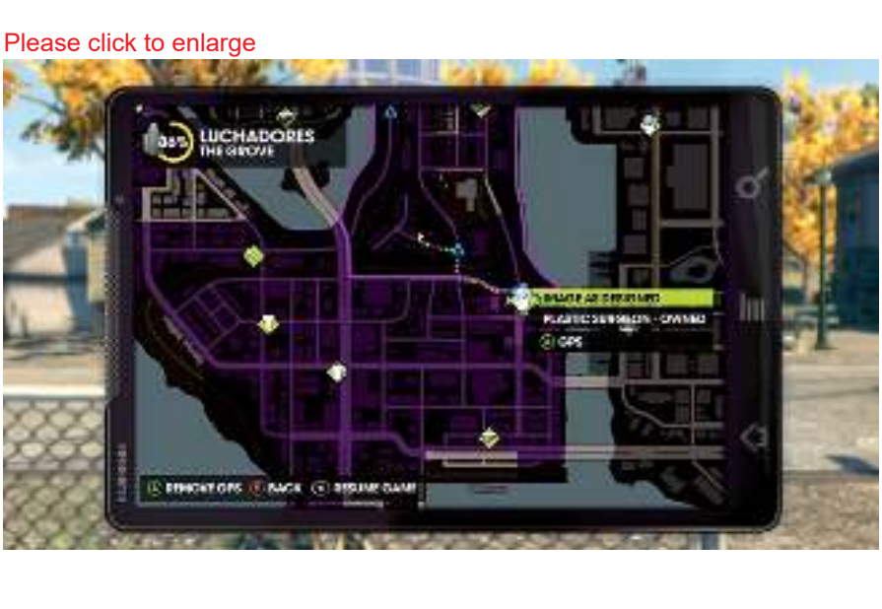

Check your map as soon as the activity begins. All three bonus zones are fairly close. However, the most lucrative one is next to an Image As Designed shop.

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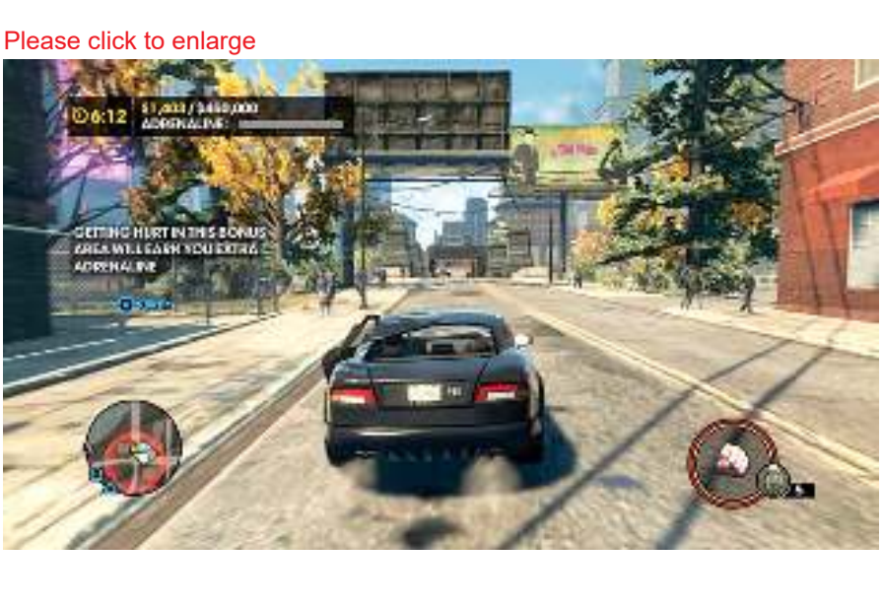

Traffic here is quite thick; it's possible that a bottleneck you start here can cause slowdowns and total stops for very long chains of vehicles.

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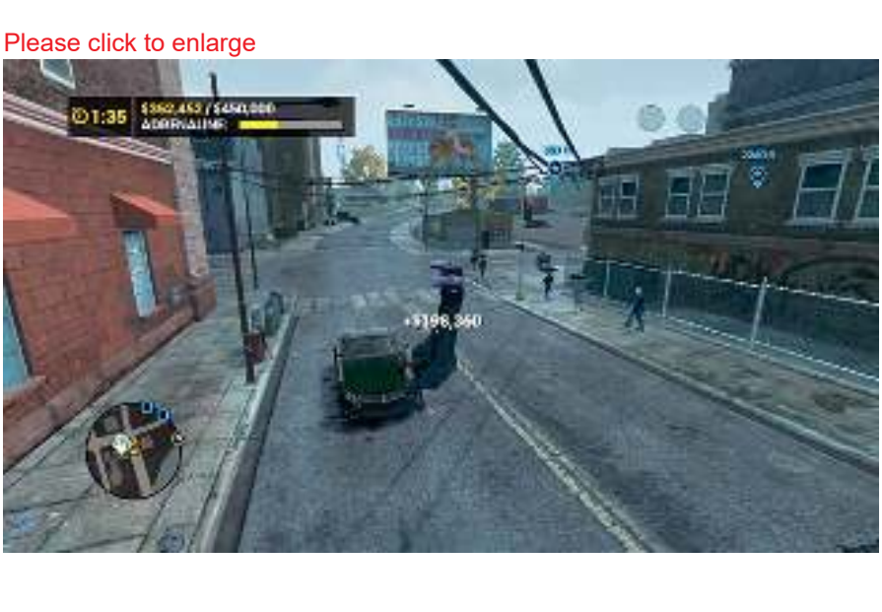

Because this location is an intersection next to a very busy bridge, there's no shortage of cars to get pounded by.

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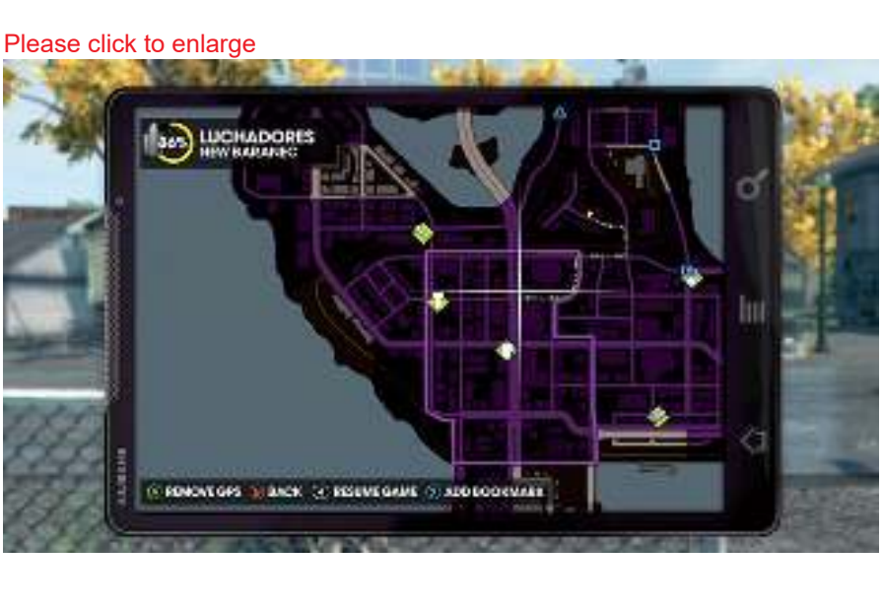

You can even engineer a traffic jam, and with full adrenaline, just bounce between cars until the meter runs dry!

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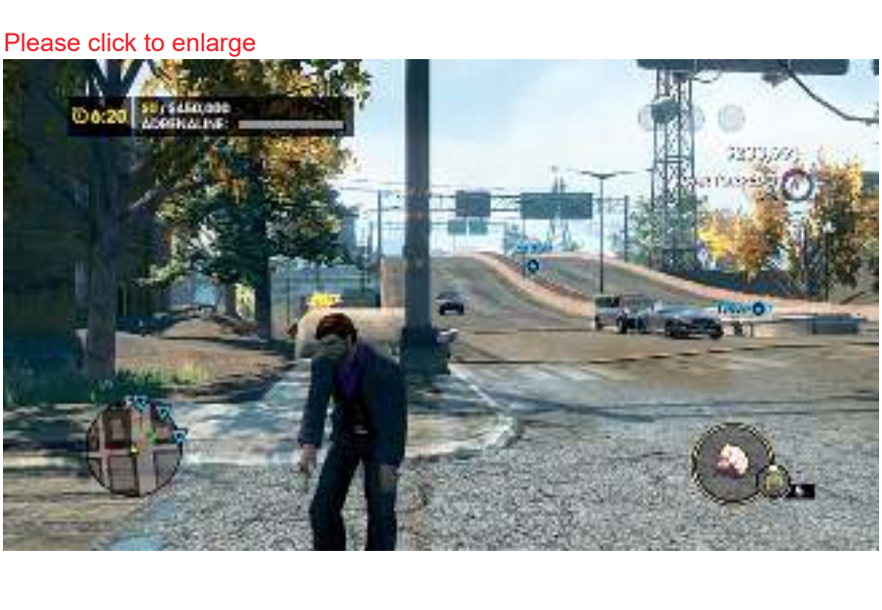

There is, of course, a freeway close to where you start and that is also a very good place to get hit with motor vehicles.

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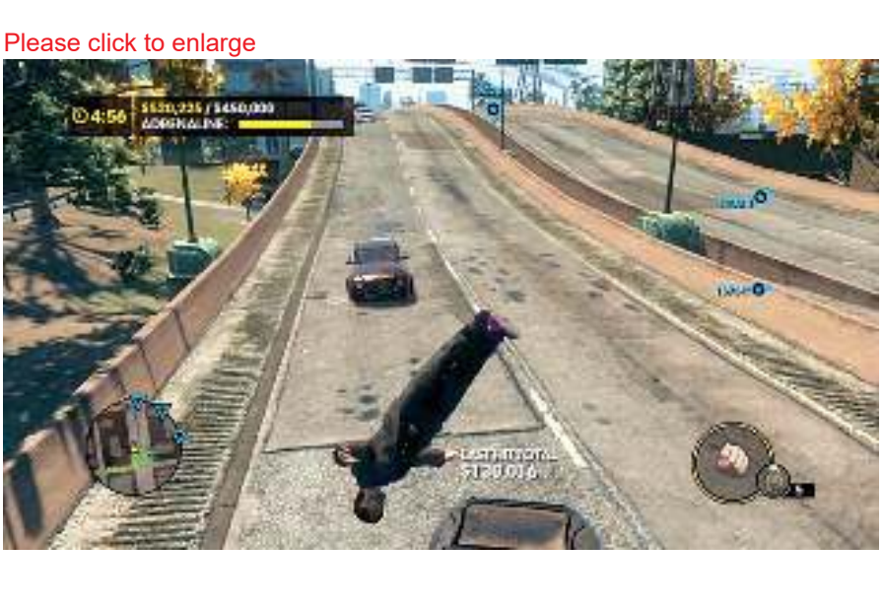
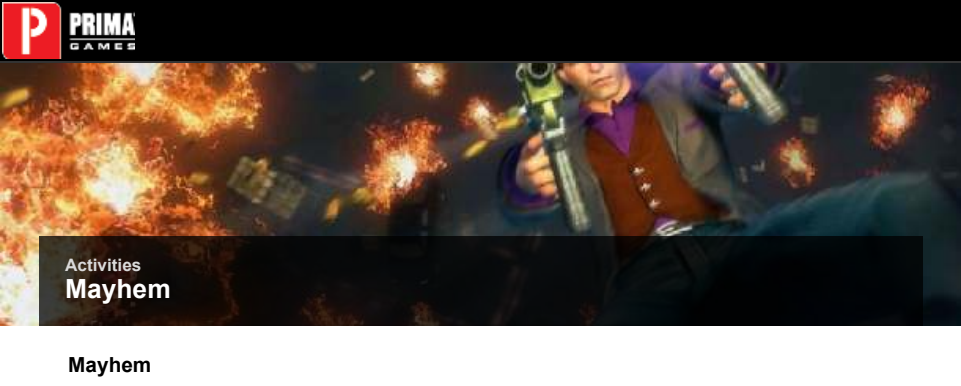
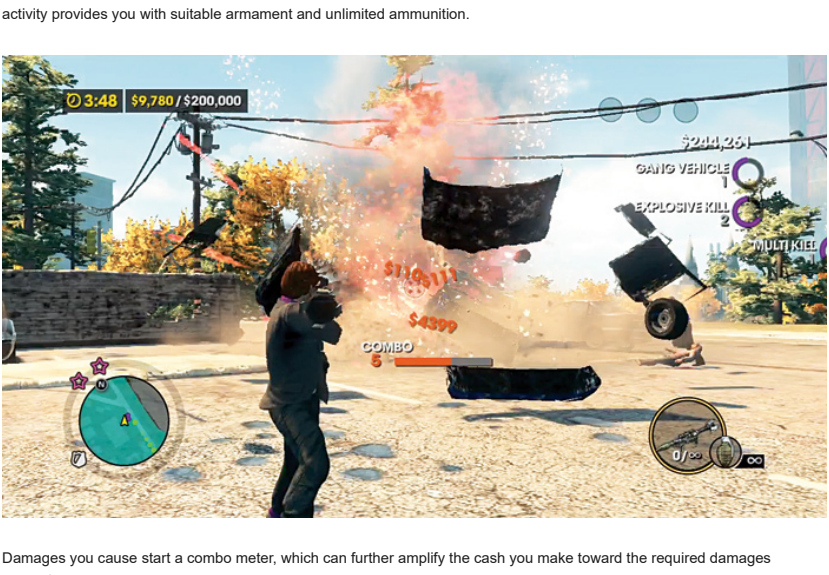


Graceful. Like a swan.

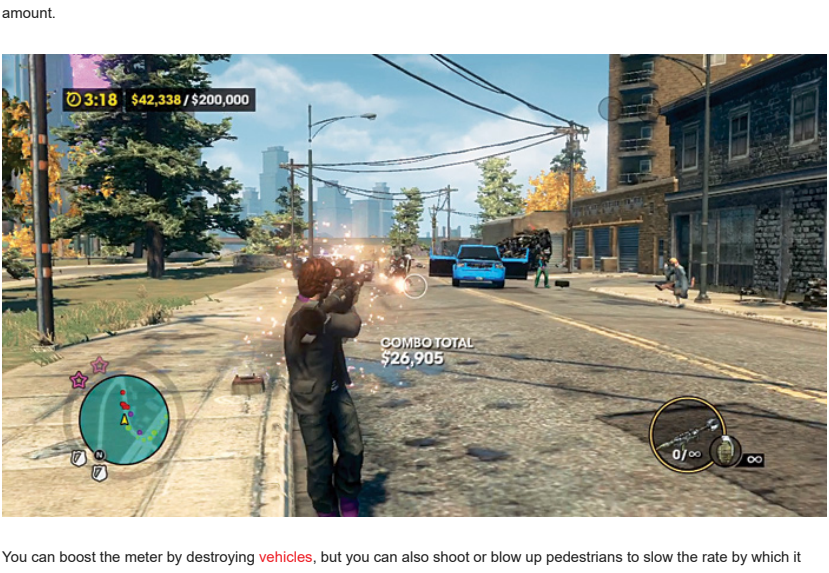


Mayhem

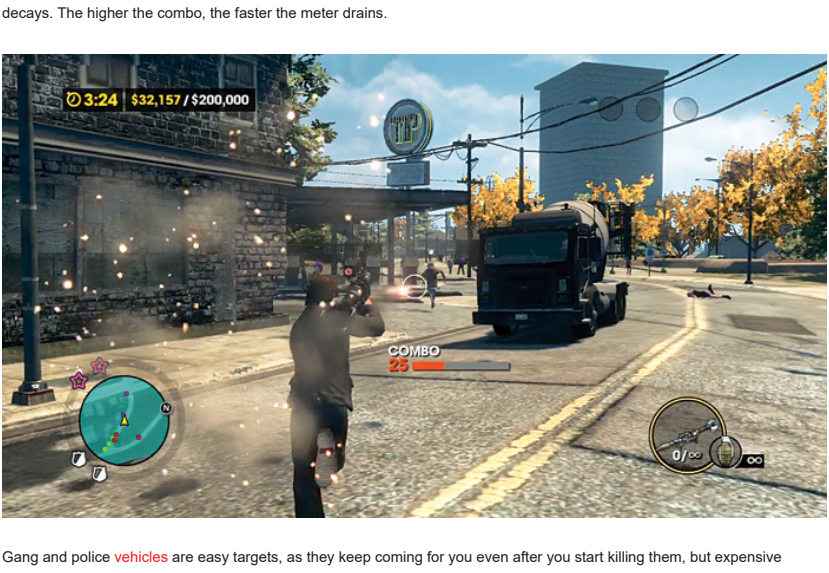
Mayhem activities, similar to the Tank Mayhem and Helicopter Assault missions, are all about causing as much damage as possible, only this time you are on foot and definitely more vulnerable. Fortunately, you don't go in badly equipped. Each activity provides you with suitable armament and unlimited ammunition.



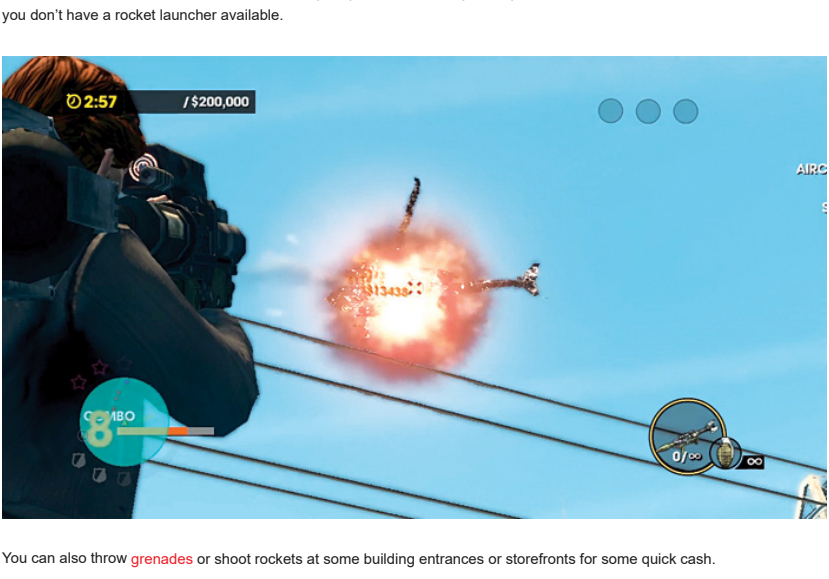
Damages you cause start a combo meter, which can further amplify the cash you make toward the required damages amount.



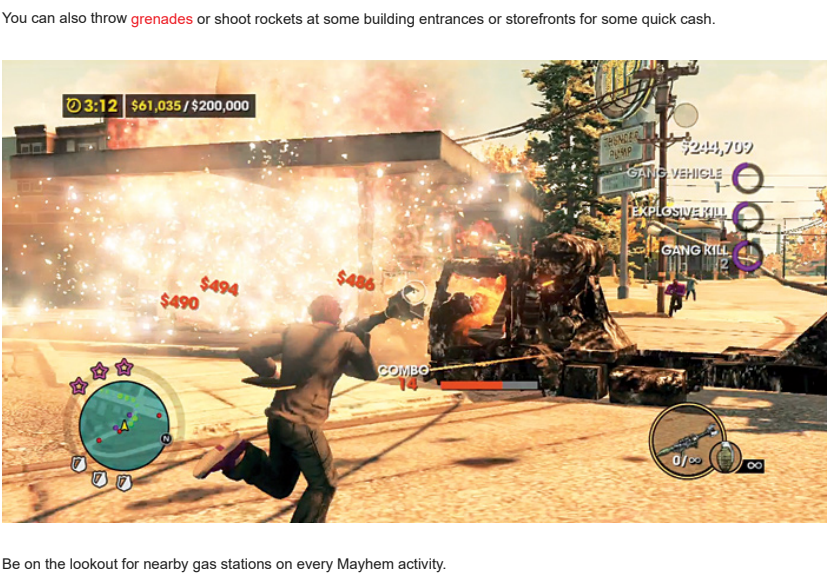
You can boost the meter by destroying vehicles, but you can also shoot or blow up pedestrians to slow the rate by which it decays. The higher the combo, the faster the meter drains.



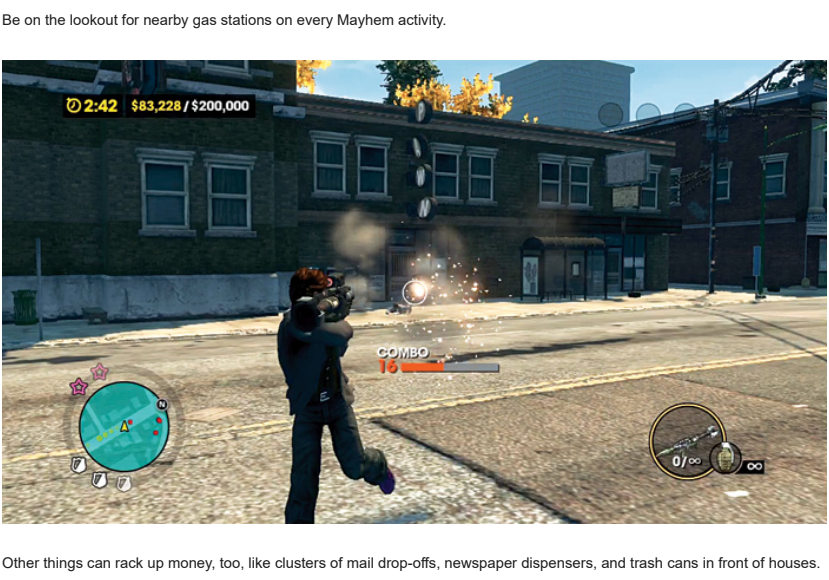
Gang and police vehicles are easy targets, as they keep coming for you even after you start killing them, but expensive civilian vehicles are more lucrative. Unfortunately they tend to flee, so you may need to persuade their drivers with bullets if you don't have a rocket launcher available.



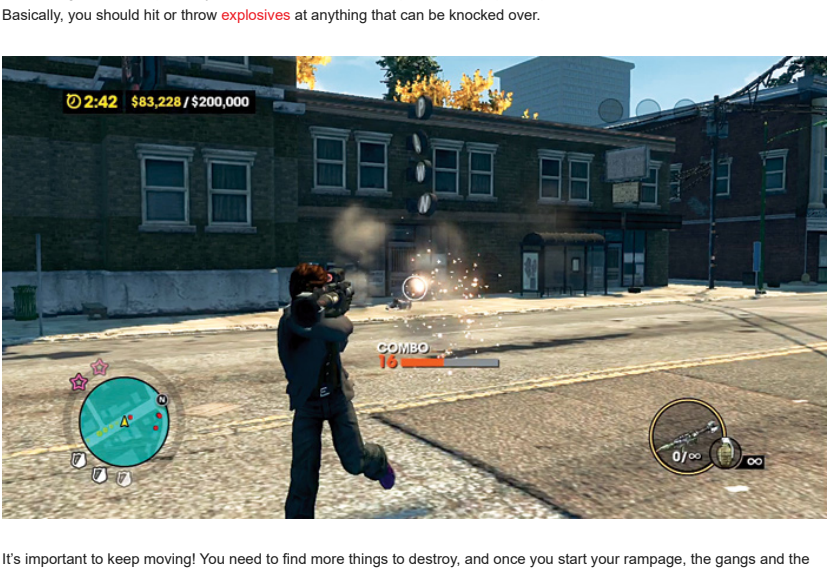
You can also throw grenades or shoot rockets at some building entrances or storefronts for some quick cash.



Be on the lookout for nearby gas stations on every Mayhem activity.



Other things can rack up money, too, like clusters of mail drop-offs, newspaper dispensers, and trash cans in front of houses. Basically, you should hit or throw explosives at anything that can be knocked over.



It's important to keep moving! You need to find more things to destroy, and once you start your rampage, the gangs and the cops will be all over you. But don't get too reckless; death is still a possibility on these jobs. To make things go really smoothly, it's best to have upgraded grenades, an upgraded rocket launcher, and upgraded submachine guns or shotguns. These weapons allow you to kill vehicles the fastest from short to long range.

Mayhem 1 (#21)

Location: Salander

Difficulty: Easy

Damages Required: $90,000

Time Limit: 5:00

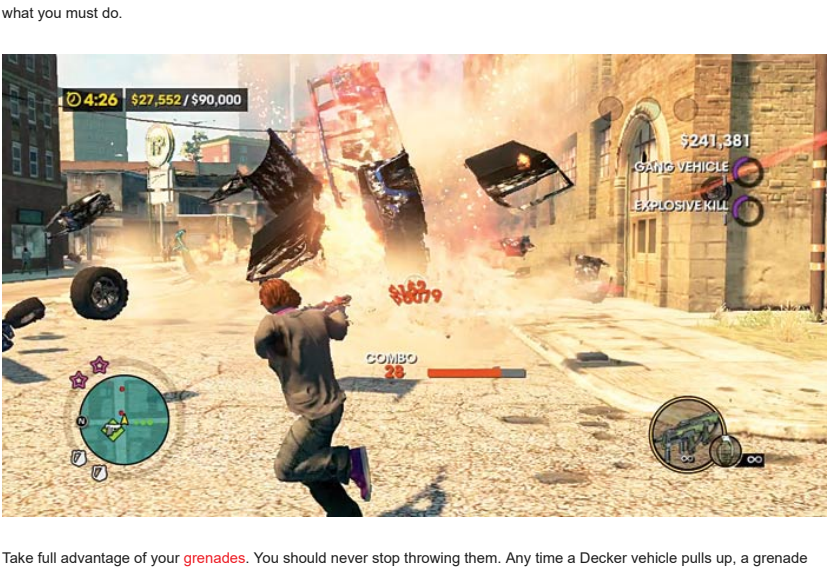
Cash Earned: $2,000

Respect Earned: 200

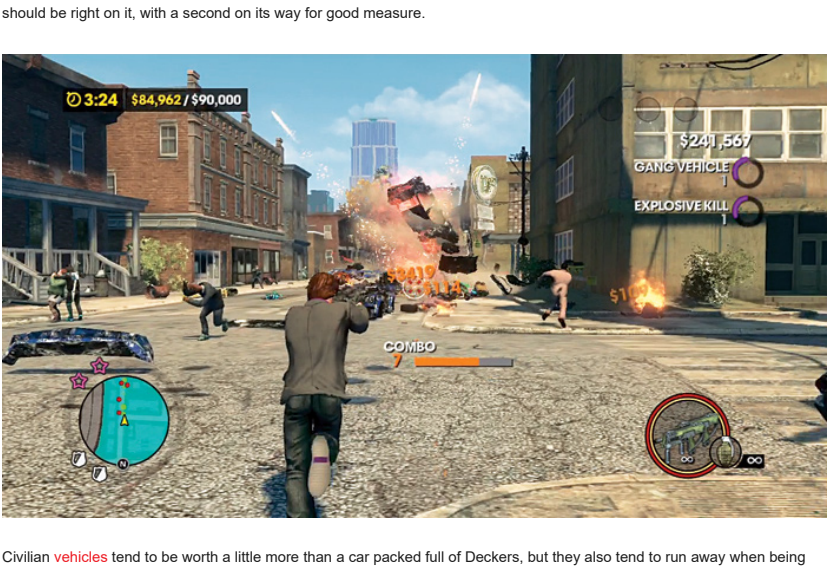
Rewards: 2% Deckers Gang District Control—$90 per hour

Let's be honest, the Deckers already had this coming. Terrible fashion sense, obnoxious hair styles, and the fact they simply exist—these are all pretty big crimes to have committed, and it doesn't help their case that they are in on the conspiracy against the Saints. Kinzie has a pretty big mad on for them too, which only compounds the one you have developed. It's time to act on it.

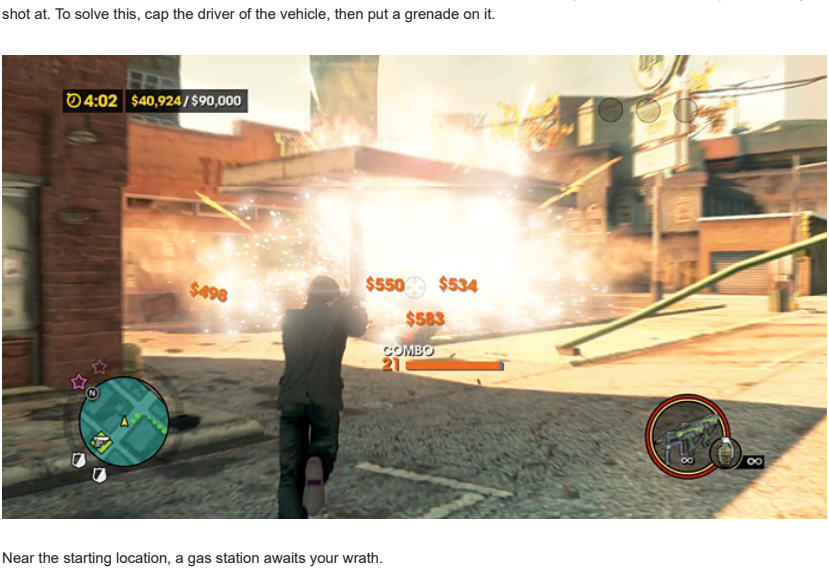
You can't bring the full breadth of your arsenal with you for this activity, but you can definitely make some noise, considering you start with unlimited pistol, submachine gun, and shotgun rounds, and more importantly, unlimited grenades. You know what you must do.



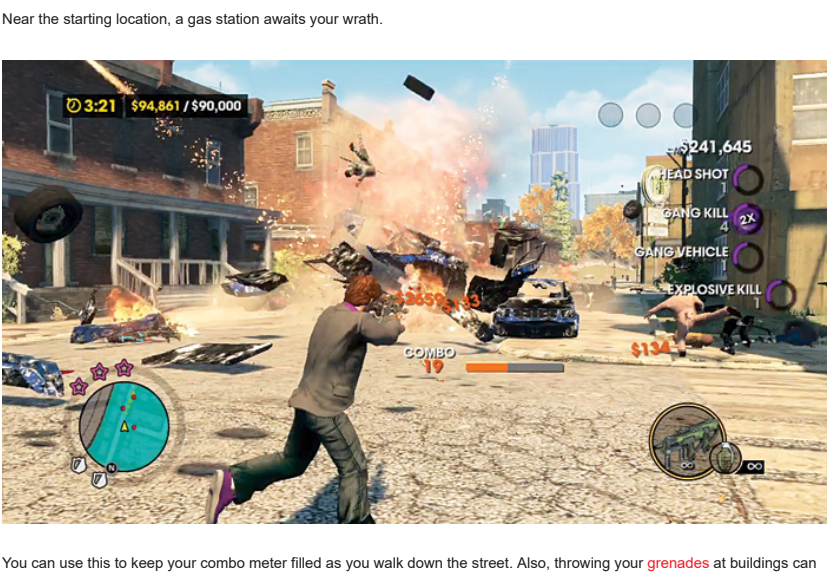
Take full advantage of your grenades. You should never stop throwing them. Any time a Decker vehicle pulls up, a grenade should be right on it, with a second on its way for good measure.



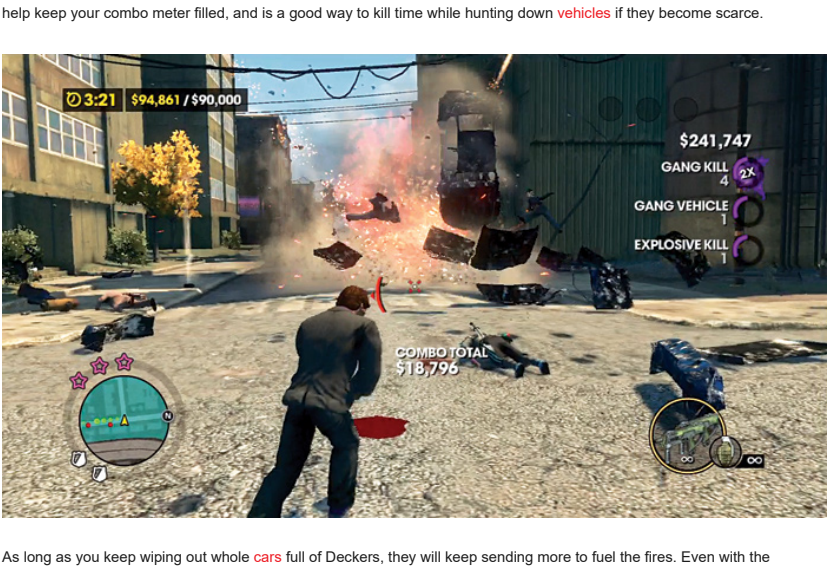
Civilian vehicles tend to be worth a little more than a car packed full of Deckers, but they also tend to run away when being shot at. To solve this, cap the driver of the vehicle, then put a grenade on it.



Near the starting location, a gas station awaits your wrath.



You can use this to keep your combo meter filled as you walk down the street. Also, throwing your grenades at buildings can help keep your combo meter filled, and is a good way to kill time while hunting down vehicles if they become scarce.



As long as you keep wiping out whole cars full of Deckers, they will keep sending more to fuel the fires. Even with the relatively low level of resistance they present, you should be able to break $90,000 in damages well within the time limit.

Mayhem 2 (#22)

Location: Brickston

Difficulty: Medium

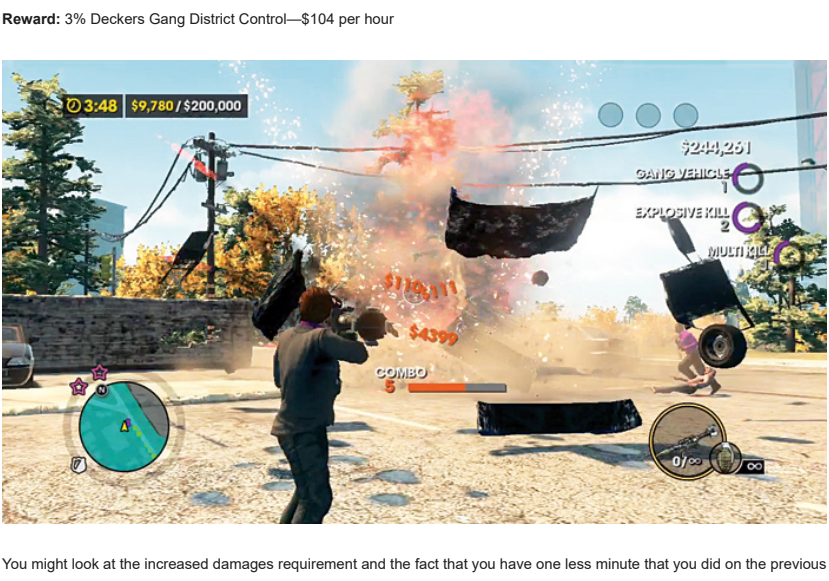
Damages Required: $200,000

Time Limit: 3:58

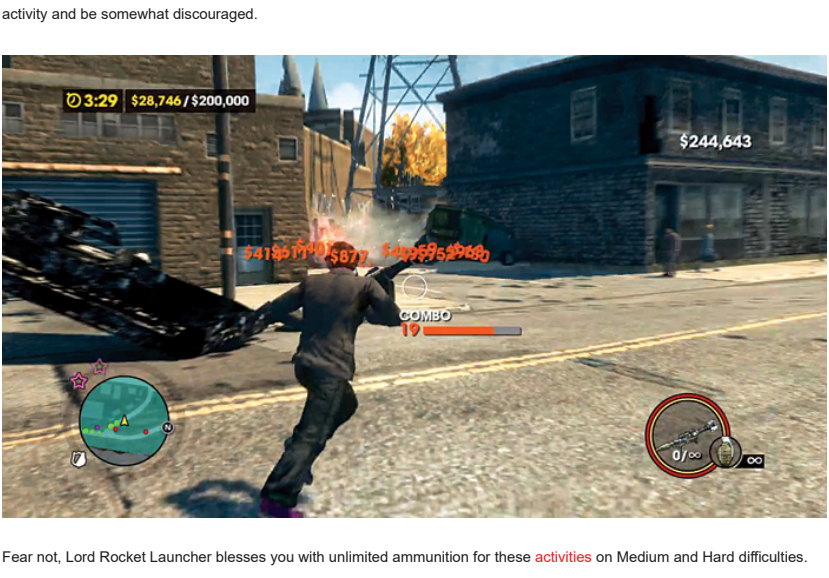
Cash Earned: $4,000

Respect Earned: 400

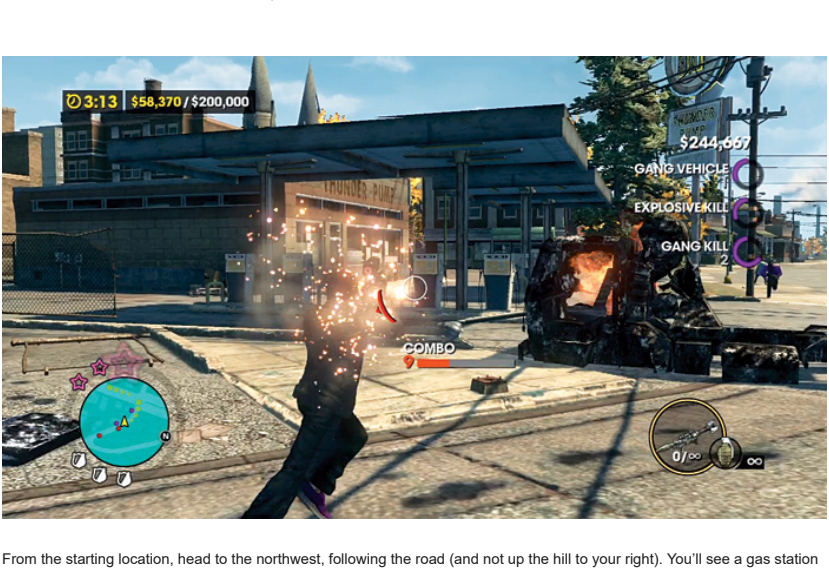
Reward: 3% Deckers Gang District Control—$104 per hour



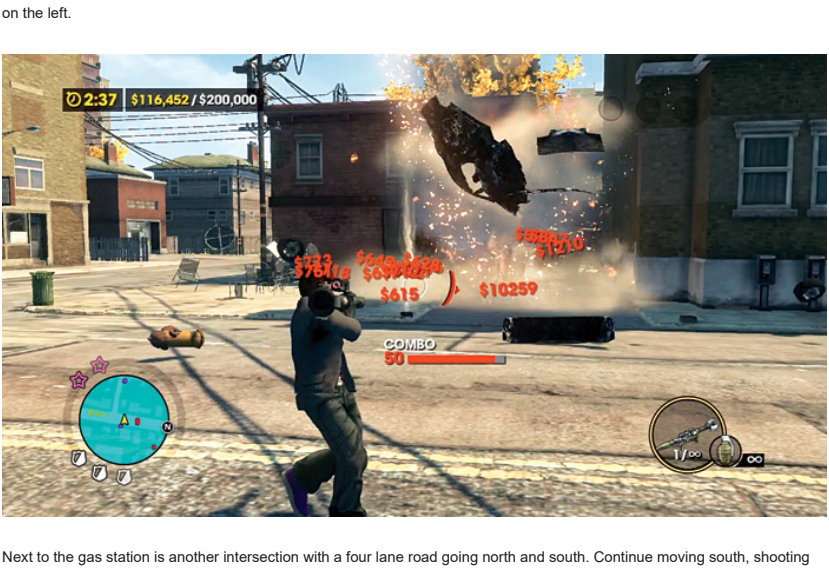
You might look at the increased damages requirement and the fact that you have one less minute that you did on the previous activity and be somewhat discouraged.



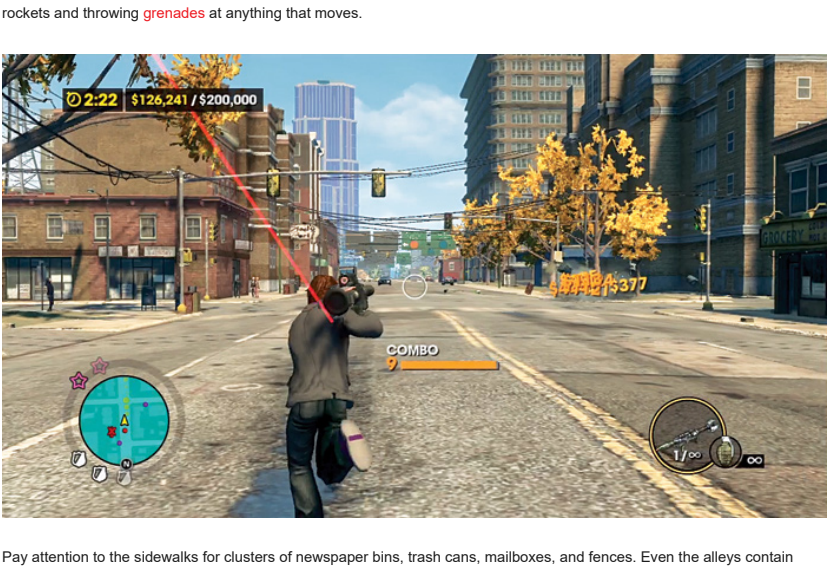
Fear not, Lord Rocket Launcher blesses you with unlimited ammunition for these activities on Medium and Hard difficulties.



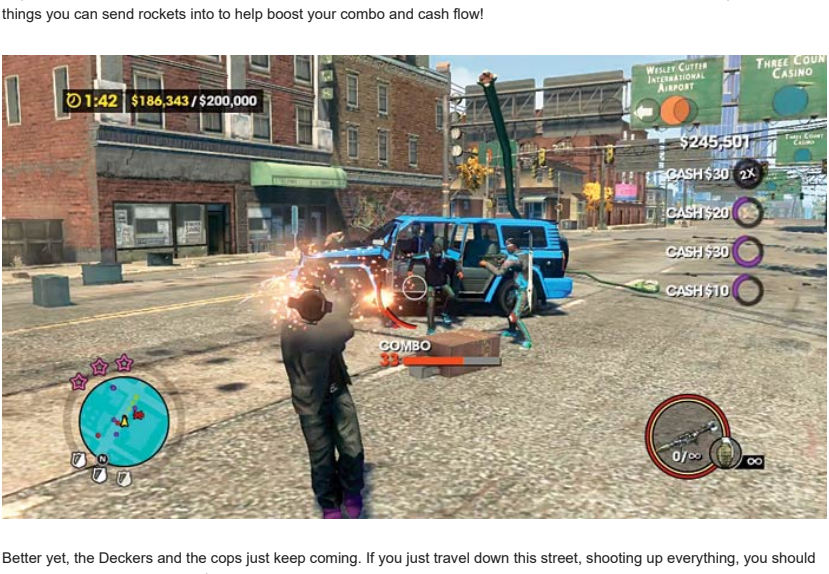
From the starting location, head to the northwest, following the road (and not up the hill to your right). You'll see a gas station on the left.



Next to the gas station is another intersection with a four lane road going north and south. Continue moving south, shooting rockets and throwing grenades at anything that moves.



Pay attention to the sidewalks for clusters of newspaper bins, trash cans, mailboxes, and fences. Even the alleys contain things you can send rockets into to help boost your combo and cash flow!



Better yet, the Deckers and the cops just keep coming. If you just travel down this street, shooting up everything, you should have no problem reaching the $200,000 in under the time limit.

Mayhem 3 (#23)

Location: Ashwood

Difficulty: Hard

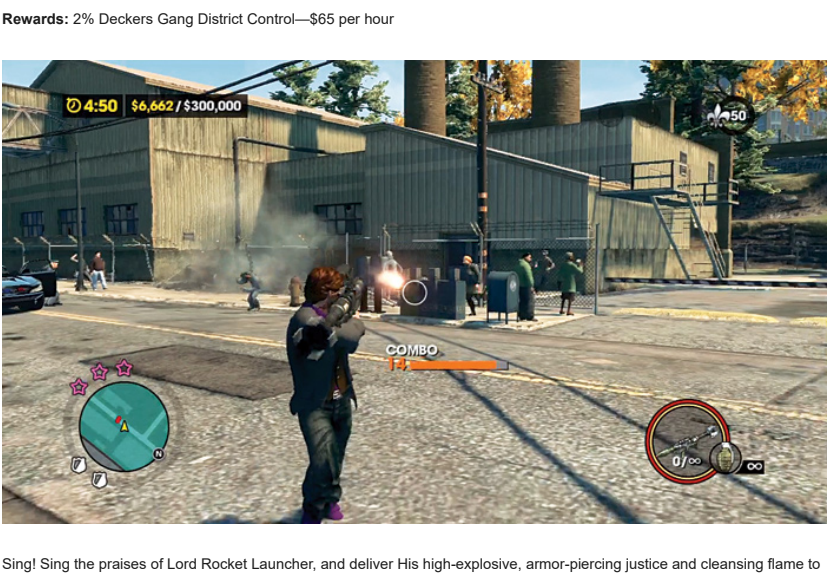
Damages Required: $300,000

Time Limit: 4:59

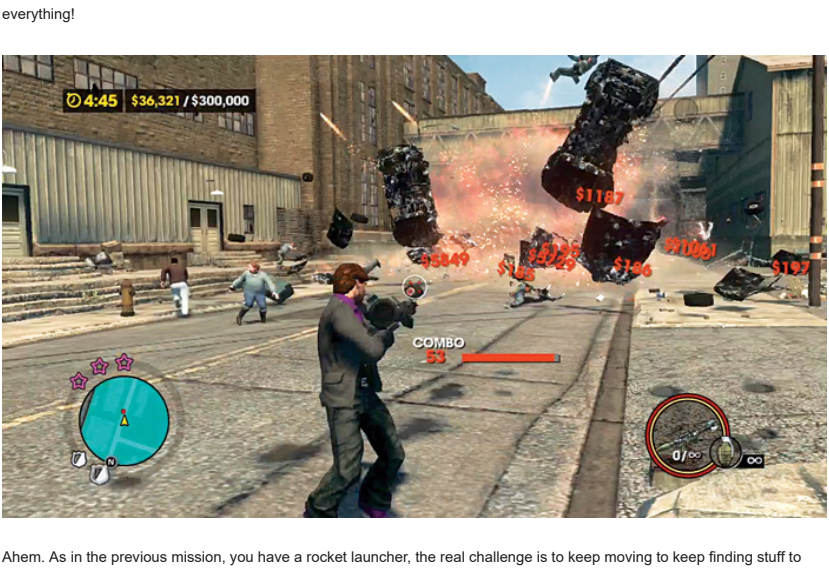
Cash Earned: $6,000

Respect Earned: 600

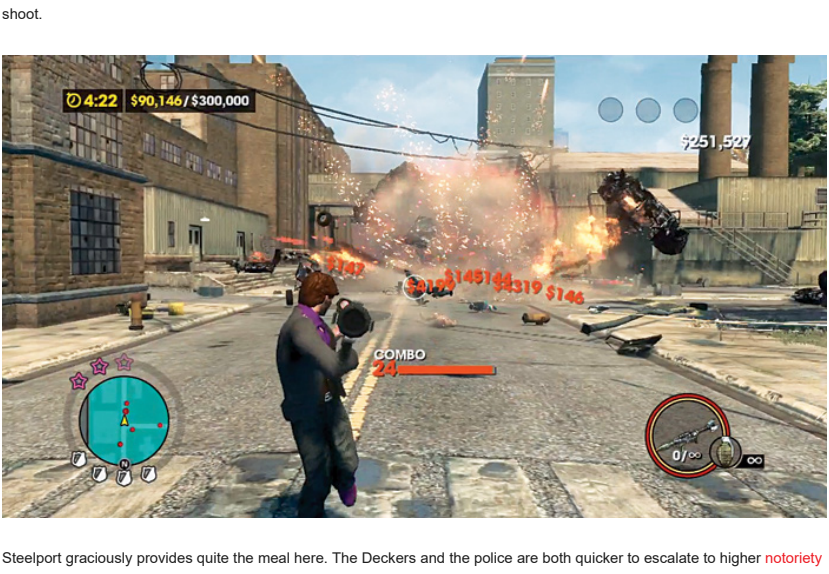
Rewards: 2% Deckers Gang District Control—$65 per hour



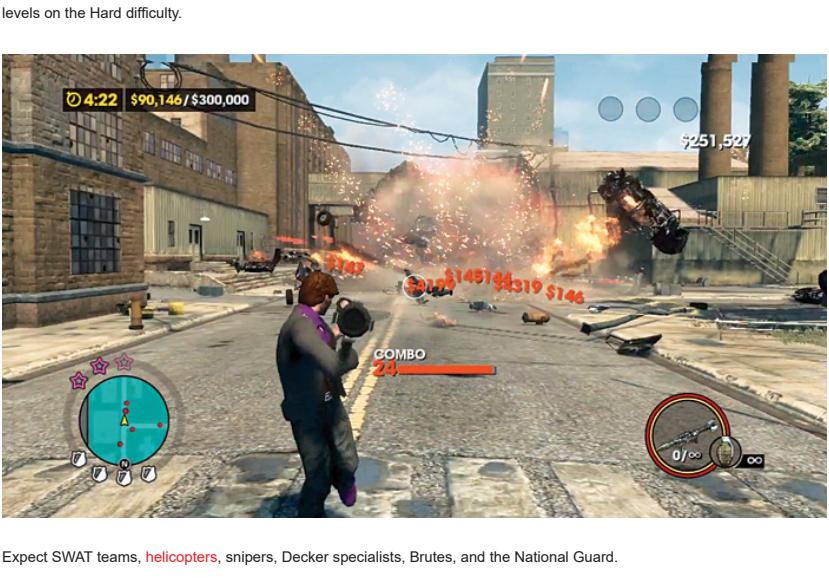
Sing! Sing the praises of Lord Rocket Launcher, and deliver His high-explosive, armor-piercing justice and cleansing flame to everything!



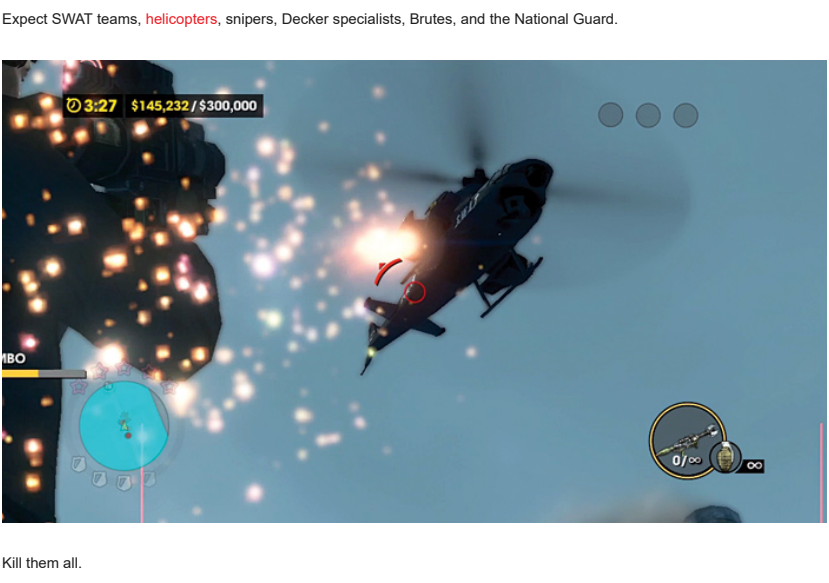
Ahem. As in the previous mission, you have a rocket launcher, the real challenge is to keep moving to keep finding stuff to shoot.



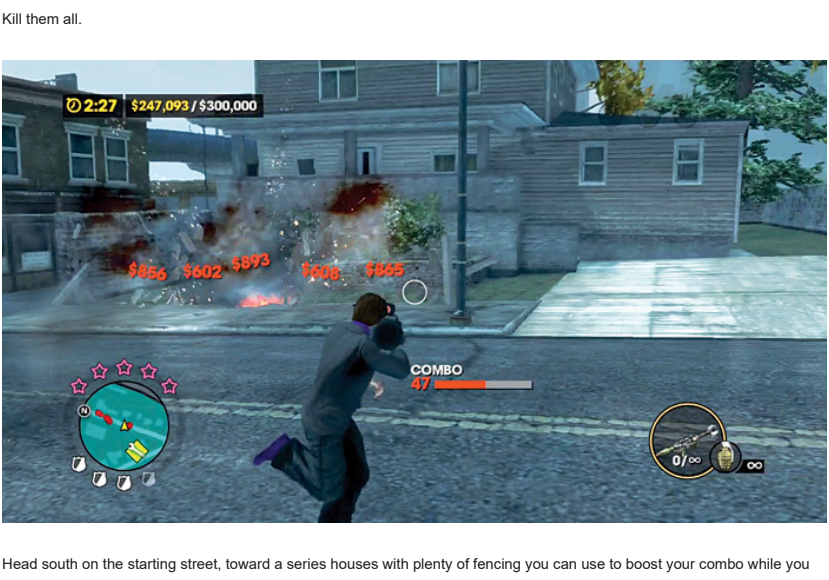
Steelport graciously provides quite the meal here. The Deckers and the police are both quicker to escalate to higher notoriety levels on the Hard difficulty.



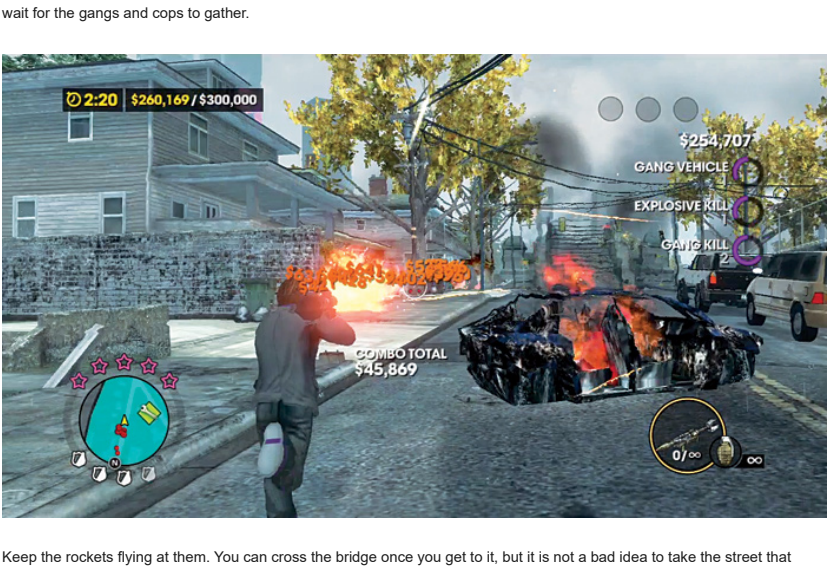
Expect SWAT teams, helicopters, snipers, Decker specialists, Brutes, and the National Guard.



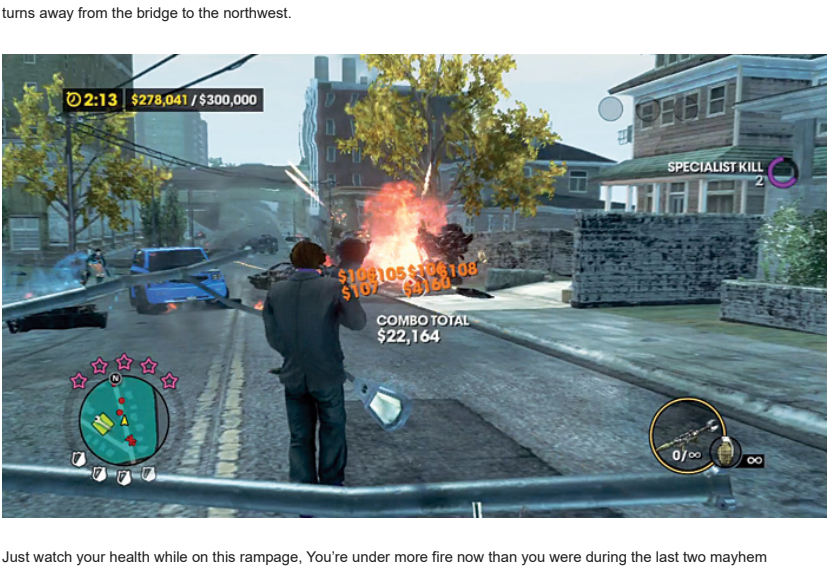
Kill them all.



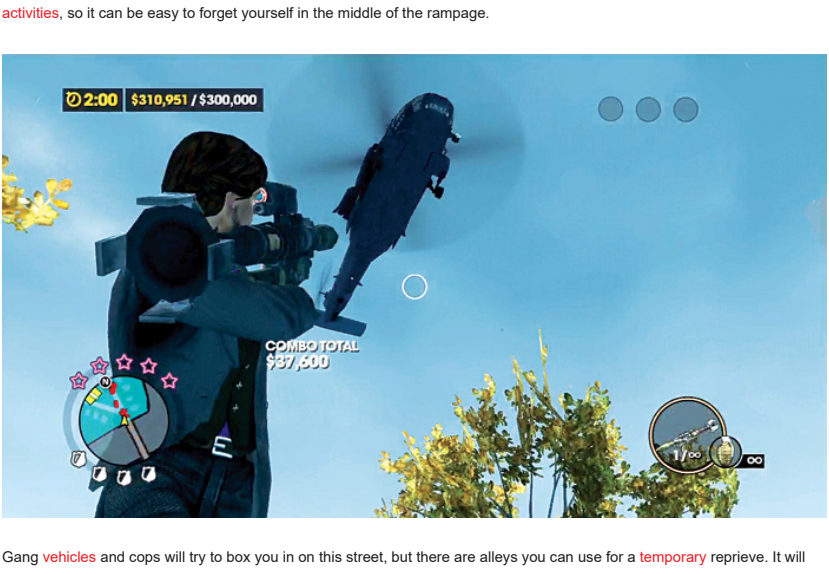
Head south on the starting street, toward a series houses with plenty of fencing you can use to boost your combo while you wait for the gangs and cops to gather.



Keep the rockets flying at them. You can cross the bridge once you get to it, but it is not a bad idea to take the street that turns away from the bridge to the northwest.



Just watch your health while on this rampage. You're under more fire now than you were during the last two mayhem activities, so it can be easy to forget yourself in the middle of the rampage.



Gang vehicles and cops will try to box you in on this street, but there are alleys you can use for a temporary reprieve. It will also force helicopters to position themselves in such a way that you can easily fire rockets at them with less chance of reprisal.

Mayhem 4 (#24)

Location: Bridgeport

Difficulty: Easy

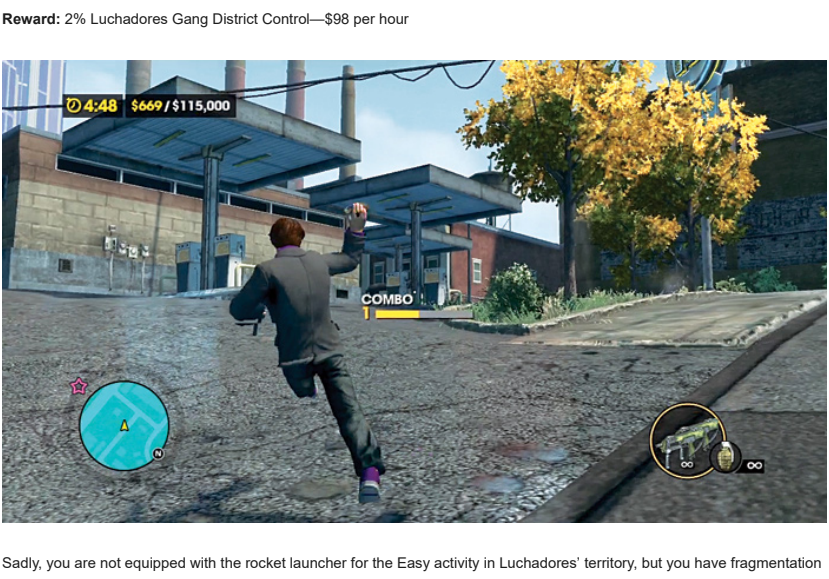
Damages Required: $115,000

Time Limit: 3:58

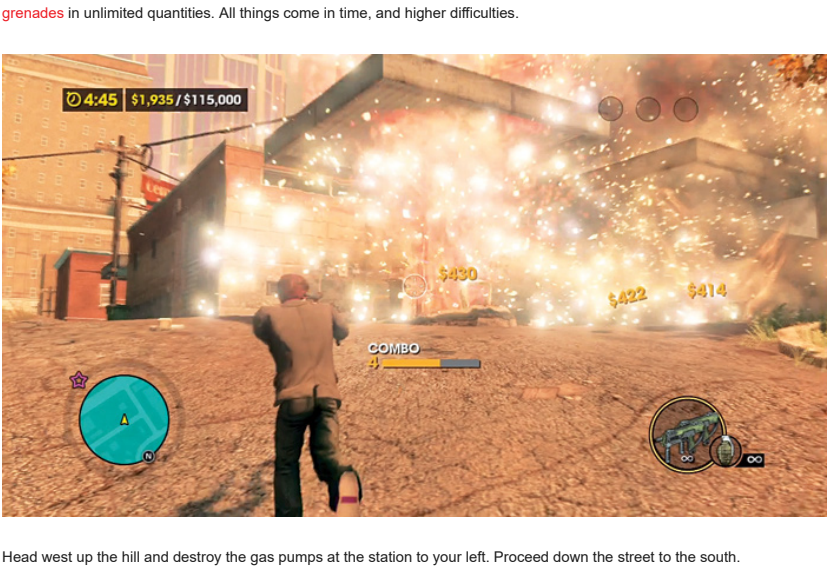
Cash Earned: $2,000

Respect Earned: 200

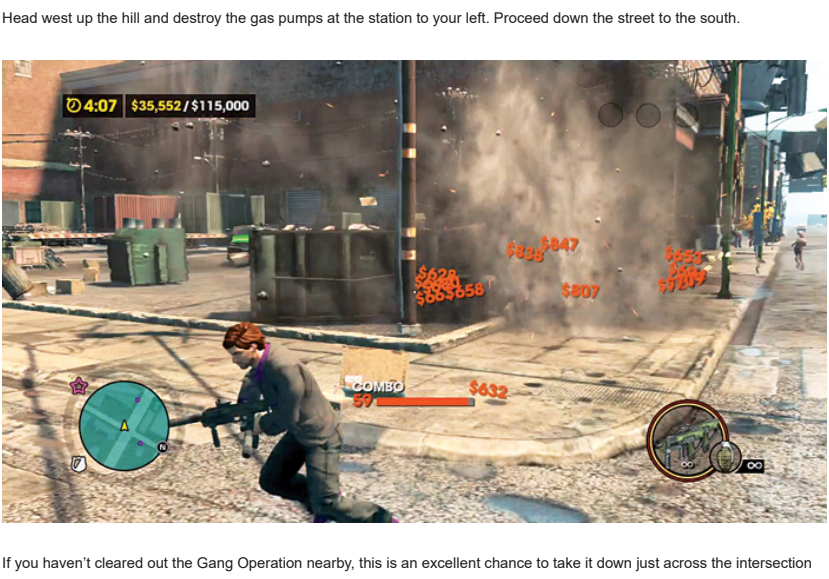
Reward: 2% Luchadores Gang District Control—$98 per hour



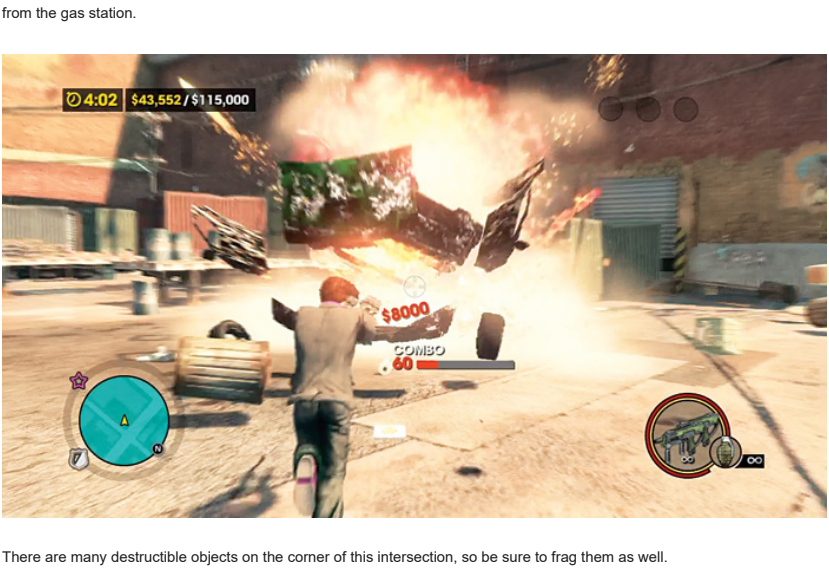
Sadly, you are not equipped with the rocket launcher for the Easy activity in Luchadores' territory, but you have fragmentation grenades in unlimited quantities. All things come in time, and higher difficulties.



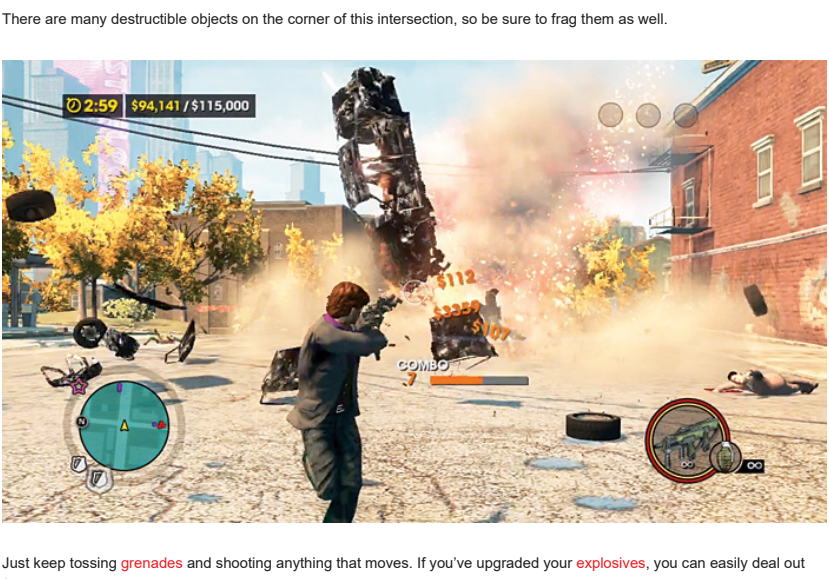
Head west up the hill and destroy the gas pumps at the station to your left. Proceed down the street to the south.



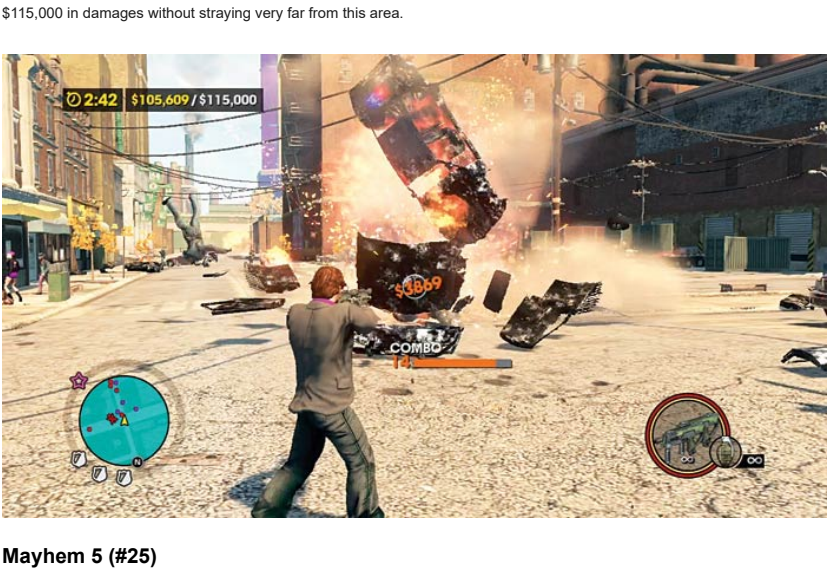
If you haven't cleared out the Gang Operation nearby, this is an excellent chance to take it down just across the intersection from the gas station.



There are many destructible objects on the corner of this intersection, so be sure to frag them as well.



Just keep tossing grenades and shooting anything that moves. If you've upgraded your explosives, you can easily deal out $115,000 in damages without straying very far from this area.



Mayhem 5 (#25)

Location: Yearwood

Difficulty: Medium

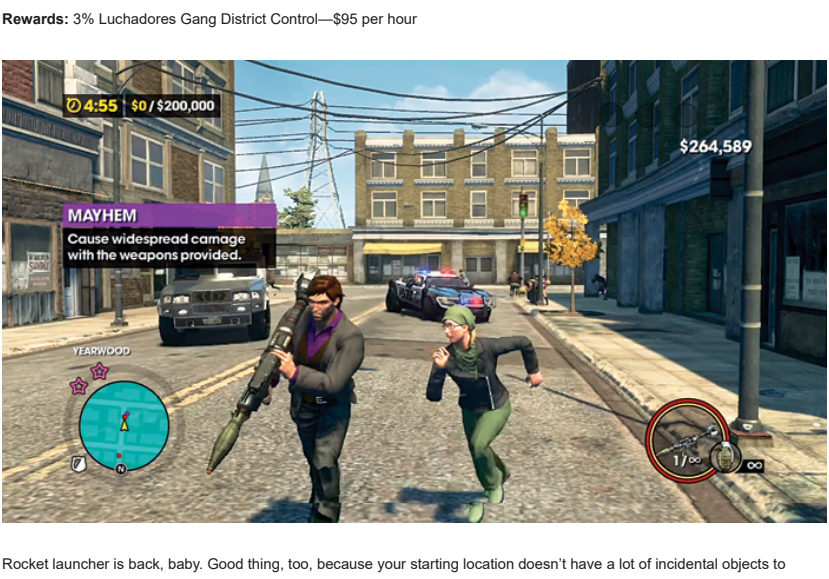
Damages Required: $200,000

Time Limit: 5:00

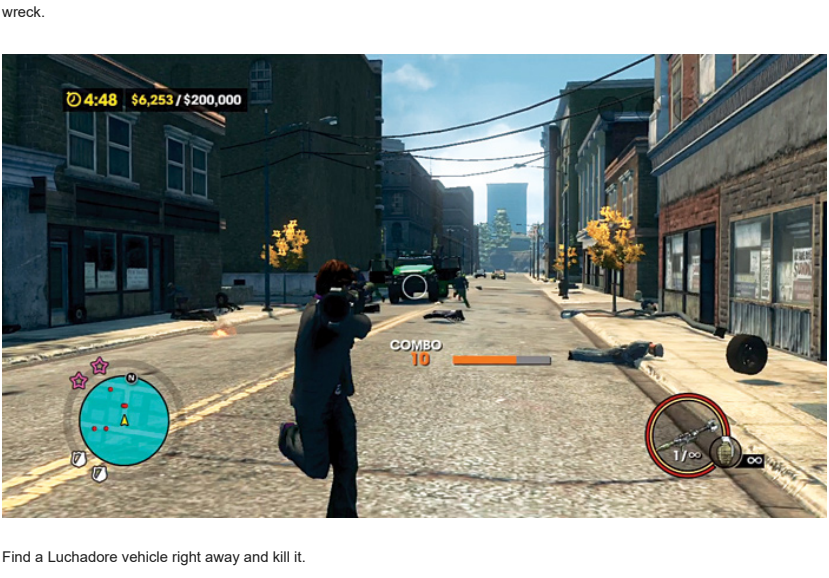
Cash Earned: $4,000

Respect Earned: 400

Rewards: 3% Luchadores Gang District Control—$95 per hour

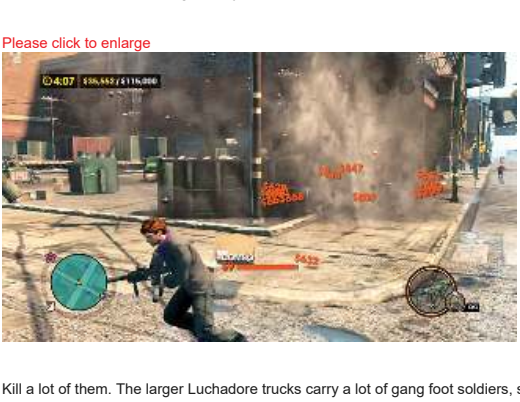


Rocket launcher is back, baby. Good thing, too, because your starting location doesn't have a lot of incidental objects to wreck.

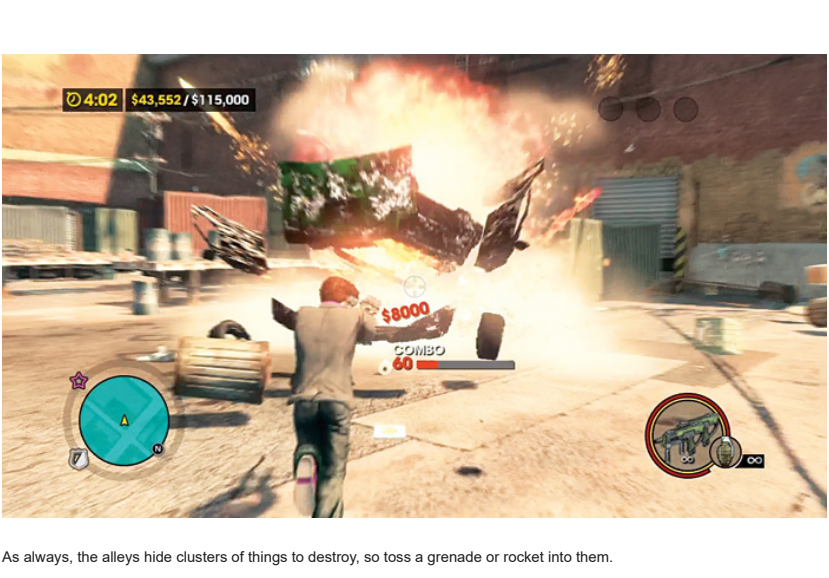


Find a Luchadore vehicle right away and kill it.

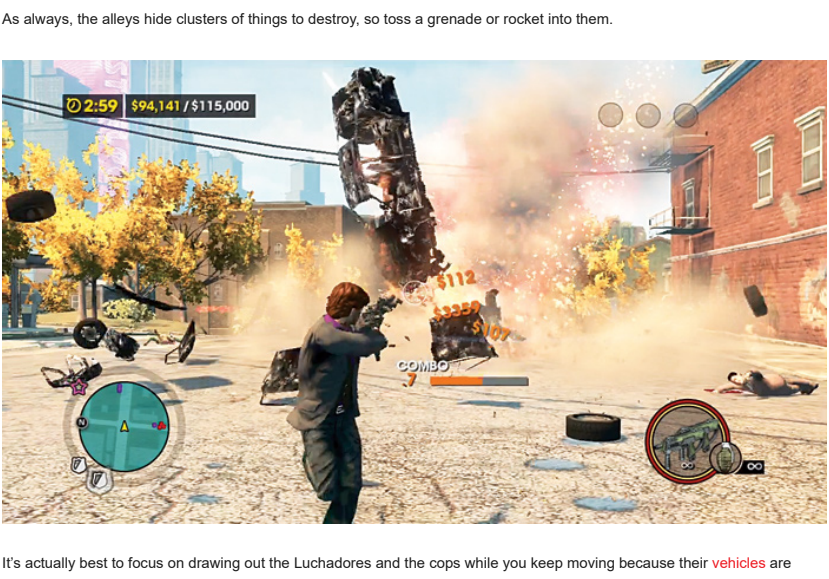
Please click to enlarge



Kill a lot of them. The larger Luchadore trucks carry a lot of gang foot soldiers, so destroying a full one is always a good thing.



As always, the alleys hide clusters of things to destroy, so toss a grenade or rocket into them.



It's actually best to focus on drawing out the Luchadores and the cops while you keep moving because their vehicles are worth so much and they bring so many soldiers that you can keep the combo meter filled through their noble sacrifice.

Mayhem 6 (#26)

Location: Arapice Island

Difficulty: Hard

Damages Required: $250,000

Time Limit: 5:00

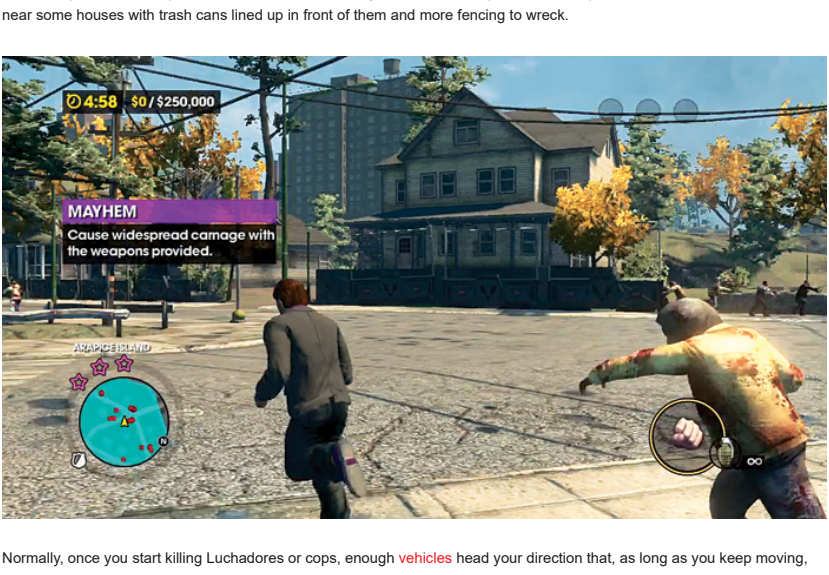
Cash Earned: $6,000

Respect Earned: 600

Rewards: 6% Luchadores Gang District Control—$250 per hour

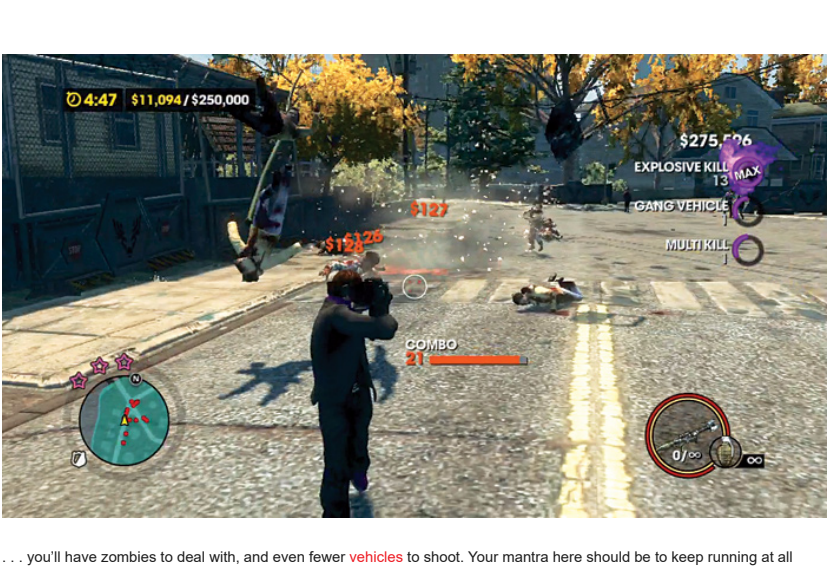
This is actually potentially tricky to accomplish. If you take up this activity early in the story line, it plays out like the other Mayhem activities.

However, there is a complication. The island you're on does not seem to have as much traffic as in previous missions. Fortunately, the factories you're near have ample fencing and other destroyable items for you to blast to pieces. You also start near some houses with trash cans lined up in front of them and more fencing to wreck.

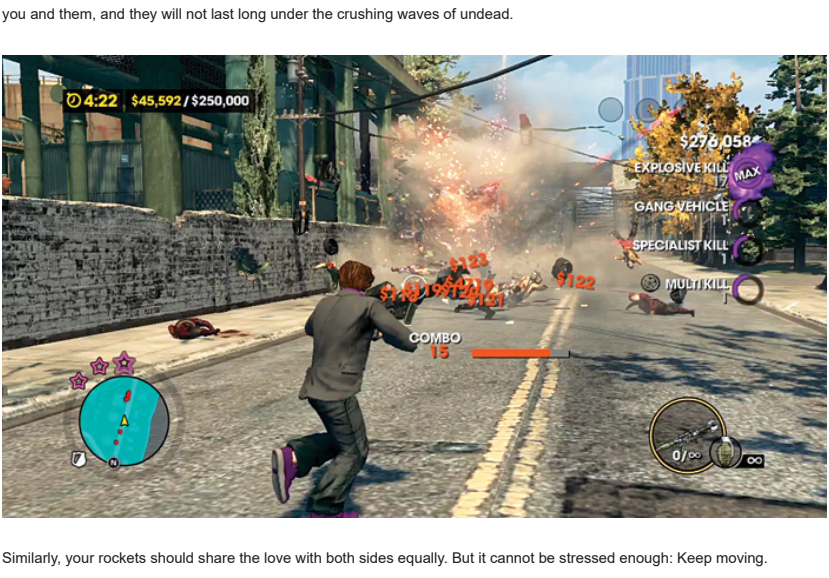


Normally, once you start killing Luchadores or cops, enough vehicles head your direction that, as long as you keep moving, you will have enough destructive opportunities. More will keep appearing, and because this is rated Hard, the resistance will be significant.

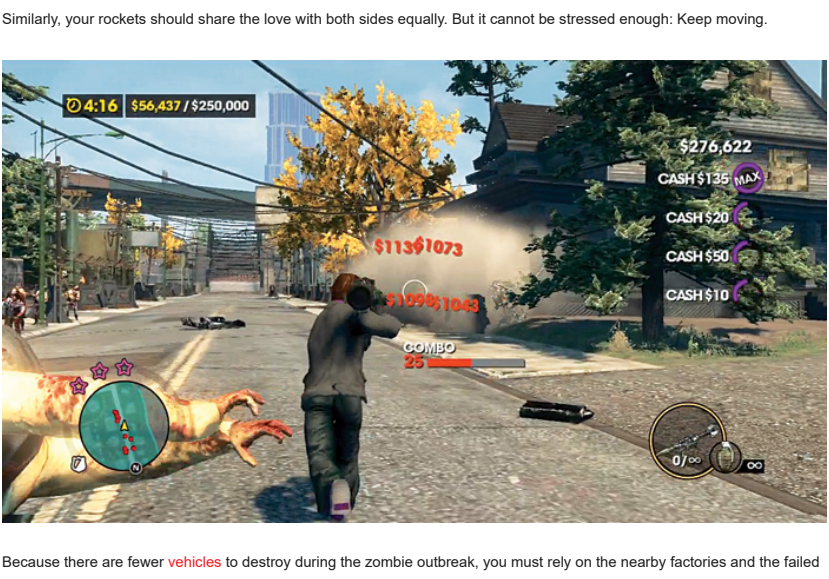
However, if you've handled a little problem regarding a bioweapon shipment crashing onto the island for Mayor Reynolds . . .



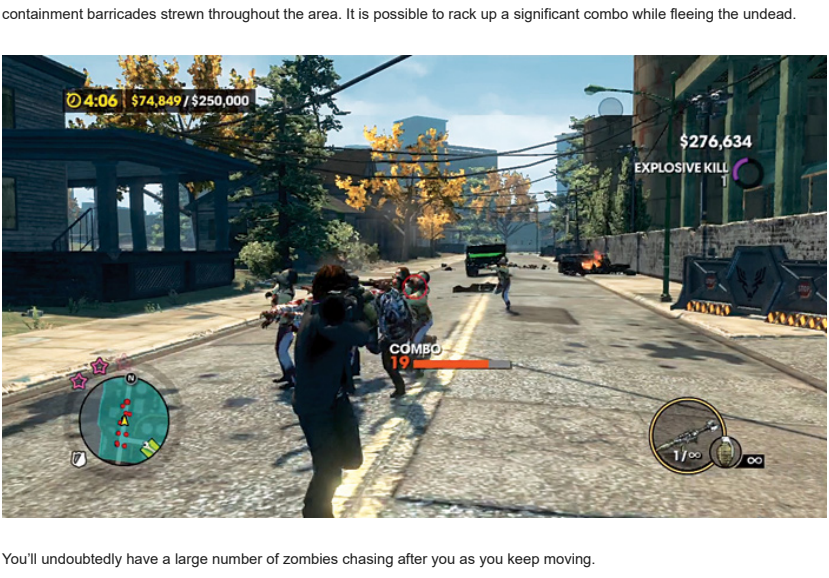
. . . you'll have zombies to deal with, and even fewer vehicles to shoot. Your mantra here should be to keep running at all costs. Luchadores will brave the zombie infested streets to get at you, but the zombie hordes make no distinction between you and them, and they will not last long under the crushing waves of undead.



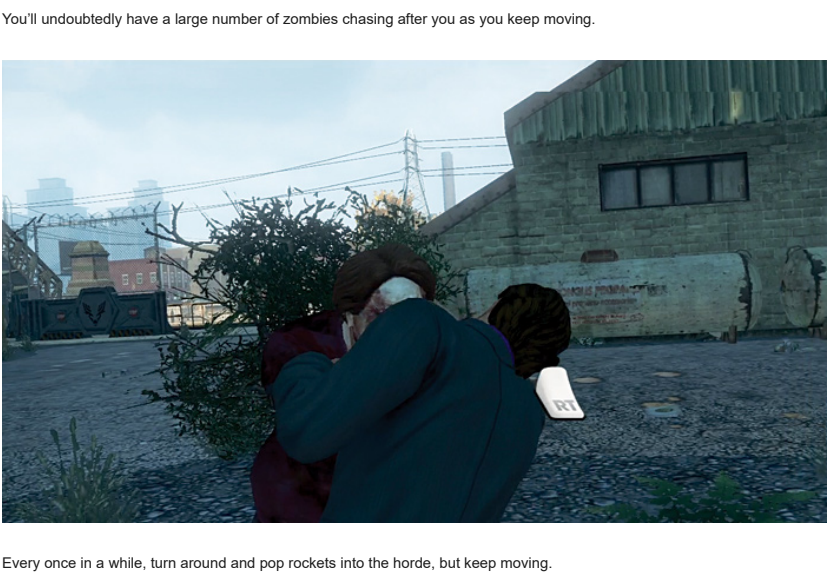
Similarly, your rockets should share the love with both sides equally. But it cannot be stressed enough: Keep moving.



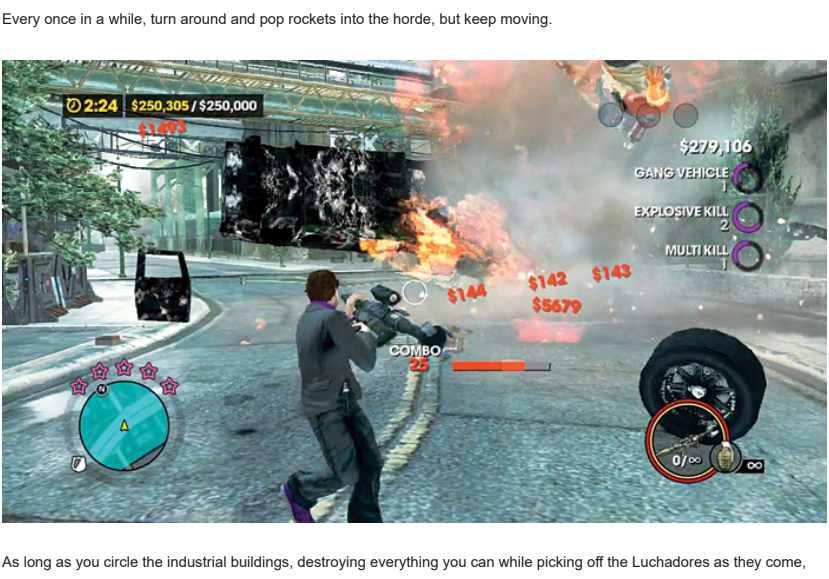
Because there are fewer vehicles to destroy during the zombie outbreak, you must rely on the nearby factories and the failed containment barricades strewn throughout the area. It is possible to rack up a significant combo while fleeing the undead.



You'll undoubtedly have a large number of zombies chasing after you as you keep moving.



Every once in a while, turn around and pop rockets into the horde, but keep moving.



As long as you circle the industrial buildings, destroying everything you can while picking off the Luchadores as they come, you can still make the money you need within the time limit. You just might be cutting it close.

Activities

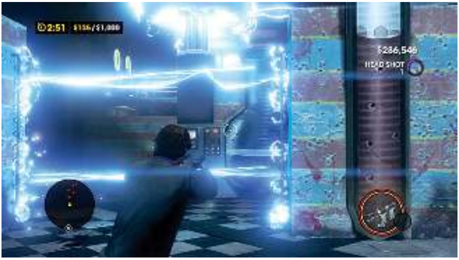
Professor Genki's Super Ethical Climax

Including the one event Pierce introduces you to, there are six episodes of "P.G.S.E.R.C." that the Boss of the Saints can take part in this season. The rules for each episode never change, but the complexity of each stage, as well as the number of enemies, definitely increases with the difficulty.

To get out of each arena alive, you must kill enough mascots and shoot the Ethical or Money Shot signs to reach the cash amount that will open the exit. The Genki missions can be quite profitable, especially if you are proficient at headshots.

Here are some hints that should help carry you through each Genki activity:

Please click to enlarge


2:51
$136/$1,000
$286,546
HEAD SHOT

Avoid Traps. This seems obvious, but as the difficulty increases, you may feel pressed for time, especially with the more resilient foes that enter the arena. Don't get so reckless that you start running into traps; they do lots of damage and take time to recover from.

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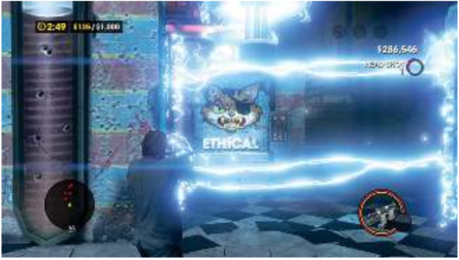
2:49
$136/$1,000
$286,546
HEAD SHOT
ETHICAL

Check which signs you're shooting! It's easy to get in the habit of shooting anything that pops up in a Genki arena. The later maps are complex and difficult, so shooting the Unethical Panda signs becomes a more crippling error to make.

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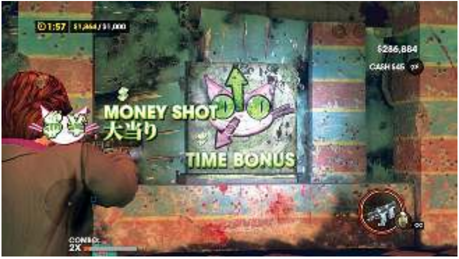
1:57
$286,884
MONEY SHOT
大当り
TIME BONUS
COMBO
2X

Upgrade your pistols! Every Genki arena takes away all of your weapons, save for pistols. You can get more weapons in the arena in the form of presents by killing quickly and building up the combo meter, but generally the pistols are your best friend. Upgraded, these weapons can kill mascots in one or two body shots, or a single headshot, which will allow you to build up a full combo meter very quickly if you're swift about tearing through the arenas.

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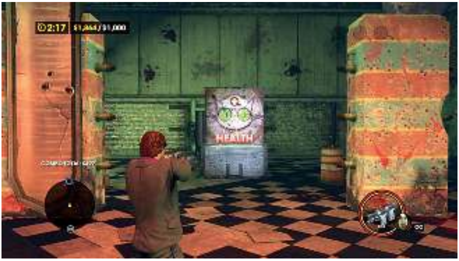

Upgrade your boss! You get to take your levels of health and damage resilience into each arena. Every advantage helps, so try to buy those upgrades. While your early attempts will be a little hairier, there are some upgrades you can eventually buy that turn later Genki activities into money printing factories. Once you gain immunity to bullet and fire damage and the very high levels of respect, you can sit with a minigun and hose down minigun-weilding Brutes with near impunity!

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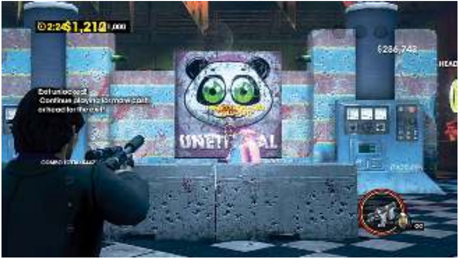
2:24
$1,219
$286,743
UNETI AL

Watch the clock! Because the Genki missions reward you for how much carnage you cause and how many Money Shot signs you shoot, you can get caught up in the heat of the moment and find yourself with no time to get to the exit. You don't win anything if you don't make it out of the arenas in time!

Please click to enlarge

2:04
$1,664
$286,827
2X

Watch your health! You don't get any natural health regeneration during these missions, which makes Brutes, when they start to appear in the later missions, your worst nightmare. Shoot the Health signs to regain some life, but these are a limited resource. Use cover when fighting, and if a Minigun Brute (or two) starts firing at you, find cover immediately and wait for them to start reloading before running past them.

Professor Genki 1 (#27)

Location: Loren Square

Difficulty: Easy

Time to Complete: 3:00

Cash Goal: $1,000

Cash Earned: $1,000 and up

Respect Earned: Based on rewards achieved

Rewards: 3% Morningstar Gang District Control—$55 per hour

Welcome to your first episode of "Professor Genki's Super Ethical Reality Climax"! A happy snuff film set where unwitting victims are set before the leader of the Saints, armed with guns, melee weapons of dubious nature, ridiculous mascot costumes, and an ever-shrinking will to live.

Please click to enlarge

PROFESSOR GENKI'S
SUPER
ETHICAL
REALITY CLIMAX

You have to navigate the pseudo-maze arenas, evade flamethrower and electric barrier traps, and eliminate the mascots to make enough money to open the exit to each Genki arena.

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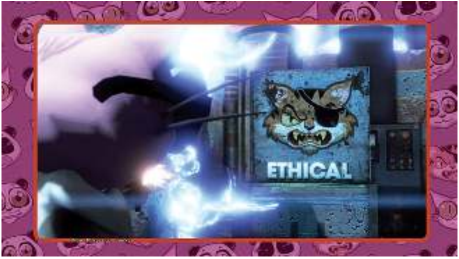

Signs will pop up throughout the Genki sets that can be shot for extra time, cash, or health (this last bit being especially important, as health regen is disabled in these missions!), as well as Unethical Panda signs that can cost you seconds on the clock, so check your fire.

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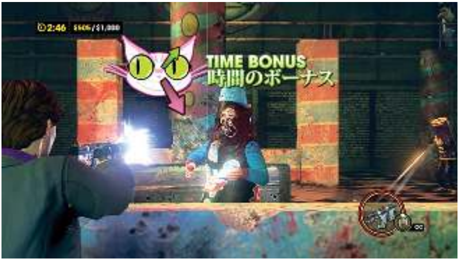
2:46
TIME BONUS
時間のボーナス

Headshots are a premium for these stages, as kills build up your combo meter, which increases your cash income. This can be difficult at first, as some of the Mascot costumes hide the exact location of the head.

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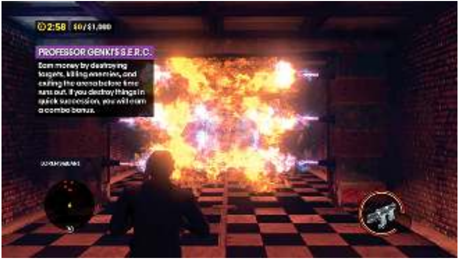
2:58
$0/$1,000
PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

The first of the six Genki missions is a warm up for things to come, but early on, when you have limited health and weaker weapons, this can be a challenge. You start off facing a fire trap, which has a long cooldown between bursts.

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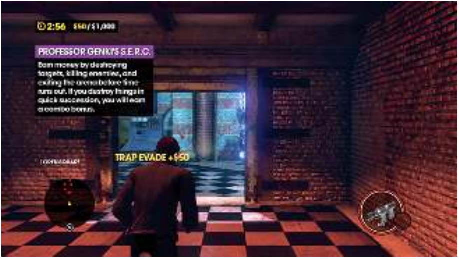
2:56
$50/$1,000
PROFESSOR GENKI'S S.E.R.C.
TRAP EVADE +$50

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

Clearing this and any other trap that is shut down gives you a $50 evade bonus. If you hit a trap, you lose your ability to get that bonus, and you are also slowed down significantly while you recover from being shocked or fried.

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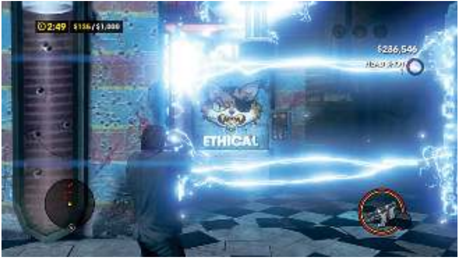
2:49
$156/$1,000
$286,546
ETHICAL

Past the first trap, you have your first fork in the road. To the right, an Ethical Tiger sign, and to the left you have a small group of mascots waiting for you; both paths are blocked off by an electric barrier.

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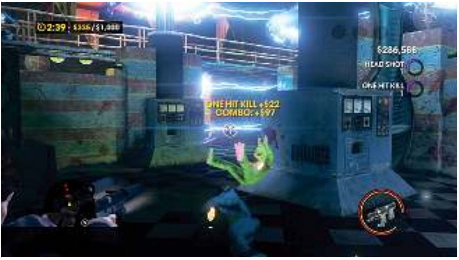
2:39
$356/$1,000
$286,568
HEAD SHOT
ONE HIT KILL
ONE HIT KILL +$22
COMBO: +$97

Cap the tiger (ethical!) and wait for the barrier to subside, and evade it for the bonus. Then head back to the left path, dealing with the mascots on the ground floor while taking care to eliminate the Johnny Gat mask wearer on the catwalk overlooking them, and evade that trap.

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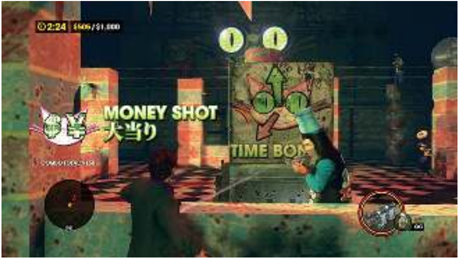
2:24
$606/$1,000
MONEY SHOT
大当り
TIME BON

Both paths lead to another electric barrier and another group of mascots. One will likely take cover behind a small waist-high barrier at the center of the room, while the others use the pillars nearby. Be sure to also check the catwalk surrounding the room, as another mascot is shooting at you from there, typically starting on the opposite side of the room from you. At the center of this room, a Time Bonus sign pops up, so be sure to nail that.

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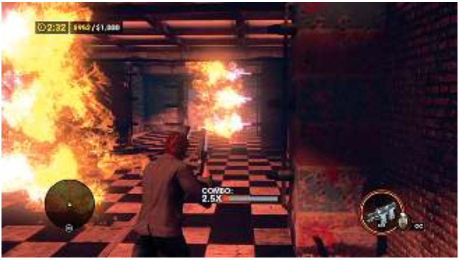
2:32
COMBO:
2.5X

With the room clear, move on to the hallway beyond, where you can see the flame traps blasting away. This one is a bit trickier: two sets of two flamers, with one side turning on when the other turns off.

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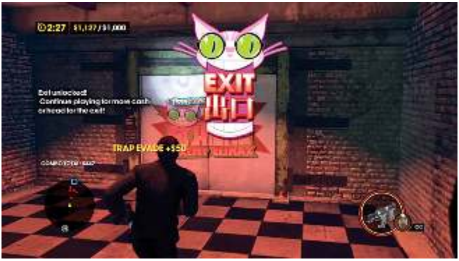
2:27
$1,137 / $1,000
EXIT
TRAP EVADE +$50

Exit unlocked!
Continue playing for more cash or head for the exit!

Pick a side to move through and hug the deactivated trap, as straying too close to the flames will cost you a decent chunk of health at the early stages of the game.

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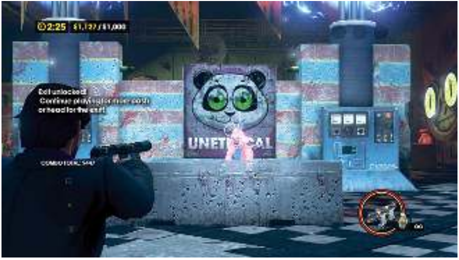
2:25
$1,137 / $1,000
UNET CAL

Exit unlocked!
Continue playing for more cash or head for the exit!

After you navigate the flamethrowers, move through the double doors. You'll be immediately confronted by a mascot behind another waist-high wall. Watch your shooting, as just behind him an Unethical Panda sign pops up and stray shots will definitely hit it, costing you time.

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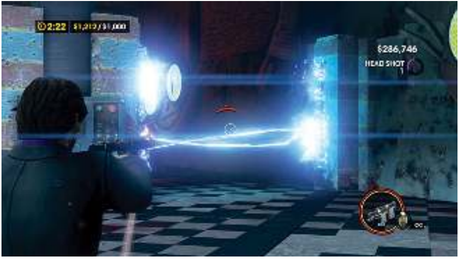
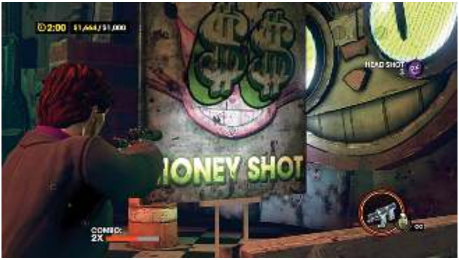

2:22
$1,212 / $1,000
$286,746
HEAD SHOT

You're be given the choice of a left or right entry to the next small area, with both paths guarded by electric barriers. Beyond them await more mascots behind more short walls.

Please click to enlarge


2:00
HEAD SHOT
MONEY SHOT
COMBO: 2X

Take the right side, as a Money Shot sign pops up behind one of the barriers near the electric trap.

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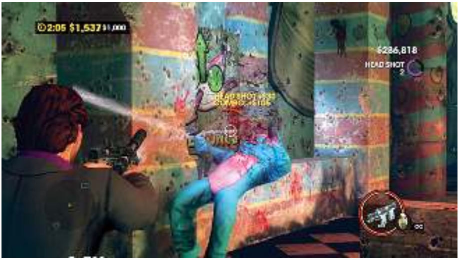
2:05 $1,537
$286,818
HEAD SHOT

Kill the remaining mascots and check the left side of the room for a Time Bonus sign to shoot if you need to. By now, you should easily have the $1,000 you need to leave the stage.

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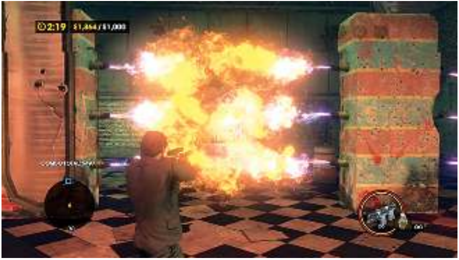

The way out of this room is guarded by a barrier of flamethrowers that spans the width of the room. If you have time to spare, you can evade through each one of the barriers for an additional cash bonus. Behind the center set of flamethrowers is a Health Bonus sign if you need it.

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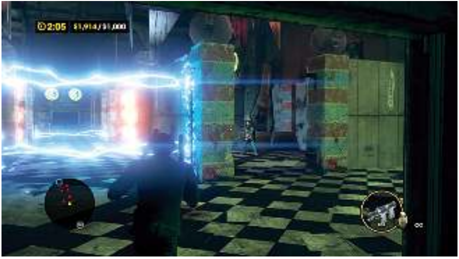
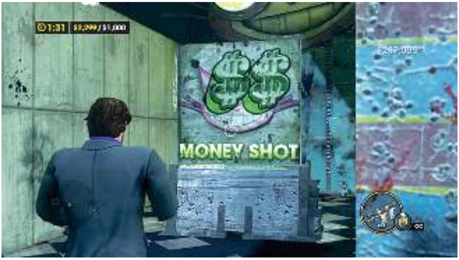

2:05
$1,914/$1,000

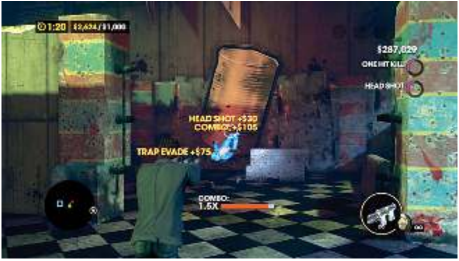
After the flame barriers are bypassed, another hallway leads to the final arena. The path ahead is guarded by electricity, and to the right mascots are shooting at you from cover. Once they've been dealt with, you can either evade the electric barrier, or go down the path the mascots guarded.

Please click to enlarge


1:31
$2,299/$1,000
MONEY SHOT

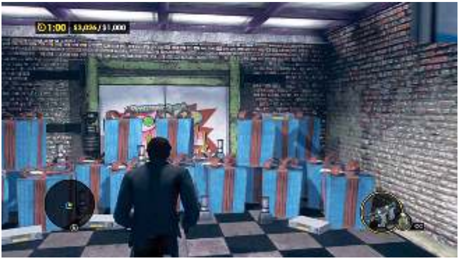
Watch out for another flame trap, as you pass the mascot corpses. Straight ahead, another side path guarded by flames hides another mascot. To your immediate right, electricity guards the final set of mascots and the way out. To the right of that barrier is a Time Bonus that you can shoot if you're really pressed for time.

Please click to enlarge


1:20
$2,624/$1,000
$287,029
ONE HIT KILL
HEAD SHOT
HEAD SHOT +$30
COMBO +$105
TRAP EVADE +$75
COMBO
1.5X

Once the electricity is evaded, you're practically home free. The exit is straight ahead, but if you have time left, make another sweep through the area to ensure that everyone who needs to be dead is dead. It's easy to pass up the small side areas leading to the exit, both of which are hiding mascots that can take shots at your back if you run quickly past them. Once you've ensured that you're the only one in the arena still breathing, get to the exit and claim your cash prize.

Please click to enlarge



Three minutes to start is very generous, so check your flanks as you push forward. You may be tempted to rush to the end once you have made your $1,000, but stick around and make a clean sweep of the arena. If you get to the exit on time, you get all of the money you made in the arena, making early Genki missions like this lucrative ventures to build up your cash in the first act of the game.

Professor Genki 2 (#28)

Location: Loren Square

Difficulty: Medium

Time to Complete: 2:59

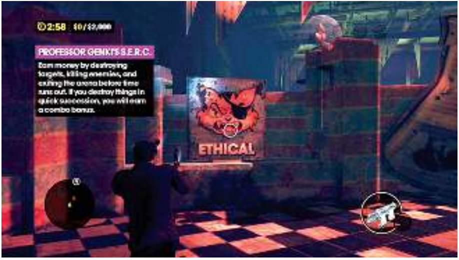
Cash Goal: $2,000

Cash Earned: $2,000 and up

Respect Earned: Based on rewards achieved

Reward: 3% Morningstar Gang District Control—$46 per hour

Please click to enlarge


2:58
$0/$2,000
ETHICAL

PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

The second of the initial three Professor Genki activities ramps things up with more mascots, a higher cash goal, and a more complex arena design.

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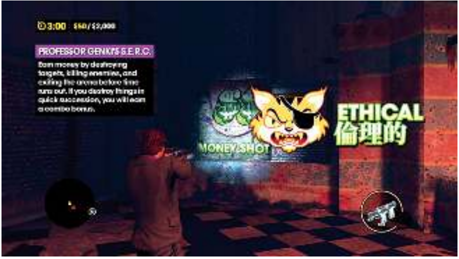
3:00
$50 / $2,000
ETHICAL
倫理的
MONEY SHOT

PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

As soon as you open the first door, you see that to your left is an Ethical Tiger sign, with a Money Shot sign to left of that, hugging the wall. To the right, a flame trap protects the way to a small arena with three mascots waiting for you. Shoot the sign, then get past the trap and put down these poor saps. They don't even have guns!

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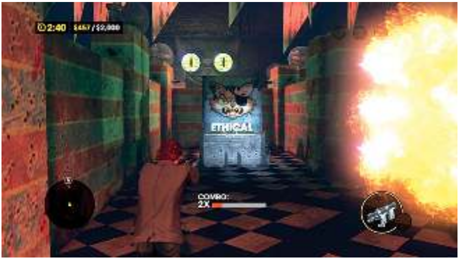
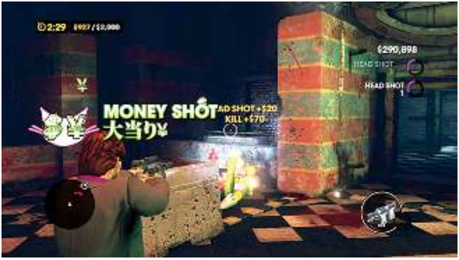

2:40
$457 / $2,000
ETHICAL
COMBO:
2X

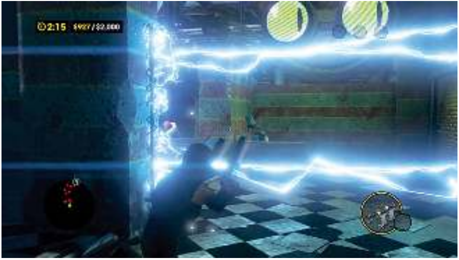
Once they're down, notice the corridor full of flame traps to the right of a less dangerous path. The safe side is a dead end, but there is an Ethical Tiger sign to shoot.

Please click to enlarge


2:29
$927 / $2,000
$290,898
HEAD SHOT
HEAD SHOT
MONEY SHOT
大当り¥
HEAD SHOT +$20
KILL +$70

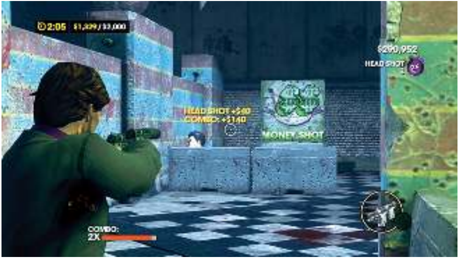
Past the gauntlet of fire, another pair of mascots awaits you, guarding the hall to the next section. To the left are two more signs, an Unethical Panda, and a Money Shot.

Please click to enlarge



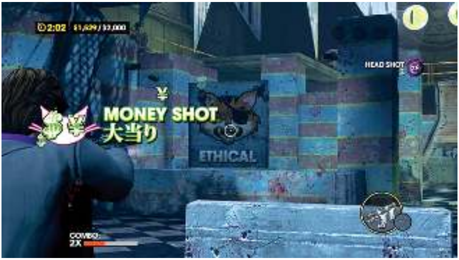
Run down the hall into the next room. To the right is an electric trap with a mascot waiting behind cover. Take it down, then proceed to the next section.

Please click to enlarge


2:05
$290,952
HEAD SHOT
HEAD SHOT +$40
COMBO: +$140
MONEY SHOT
COMBO:
2X

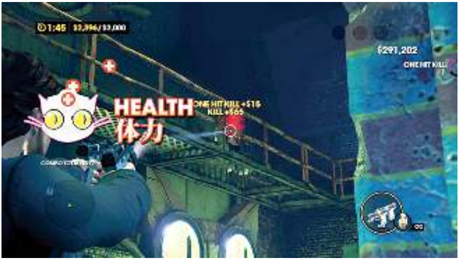
From where this first mascot was, look for a Money Shot sign behind another mascot. Shoot these, then take out another pair of mascots, as well as an Ethical Tiger sign to the right and.

Please click to enlarge


2:02
HEAD SHOT
MONEY SHOT
大当り
ETHICAL
COMBO:
2X

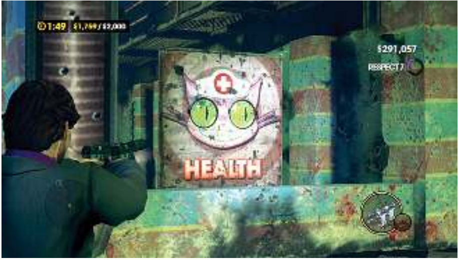
You'll notice a number of enemies on the catwalks ringing this section; neglecting any of them isn't profitable, and is dangerous, since they can shoot you past any waist-high cover in the arena.

Please click to enlarge


1:45
$291,202
ONE HIT KILL
HEALTH
体力

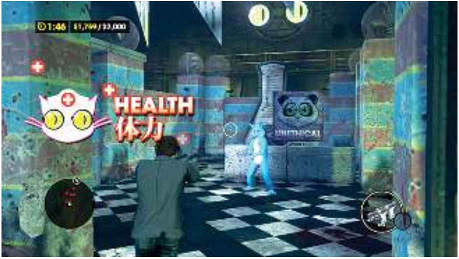
If you've been scoring headshots and taking out the right signs, you might already have the $2,000 you need, but you're not finished here yet!

Please click to enlarge


1:49
$291,057
RESPECT 7
HEALTH

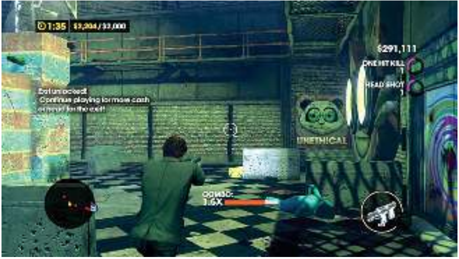
Watch your fire here. As you move forward there's an Unethical Panda at the center of this room. Go down the path to the right.

Please click to enlarge


1:46
HEALTH
体力
UNETHICAL

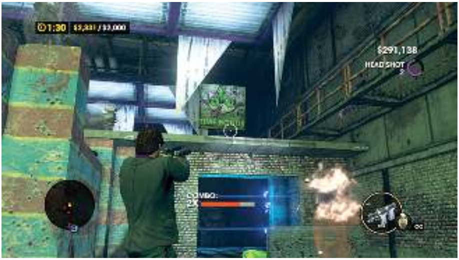
Three electric traps block your way. A Health Bonus sign pops up directly in front of them.

Please click to enlarge


1:35
$291,111
ONE HIT KILL
HEAD SHOT
UNETHICAL
COMBO:
1.5X

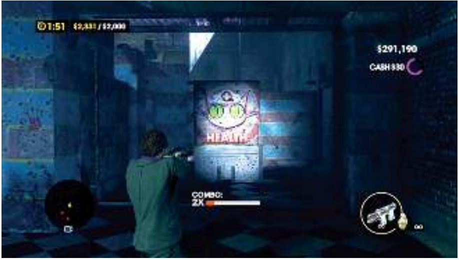
Past the three electric traps, more mascots fire at you from the ground and from the catwalks. Hose them down, but watch out for another Unethical Panda!

Please click to enlarge


1:30
$291,138
HEAD SHOT
COMBO:
2X

You can move to the next section from here, but explore a little for a Time Bonus sign and another Health Bonus sign behind an electric trap.

Please click to enlarge

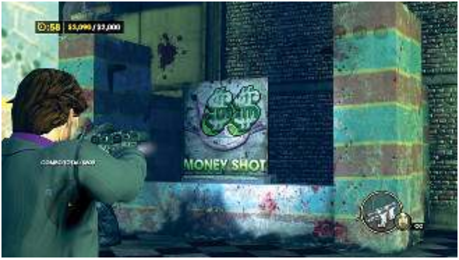

1:51
$291,190
HEALTH
COMBO:
2X

As you follow the corridor to the next room, take out any mascots waiting for you, and note the wall with two smaller entrances into the next Arena. Some mascots lay in wait here. Be sure to clear them out because . . .

Please click to enlarge

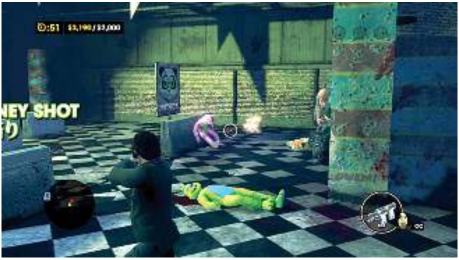
. . . the fun really begins here. A Minigun Brute drops into the arena, and you may already be feeling the crunch for time. If you do have time to spare and have the firepower to bring it down quickly, it's worth $500. Watch your shooting here, though, an Unethical Panda sign is in this space, mixed in with a Health Bonus, Ethical Tiger, and Money Shot signs.

Please click to enlarge


:58
MONEY SHOT

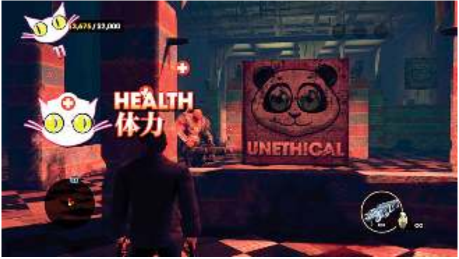
Of course, there's no shame (well, maybe a little) in running if you're low on time or health, considering that two more Minigun Brutes will appear in the next section if you kill this first one.

Please click to enlarge



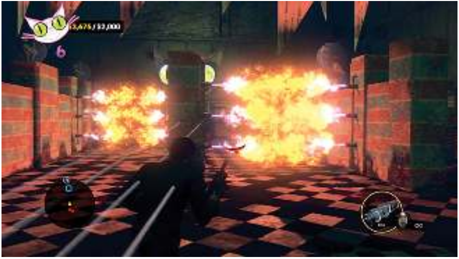
You'll also find another set of flame traps guarding the exit. You can use the first Brute's minigun to hose down the new ones that show up, but they will keep coming. Grenades also work wonders, but you could be straining your health and time playing with these guys.

Please click to enlarge


HEALTH
体力
UNETHICAL

Regardless of what you choose to do, make sure you have enough time to evade the last set of flame traps and break for the exit.

Please click to enlarge



If you've triggered the Brute flood, you'll be under fire the entire time. Sprint past them as best you can, move to the right side of the room to try to avoid getting shot while navigating the last set of flame traps, and cross the finish line.

Professor Genki 3 (#29)

Location: Henry Steel Mills

Difficulty: Hard

Time to Complete: 3:59

Cash Goal: $3,500

Cash Earned: $3,500 and up

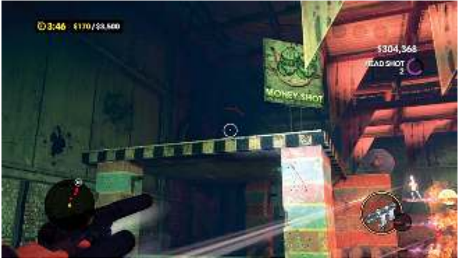
Respect Earned: Based on rewards achieved

Rewards: 3% Morningstar Gang District Control—$94 per hour

Please click to enlarge

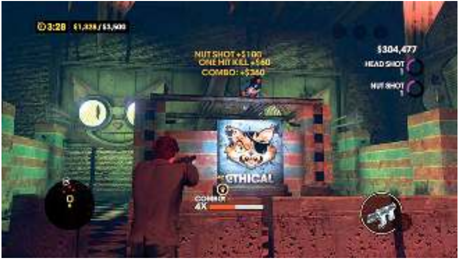
If you believed the last episode got hectic toward the end, (especially if you took on the Brutes), get ready to be tested a little more thoroughly.

Please click to enlarge


3:46
$304,368
HEAD SHOT
2
MONEY SHOT

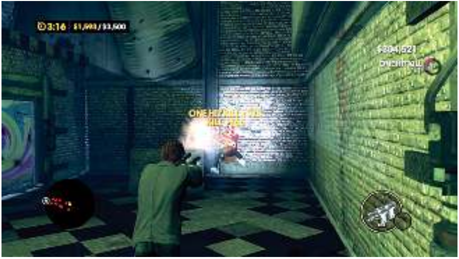
A wall greets you upon entering the first arena. On the other side of it lie a number of mascots. Use this wall for cover while engaging them.

Please click to enlarge


3:28
NUT SHOT +$100
ONE HIT KILL +$60
COMBO: +$360
$304,477
HEAD SHOT
1
NUT SHOT
1
ETHICAL
COMBO
4X

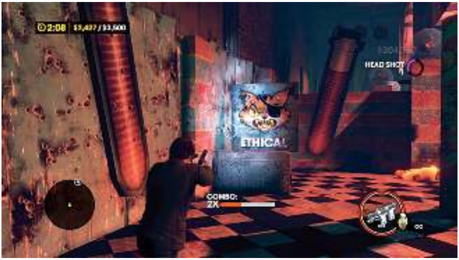
Check the top of the arch on the room’s left side for a Money Shot sign. At the center of the room, behind a flame curtain, is an Ethical Tiger sign, along with more mascots.

Please click to enlarge



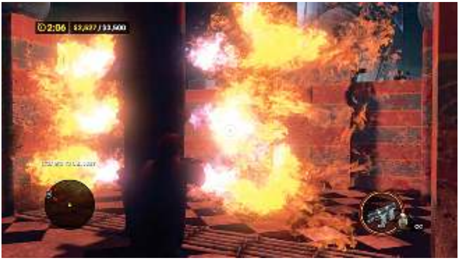
Past this first room, the next opens up with two mascots flanking you, protecting two routes you can take.

Please click to enlarge


2:08
HEAD SHOT
ETHICAL
COMBO:
2X

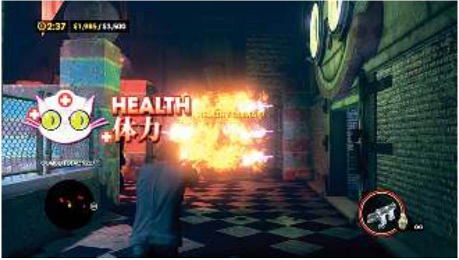
If you go left, an Ethical Tiger sign and a number of mascots wait for you. Mow down this first set.

Please click to enlarge



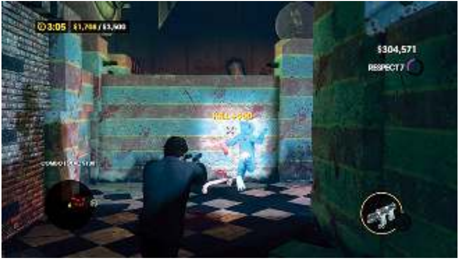
Follow the path to this flame pillar. Watch the trap closely before making a move; it’s easy to lose a lot of health and time here!

Please click to enlarge


2:37
HEALTH
体力

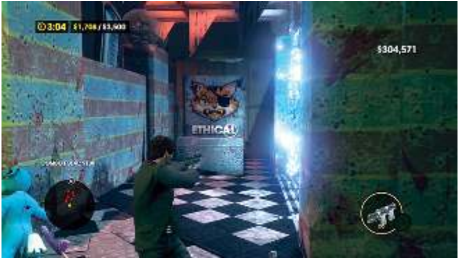
Just past the flame pillar and to the left, a flame barrier guards a Health Bonus sign.

Please click to enlarge


3:05
$304,571
RESPECT 7

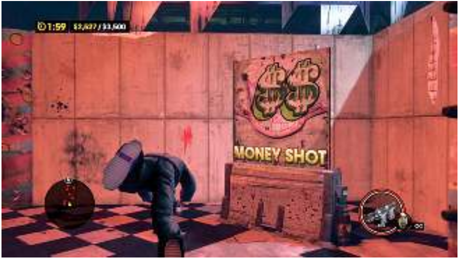
If you went right a mascot armed for melee combat waits in ambush, protecting an Ethical Tiger sign.

Please click to enlarge


3:04
$304,571
ETHICAL

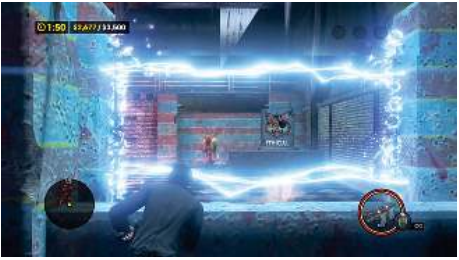
To the right, an electric barrier separates you from another group of mascots. Cut them down, bypass another electric trap, and take the exit.

Please click to enlarge


1:59
MONEY SHOT

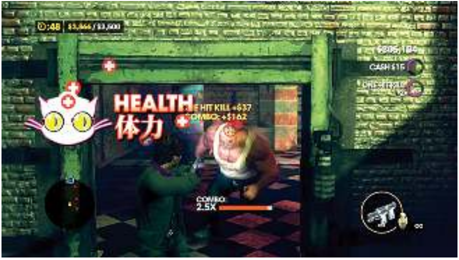
If you’re feeling gutsy, you can always backtrack through the path you didn’t take to mow down more mascots to build up your cash.

Please click to enlarge


1:50
ETHICAL

After clearing the forked room, the next room opens up with a flame trap guarding a Money Shot sign directly ahead of you. To the right, an electric barrier guards another way to the next room. Either route is fine; just be sure to clear out any mascots and take out the Ethical Tiger sign. A door leads to the next area, and if you’ve been keeping up your combo with kills and scoring headshots, and went back to clear both paths in the forked room, you’ll probably be close to, if not already at the cash goal for the stage.

Please click to enlarge


:48
CASH $15
HEALTH
体力
HIT KILL +$37
COMBO: +$162
COMBO
2.5X

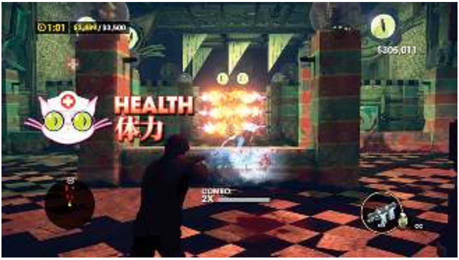
But look out! Making the cash goal calls out a melee Brute! If you can take it out, do so, but keep in mind that it means more will show up.

Please click to enlarge

Many more.

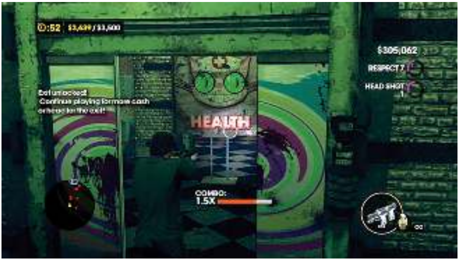
In the room past the first Brute, you have two doors to the left and right, with a flame trap in the room's center.

Please click to enlarge


1:01
$305,011
HEALTH
体力
COMBO:
2X

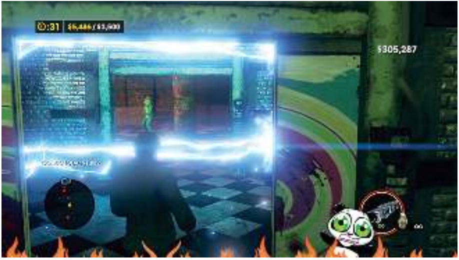
The left door has a Health Bonus sign; the right conceals an electric trap. If you've brought down the Brute thunder, it might be best to navigate through the central flame trap and make a beeline for the exit.

Please click to enlarge


:52
$305,062
RESPECT 7
HEAD SHOT
HEALTH
COMBO:
1.5X

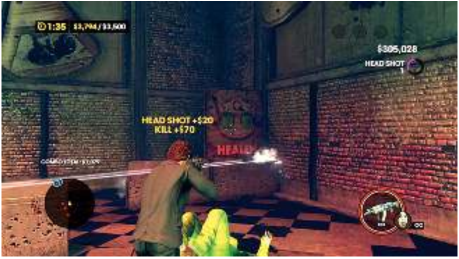
If the group of Brutes catch you, you may as well restart because they will just pass you around among themselves, forcing you into quick-time event after quick-time event.

Please click to enlarge



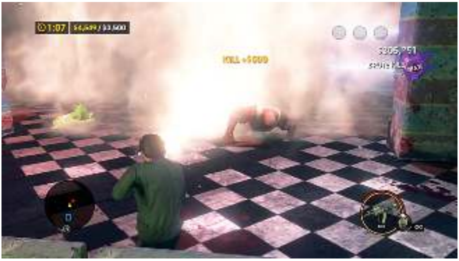
If you're taking on this activity early in the game, however, you probably won't have the weapons that can put these things down in a hurry, so take the first Brute as your cue to run for the exit.

Please click to enlarge


HEAD SHOT +$20
KILL +$70

Numerous signs are scattered about the arena on the way out and they can help facilitate a last stand against the big guys.

Please click to enlarge



So if you really want to exploit the Brutes for cash, wait until you are close to the exit and hope that you have some really solid firepower from presents dropped in the arena. Of particular use would be unlimited grenades. Just put your back to the exit hallway and keep chucking them at the Brutes as they show up. You can rack up absurd amounts of cash before having to beat a retreat.

Professor Genki 4 (#30)

Location: Yearwood

Difficulty: Easy

Time to Complete: 2:59

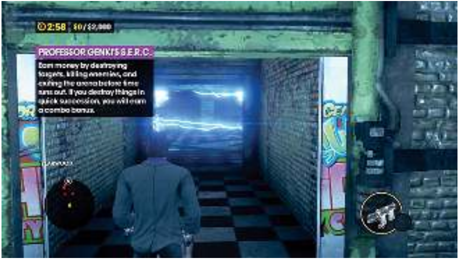
Cash Goal: $2,000

Cash Earned: $2,000 and up

Respect Earned: Based on rewards achieved

Rewards: 2% Luchadores Gang District Control—$46 per hour

Please click to enlarge



2:58
$0/$2,000
PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

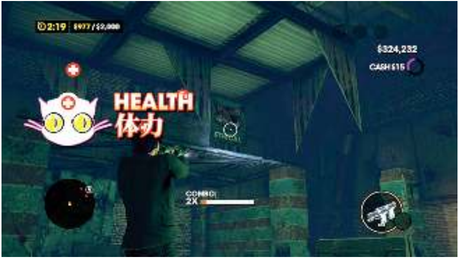
The next set of three Genki activities start with this relatively relaxed refresher course on how to get things done.

Please click to enlarge

2:44
$220/$2,000
$324,065
RESPECT 7
HEAD SHOT
MONEYSHOT
COMBO
1.5X

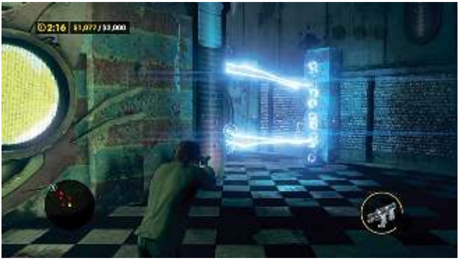
An electric trap is your first obstacle. Mascots can immediately shoot at you from the distant catwalks and from positions on the ground.

Please click to enlarge


2:19
$977 / $2,000
$324,232
CASH $15
HEALTH
体力
COMBO
2X

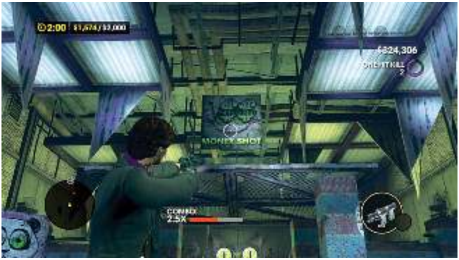
A Money Shot sign pops up just behind the electric trap. You can choose to go left or right into the next section. If you go right, and Ethical Tiger sign is there for you to shoot. In this area, check the catwalks and the areas beneath them for Health Bonus signs, Money Shot signs, and another Ethical Tiger sign.

Please click to enlarge


2:16
$1,077 / $3,000

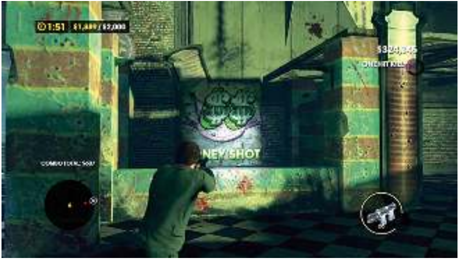
The next area features another split to the left or right, with both directions guarded by electric barriers.

Please click to enlarge


2:00
$1,674 / $3,000
$324,306
MONEY SHOT
COMBO
2.5X

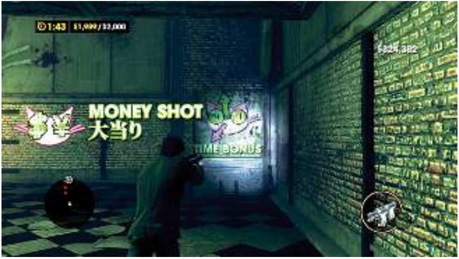
Take either path and clear out the mascots on the ground, and watch for the ones in the distance once more.

Please click to enlarge


1:51
NEY SHOT
ONE HIT KILL

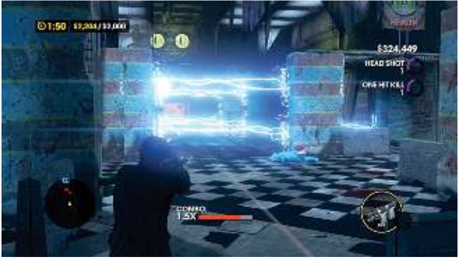
Atop the central arch is another Money Shot sign, with an Unethical Panda sign on the ground to the left of the passage. In the next section of the room, another Unethical sign pops up, and left of it is a Money Shot sign that pops up in a side alcove. Beyond the central sign, you can also see a Time Bonus sign that appear at the right far-corner of this room.

Please click to enlarge


1:43
$324,382
MONEY SHOT
大当り
TIME BONUS

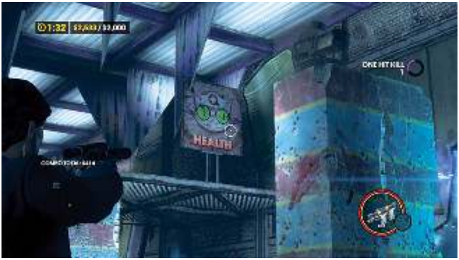
The last room has dozens of electricity traps and a few more mascots.

Please click to enlarge


1:50
HEALTH
$324,449
HEAD SHOT
ONE HIT KILL
COMBO
1.5X

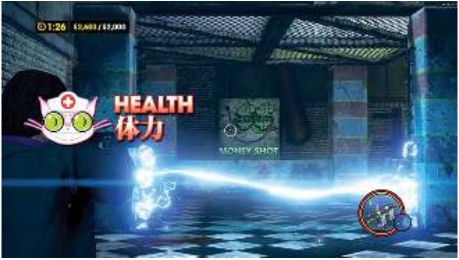
There are signs to help boost your score and health, but the real danger comes from the traps. It can take time to navigate everything safely, and if you’ve run the previous section too slow, you might be short on time now.

Please click to enlarge


1:32
ONE HIT KILL
HEALTH

If you do have time, you can try to get some extra cash by dodging through the inactive traps, but there's the obvious risk associated with that.

Please click to enlarge


1:26
HEALTH
体力
MONEY SHOT

This one is a good warm up for the Genki activities on this side of the city! Now for the real challenges.

Professor Genki 5 (#31)

Location: Bridgeport

Difficulty: Medium

Time to Complete: 2:59

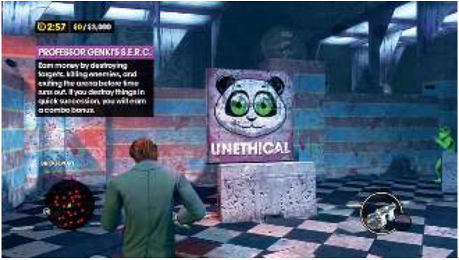
Cash Goal: $3,000

Cash Earned: $3,000 and up

Respect Earned: Based on rewards achieved

Rewards: 3% Luchadores Gang District Control—$126 per hour

Please click to enlarge

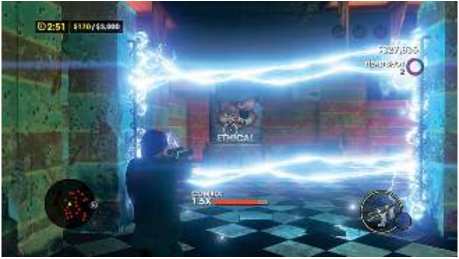

2:57
$0/$3,000
UNETHICAL

PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

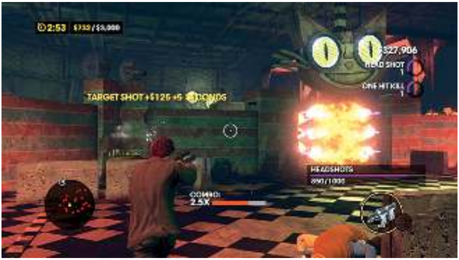
This Genki activity starts off with a twist. If you look at the minimap, you'll notice that you are totally surrounded by mascots on all sides! The four doors in the room are mostly for show; only one will open.

Please click to enlarge


2:51
$170/$3,000
HEAD SHOT
2
ETHICAL
COMBO
1.5X

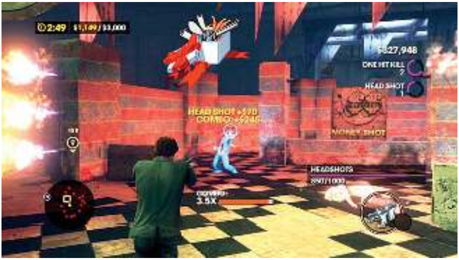
This arena seems like a maze, but it is more of a spiral. Avoid hitting the first Unethical sign, and eliminate mascots as you follow the path.

Please click to enlarge


2:53
$327,906
HEAD SHOT
1
ONE HIT KILL
1
TARGET SHOT +$125 +5 SECONDS
HEADSHOTS
850/1000
COMBO
2.5X

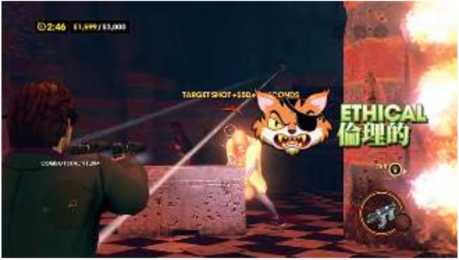
An electric trap will try to surprise you and there is an Ethical sign just behind it. Another Ethical Tiger sign with more mascots is found to the right.

Please click to enlarge


2:49
$1,149 / $3,000
$327,948
ONE HIT KILL
HEAD SHOT
HEAD SHOT +$70
COMBO +$246
MONEY SHOT
HEADSHOTS
280/1000
COMBO
3.5X

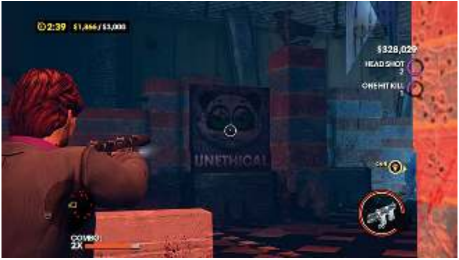
More mascots are to the right of the second Ethical sign, with a Money Shot sign among them. Two flame traps guard the way to the next section.

Please click to enlarge


2:46
$1,699 / $3,000
TARGET SHOT +$50
ETHICAL
倫理的

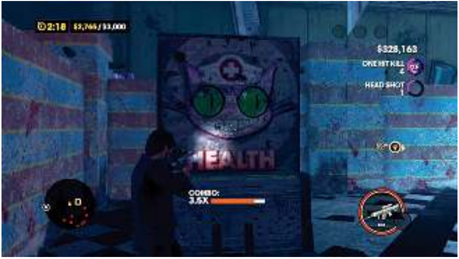
Another small group of mascots is waiting here, as well as a trio of signs.

Please click to enlarge


2:39
$1,466 / $3,000
$328,029
HEAD SHOT
ONE HIT KILL
UNETHICAL
COMBO
2X

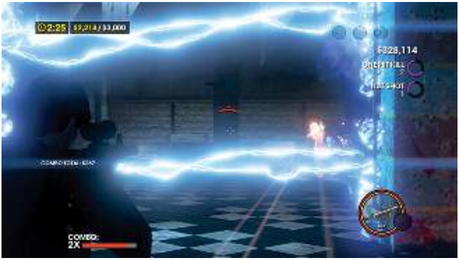
The left-most sign in the dark is Ethical, the middle one is Unethical, and the right one is a Health Bonus, which appear as you close in on the electric trap to the right.

Please click to enlarge


2:18
$328,163
ONE HIT KILL
HEAD SHOT
HEALTH
COMBO:
3.5X

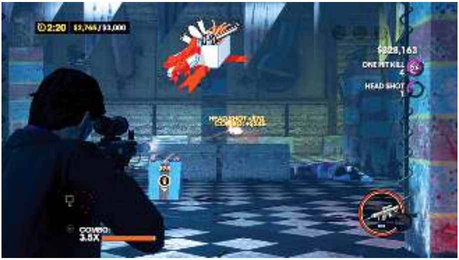
One thing to note, if you are doing well and get the right weapons from the presents you're awarded, you might have unlimited grenades.

Please click to enlarge


2:25
$328,114
COMBO:
2X

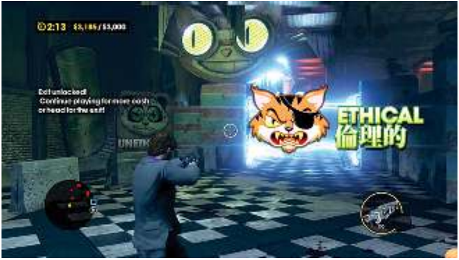
If they've been upgraded, this can be a significant advantage and part of a great money-making scheme.

Please click to enlarge


2:20
$328,163
ONE HIT KILL
HEAD SHOT
COMBO:
3.5X

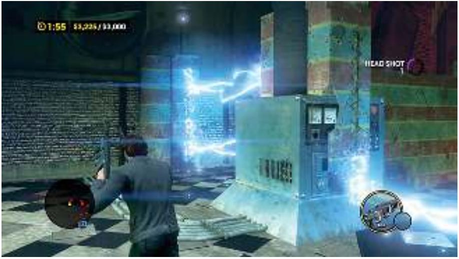
As you cross the trap, take out all the mascots in this room, and scan the area for more Money Shot, Ethical Tiger, and Health signs.

Please click to enlarge


2:13
ETHICAL
倫理的

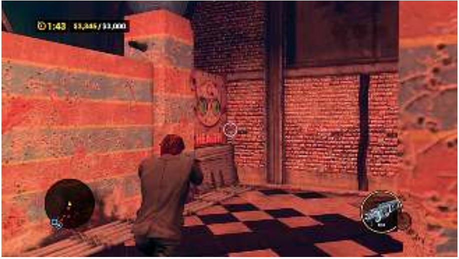
It is possible to break $3,000 by the time you reach this room, especially with upgraded pistols and consistent headshots, which means that Brutes are on the way and they’re carrying miniguns this time around.

Please click to enlarge


1:55
HEAD SHOT

If the Brutes are incoming, stay calm and navigate the gauntlet of electric traps.

Please click to enlarge



If you take the left side of this trap set, watch for a Health sign at the end of this small corridor. Whichever path you take, you come across a flame pillar trap.

Please click to enlarge

Pass that and enter the final stretch.

Please click to enlarge

1:21
$328,492
CASH $15
COMBO
2.5X

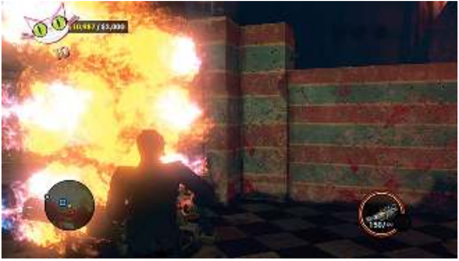
There are many Health and Time Bonus signs strewn throughout this section, for good reason. While there is a smattering of mascots all around, with some Money Shots also, this is the room where the Brutes come from, and this can get ugly really fast. Taking down the first Brute activates the reinforcements, and up to four Brutes can be in the arena, gunning for you. With that much minigun fire coming your way, even fully upgraded weapons and damage resistances aren't enough to keep you standing.

Please click to enlarge

1:16
$328,504
BRUTE KILL
TIME BONUS

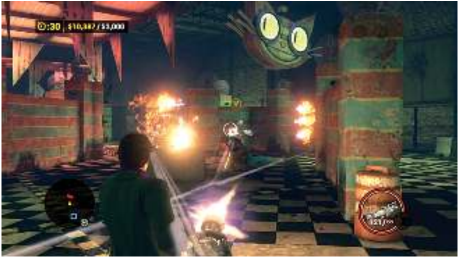
However, if you have at least level 2 frag grenades and were given them as a present during this arena, this can suddenly become an extremely lucrative opportunity. Rush toward the exit, gunning down any mascots on the way, dodging traps, and shooting the Health Bonus signs that are in your immediate path. The Brutes are very accurate with those miniguns, and you're likely to take damage until you flee toward some hard cover.

Please click to enlarge



When you get to the final set of twin flame traps, you're almost home free, but if you have grenades, you can use the trap as a barrier, and throw them at the feet of the Brutes as they try to round the corner. Each Brute is worth $500, but since they tend to bunch up at that corner, a powerful and unlimited barrage of grenades can rack up a mini-combo between waves of Brutes and a ridiculous amount of cash before the timer runs out. Just be sure to give yourself at least ten seconds and enough health to make the mad dash to the exit, through those last fire traps if you must!

Please click to enlarge



This arena also lends itself to a money-making scheme for higher level characters. If you've managed to get enough respect and cash to purchase immunity to bullet damage, you can kill the first Brute, pick up his minigun, and then sit in one place, methodically hosing down Brutes as they appear in the arena. Because they wield miniguns, they will not try to attack you physically unless you stray too close. Your bullet damage immunity lets you drag out the slaughter until your time starts to run out and you need to run for the exit!

Professor Genki 6 (#32)

Location: The Grove

Difficulty: Hard

Time to Complete: 3:29

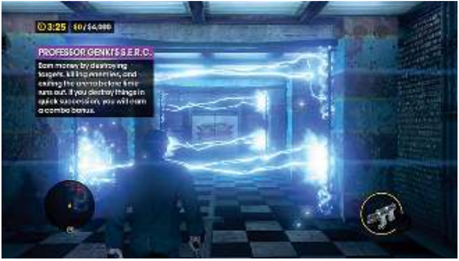
Cash Goal: $4,000

Cash Earned: $4,000 and up

Respect Earned: Based on rewards achieved

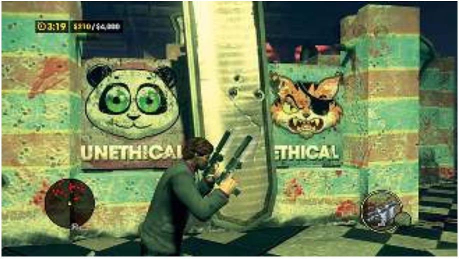
Rewards: 2% Luchadores Gang District Control—$78 per hour

Please click to enlarge


3:25
$0/$4,000
PROFESSOR GENKI'S S.E.R.C.

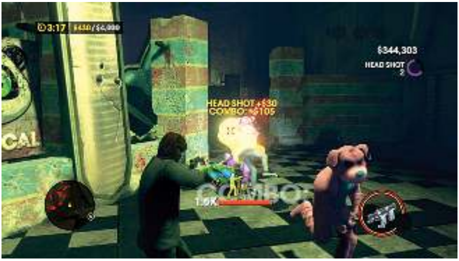
This is it. The last episode of "Professor Genki's Super Ethical Reality Climax." In another twist, the moment you hit or exceed $3,500 ($500 before the goal) in winnings, Brutes will begin storming the arena. As always, killing the first Brute will call down an endless supply of them, and unlike the previous arena, there is no convenient spot to nail them all with a grenade barrage (if you're lucky enough to be awarded them).

Please click to enlarge


3:19
$210/$4,000
UNETHICAL
ETHICAL

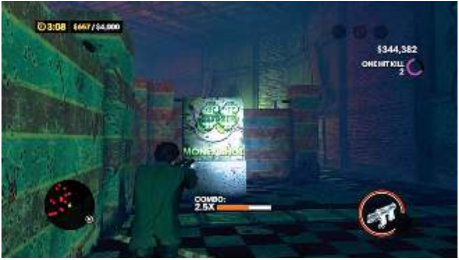
Your first obstacle is a trio of electric traps, all staggered in such a way that they do not activate all at once. This can throw you off and even bounce you back and forth between an active pair! Beyond that, a pair of signs pop up: Unethical Panda and Ethical Tiger.

Please click to enlarge


3:17
$430/$4,000
$344,303
HEAD SHOT
2
HEAD SHOT +$30
COMBO: +$105
COMBO!
1.6K

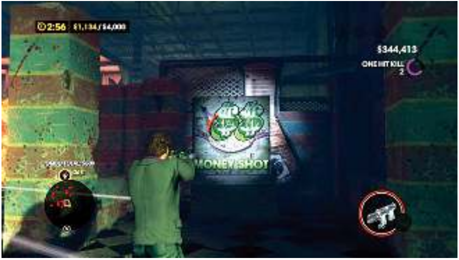
To your right, a group of mascots rushes you, intent on getting into melee range. Headshots!

Please click to enlarge


3:08 $667/$4,000
$344,382
ONE HIT KILL
2
MONEY SHOT
COMBO:
2.5X

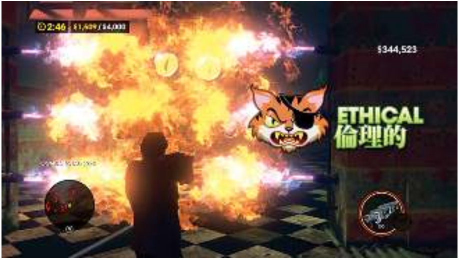
Headshots for everyone! Beyond this ambush, a Money Shot sign waits for execution.

Please click to enlarge


2:56 $1,134/$4,000
$344,413
ONE HIT KILL
2
MONEY SHOT

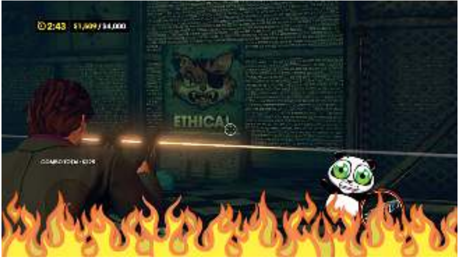
Continuing on, you’ll find more mascots, with Ethical and Unethical signs to your left, and a Money Shot sign to your right.

Please click to enlarge


2:46 $1,609/$4,000
$344,523
ETHICAL
倫理的

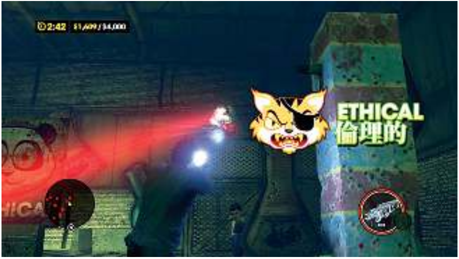
A flame trap guards the next location.

Please click to enlarge


2:43
ETHICAL

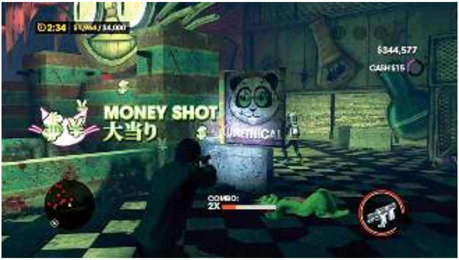
The next section throws more mascots at you.

Please click to enlarge


2:42
ETHICAL
倫理的

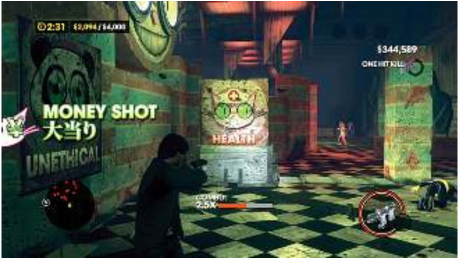
Be especially alert for snipers here; each shot not only hurts a lot, but also makes you stagger and slows you down.

Please click to enlarge


2:34
$344,577
MONEY SHOT
大当り
ETHICAL
COMBO:
2X

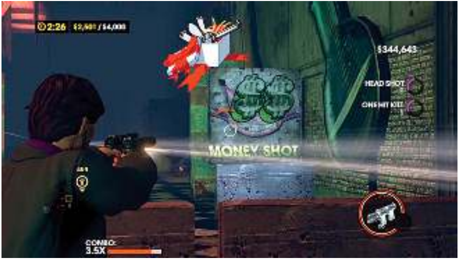
To the right upon entering, an Ethical Tiger sign can be shot. Next to the chain-link fence wall, where a sniper was posted, a Money Shot sign appears.

Please click to enlarge


2:31
$344,589
ONE HIT KILL
MONEY SHOT
大当り
UNETHICAL
HEALTH
COMBO
2.5X

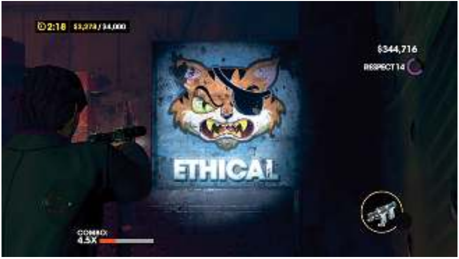
Left of the Money Shot is a Health Bonus sign. Continue moving down this corridor, mowing down more mascots as you go. To the right as you advance, a Money Shot pops up. Beyond that, the corridor gives you a series of paths you can take.

Please click to enlarge


2:26
$344,643
HEAD SHOT
ONE HIT KILL
MONEY SHOT
COMBO:
3.5X

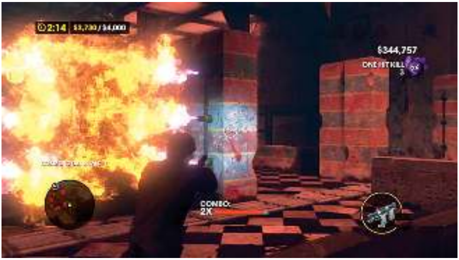
To the left, in the shadows, you might see two more signs pop up. Watch your shots, the far sign is Unethical; the closer one is Ethical.

Please click to enlarge


2:18
$344,716
RESPECT 14
ETHICAL
COMBO:
4.5X

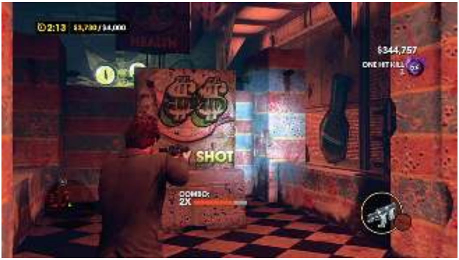
The shadows make it hard to see, but upgraded pistols come with tactical lights to help you see targets in the dark.

Please click to enlarge


2:14
$344,757
ONE HIT KILL
COMBO:
2X

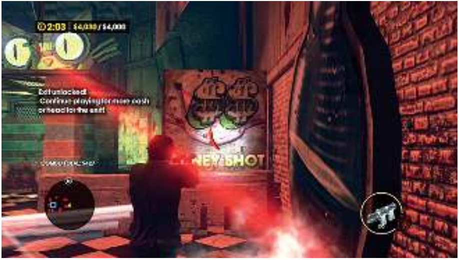
The paths to your left are protected by flame traps. A Money Shot sign is on the side up above and a Health sign pops up in the center.

Please click to enlarge


2:13
HEALTH
$344,757
ONE HIT KILL
SHOT
COMBO:
2X

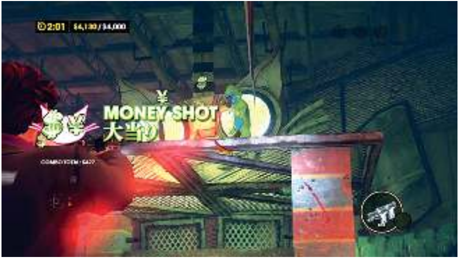
This is where the Brutes start to come from when you hit $3,500. Killing one opens the exit for you. You can try to stand and fight them here, but you may find yourself flanked by the minigunners and brought down quickly.

Please click to enlarge


2:03
NEY SHOT

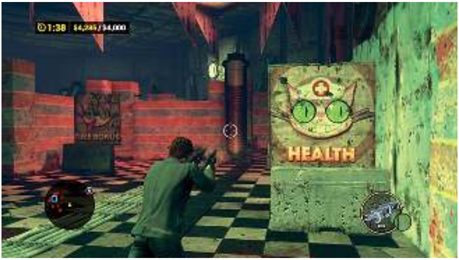
In the section beyond the flame traps, you'll see an Unethical Panda sign appear behind cover on the left, and a Money Shot on the right.

Please click to enlarge


2:01
MONEY SHOT
大当り

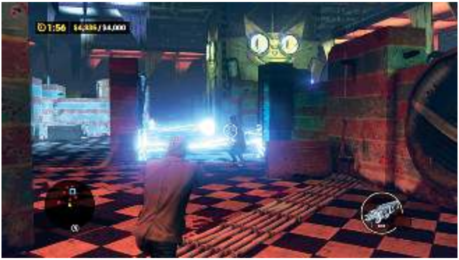
Watch the sniper atop one of the catwalks here! Past him are another pair of signs: Health Bonus on the right and Time Bonus on the left, which lead into another flame trap.

Please click to enlarge



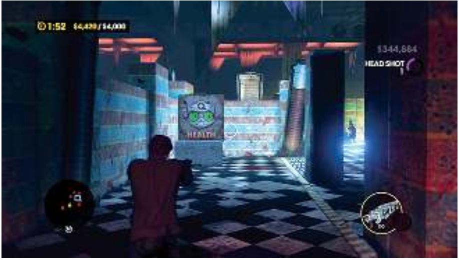
Beyond the flames, a pair of waist-high electric traps guard the right-hand route.

Please click to enlarge



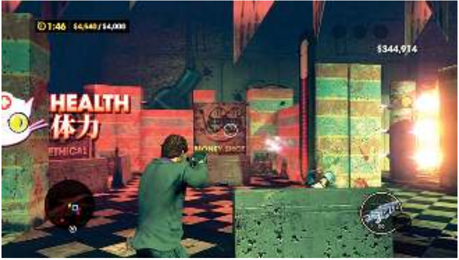
These can be leaped over, but it might prove difficult to judge the distance you need before starting the running leap, especially if you’re being hounded by Brutes. To the left of these traps, a Health Bonus sign pops up, and you might need it by this point.

Please click to enlarge


1:52
$4,420 / $4,000
$344,884
HEAD SHOT
HEALTH

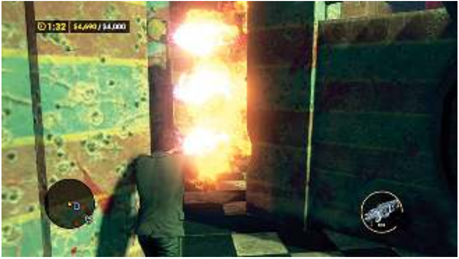
After the second electric trap, a Money Shot sign appears directly ahead.

Please click to enlarge


1:46
$4,540 / $4,000
$344,914
HEALTH
体力
ETHICAL
MONEY SHOT

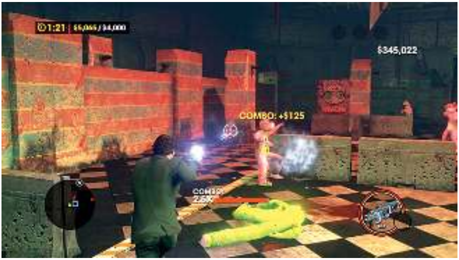
On its left is an Unethical Panda sign. Head to your right and watch out for the flame pillar there. Part of it does not shut down. If you're in a hurry, you can try to rush through it. Either way, make another right.

Please click to enlarge


1:32
$4,690 / $4,000

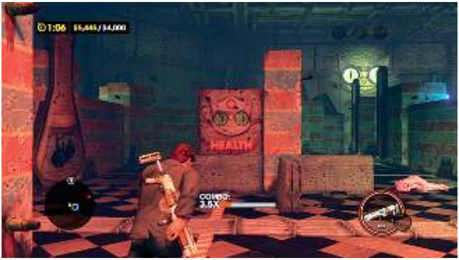
More mascots try to ambush you for melee combat, with more of them farther out covering them with guns, including a sniper.

Please click to enlarge


1:21
$345,022
COMBO: +$125
COMBO: 2.5X

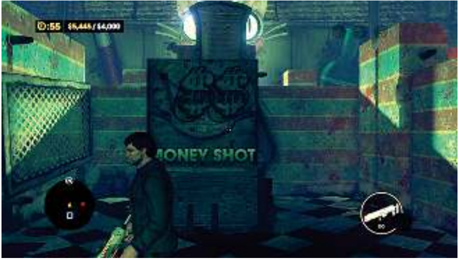
Among them, another Health pops up, so be sure to nail that if you need it.

Please click to enlarge


1:06
HEALTH
COMBO: 3.5X

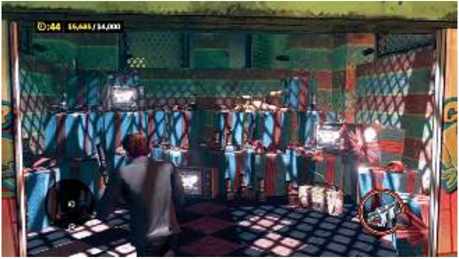
If you have been awarded grenades, you can use the flame pillar as a natural chokepoint, but the Brutes seem to have trouble following you this far, especially if you move quickly through the sections.

Please click to enlarge


:55
MONEY SHOT

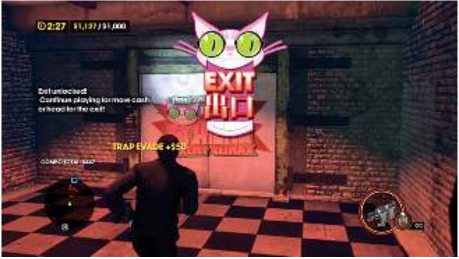
The last obstacles between you and “Professor Genki’s Super Ethical Reality Climax” history are a trio of electric traps. Before crossing them, look for a Money Shot facing the gauntlet.

Please click to enlarge


:44
$5,685 / $4,000

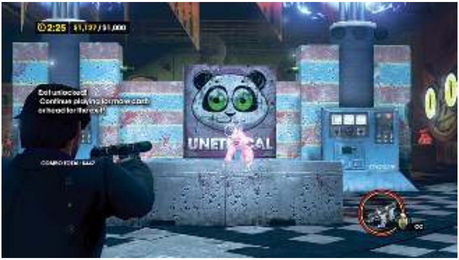
Pass through the final obstacles and strut proudly through the exit, like a (Super Ethical) boss.

Please click to enlarge


2:27
$1,137 / $1,000
EXIT
Bet unlocked!
Continue playing for more cash
or head for the exit!
TRAP EVADE +$50

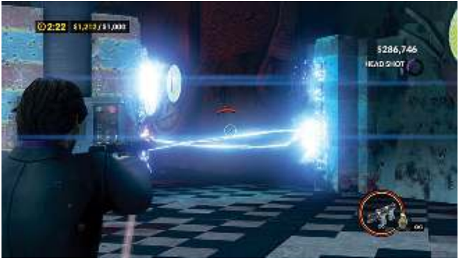
Pick a side to move through and hug the deactivated trap, as straying too close to the flames will cost you a decent chunk of health at the early stages of the game.

Please click to enlarge


2:25
$1,137 / $1,000
Bet unlocked!
Continue playing for more cash
or head for the exit!
UNET CAL

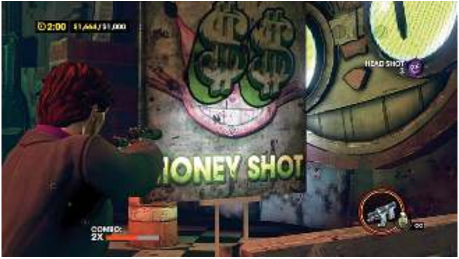
After you navigate the flamethrowers, move through the double doors. You’ll be immediately confronted by a mascot behind another waist-high wall. Watch your shooting, as just behind him an Unethical Panda sign pops up and stray shots will definitely hit it, costing you time.

Please click to enlarge


2:22
$286,746
HEAD SHOT

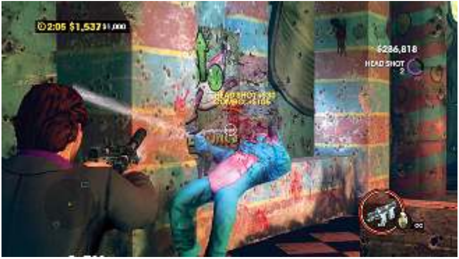
You're be given the choice of a left or right entry to the next small area, with both paths guarded by electric barriers. Beyond them await more mascots behind more short walls.

Please click to enlarge


2:00
HEAD SHOT
IONEY SHOT
COMBO:
2X

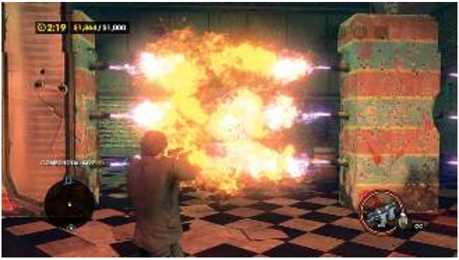
Take the right side, as a Money Shot sign pops up behind one of the barriers near the electric trap.

Please click to enlarge


2:05 $1,537
$286,818
HEAD SHOT
2

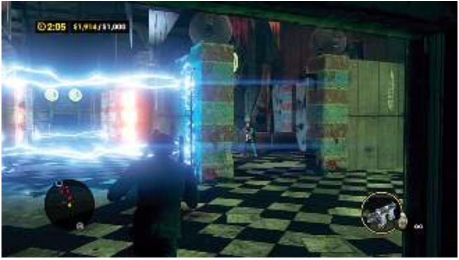
Kill the remaining mascots and check the left side of the room for a Time Bonus sign to shoot if you need to. By now, you should easily have the $1,000 you need to leave the stage.

Please click to enlarge



The way out of this room is guarded by a barrier of flamethrowers that spans the width of the room. If you have time to spare, you can evade through each one of the barriers for an additional cash bonus. Behind the center set of flamethrowers is a Health Bonus sign if you need it.

Please click to enlarge



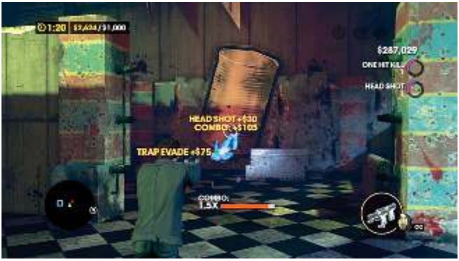
After the flame barriers are bypassed, another hallway leads to the final arena. The path ahead is guarded by electricity, and to the right mascots are shooting at you from cover. Once they've been dealt with, you can either evade the electric barrier, or go down the path the mascots guarded.

Please click to enlarge

1:31
MONEY SHOT

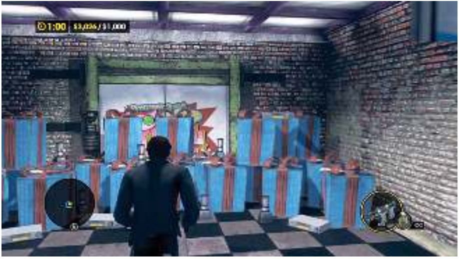
Watch out for another flame trap, as you pass the mascot corpses. Straight ahead, another side path guarded by flames hides another mascot. To your immediate right, electricity guards the final set of mascots and the way out. To the right of that barrier is a Time Bonus that you can shoot if you're really pressed for time.

Please click to enlarge


1:20
$287,029
ONE HIT KILL
HEAD SHOT
HEAD SHOT +$30
COMBO: +$105
TRAP EVADE +$75
COMBO:
1.5X

Once the electricity is evaded, you're practically home free. The exit is straight ahead, but if you have time left, make another sweep through the area to ensure that everyone who needs to be dead is dead. It's easy to pass up the small side areas leading to the exit, both of which are hiding mascots that can take shots at your back if you run quickly past them. Once you've ensured that you're the only one in the arena still breathing, get to the exit and claim your cash prize.

Please click to enlarge



Three minutes to start is very generous, so check your flanks as you push forward. You may be tempted to rush to the end once you have made your $1,000, but stick around and make a clean sweep of the arena. If you get to the exit on time, you get all of the money you made in the arena, making early Genki missions like this lucrative ventures to build up your cash in the first act of the game.

Professor Genki 2 (#28)

Location: Loren Square

Difficulty: Medium

Time to Complete: 2:59

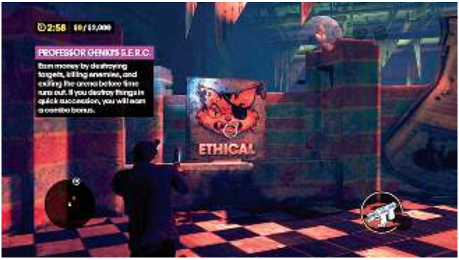
Cash Goal: $2,000

Cash Earned: $2,000 and up

Respect Earned: Based on rewards achieved

Reward: 3% Morningstar Gang District Control—$46 per hour

Please click to enlarge

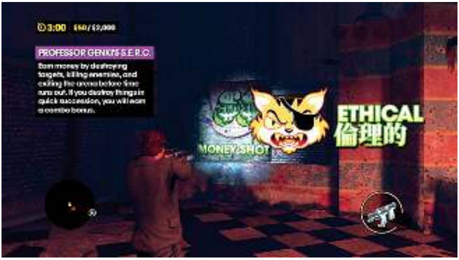

2:58 $0/$2,000
ETHICAL

PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

The second of the initial three Professor Genki activities ramps things up with more mascots, a higher cash goal, and a more complex arena design.

Please click to enlarge

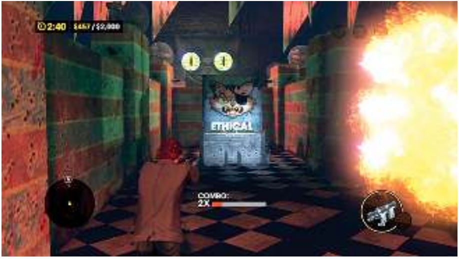

3:00 $50/$2,000
MONEY SHOT
ETHICAL
倫理的

PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

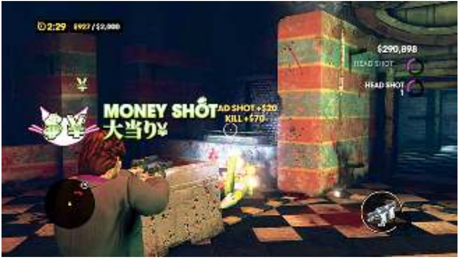
As soon as you open the first door, you see that to your left is an Ethical Tiger sign, with a Money Shot sign to left of that, hugging the wall. To the right, a flame trap protects the way to a small arena with three mascots waiting for you. Shoot the sign, then get past the trap and put down these poor saps. They don't even have guns!

Please click to enlarge


2:40 $467/$2,000
ETHICAL
COMBO:
2X

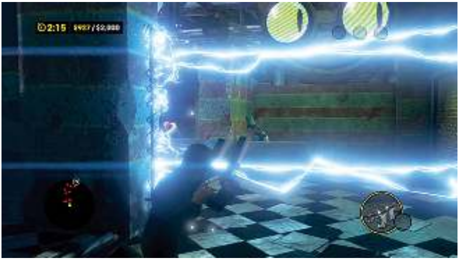
Once they're down, notice the corridor full of flame traps to the right of a less dangerous path. The safe side is a dead end, but there is an Ethical Tiger sign to shoot.

Please click to enlarge


2:29
$290,898
HEAD SHOT
HEAD SHOT
MONEY SHOT
大当り¥
AD SHOT +$20
KILL +$70

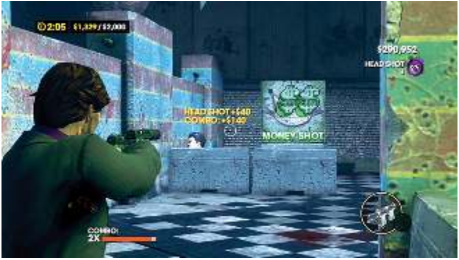
Past the gauntlet of fire, another pair of mascots awaits you, guarding the hall to the next section. To the left are two more signs, an Unethical Panda, and a Money Shot.

Please click to enlarge



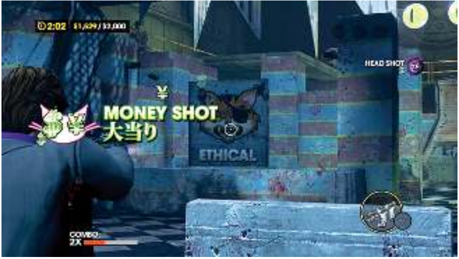
Run down the hall into the next room. To the right is an electric trap with a mascot waiting behind cover. Take it down, then proceed to the next section.

Please click to enlarge


2:05
$290,952
HEAD SHOT
HEAD SHOT +$40
COMBO +$140
MONEY SHOT
COMBO
2X

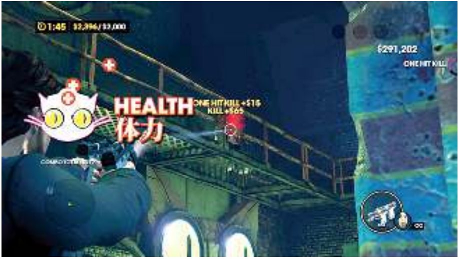
From where this first mascot was, look for a Money Shot sign behind another mascot. Shoot these, then take out another pair of mascots, as well as an Ethical Tiger sign to the right and.

Please click to enlarge


2:02
MONEY SHOT
大当り
HEAD SHOT
ETHICAL
COMBO:
2X

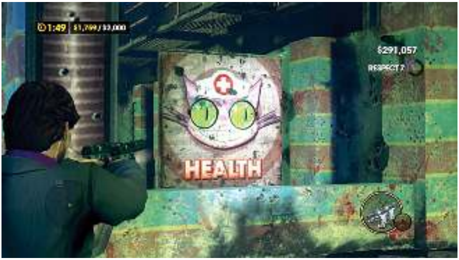
You'll notice a number of enemies on the catwalks ringing this section; neglecting any of them isn't profitable, and is dangerous, since they can shoot you past any waist-high cover in the arena.

Please click to enlarge


1:45
$291,202
ONE HIT KILL
HEALTH
体力
ONE HIT KILL +$15
KILL +$65

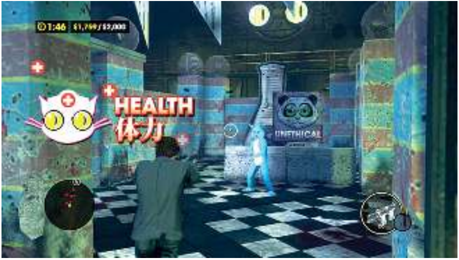
If you've been scoring headshots and taking out the right signs, you might already have the $2,000 you need, but you're not finished here yet!

Please click to enlarge


1:49
$291,057
RESPECT 7
HEALTH

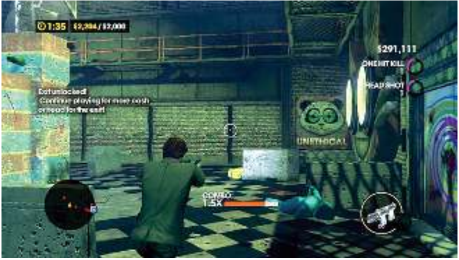
Watch your fire here. As you move forward there's an Unethical Panda at the center of this room. Go down the path to the right.

Please click to enlarge


1:46
HEALTH
体力
UNETHICAL

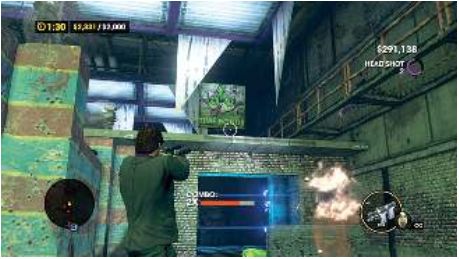
Three electric traps block your way. A Health Bonus sign pops up directly in front of them.

Please click to enlarge


1:35
$291,111
ONE HIT KILL
HEAD SHOT
UNETHICAL
COMBO
1.5X

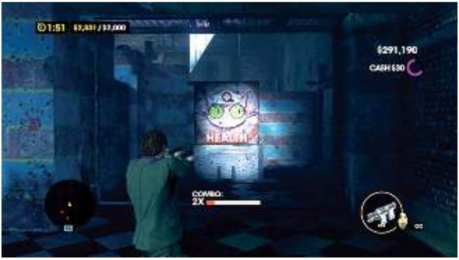
Past the three electric traps, more mascots fire at you from the ground and from the catwalks. Hose them down, but watch out for another Unethical Panda!

Please click to enlarge


1:30
$291,138
HEAD SHOT
COMBO
2X

You can move to the next section from here, but explore a little for a Time Bonus sign and another Health Bonus sign behind an electric trap.

Please click to enlarge

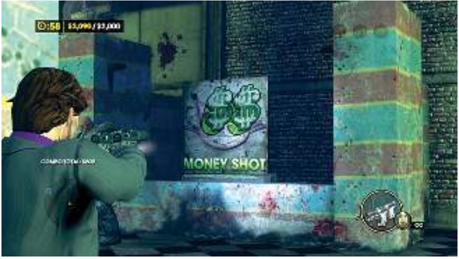

1:51
$291,190
CASH $30
HEALTH
COMBO:
2X

As you follow the corridor to the next room, take out any mascots waiting for you, and note the wall with two smaller entrances into the next Arena. Some mascots lay in wait here. Be sure to clear them out because . . .

Please click to enlarge

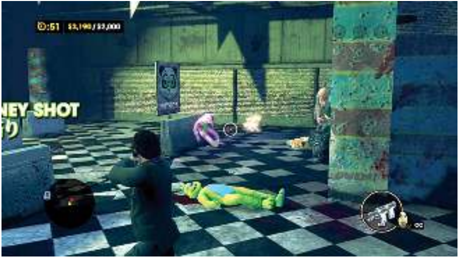
. . . the fun really begins here. A Minigun Brute drops into the arena, and you may already be feeling the crunch for time. If you do have time to spare and have the firepower to bring it down quickly, it’s worth $500. Watch your shooting here, though, an Unethical Panda sign is in this space, mixed in with a Health Bonus, Ethical Tiger, and Money Shot signs.

Please click to enlarge


:58
MONEY SHOT

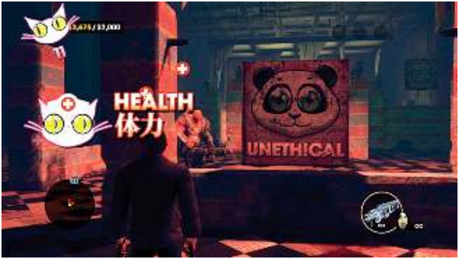
Of course, there’s no shame (well, maybe a little) in running if you’re low on time or health, considering that two more Minigun Brutes will appear in the next section if you kill this first one.

Please click to enlarge



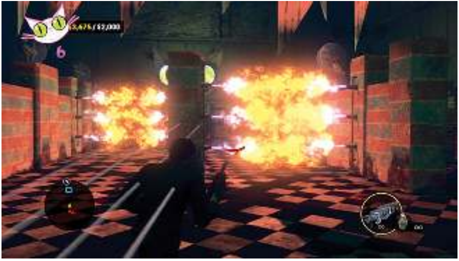
You'll also find another set of flame traps guarding the exit. You can use the first Brute's minigun to hose down the new ones that show up, but they will keep coming. Grenades also work wonders, but you could be straining your health and time playing with these guys.

Please click to enlarge


HEALTH
体力
UNETHICAL

Regardless of what you choose to do, make sure you have enough time to evade the last set of flame traps and break for the exit.

Please click to enlarge



If you've triggered the Brute flood, you'll be under fire the entire time. Sprint past them as best you can, move to the right side of the room to try to avoid getting shot while navigating the last set of flame traps, and cross the finish line.

Professor Genki 3 (#29)

Location: Henry Steel Mills

Difficulty: Hard

Time to Complete: 3:59

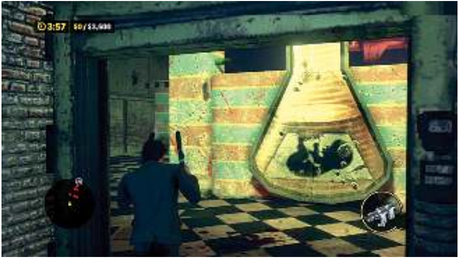
Cash Goal: $3,500

Cash Earned: $3,500 and up

Respect Earned: Based on rewards achieved

Rewards: 3% Morningstar Gang District Control—$94 per hour

Please click to enlarge



If you believed the last episode got hectic toward the end, (especially if you took on the Brutes), get ready to be tested a little more thoroughly.

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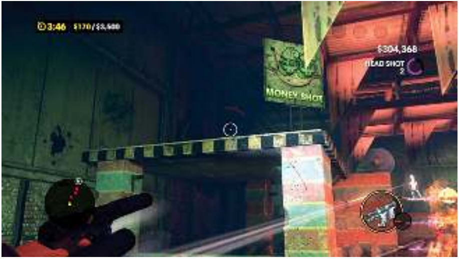
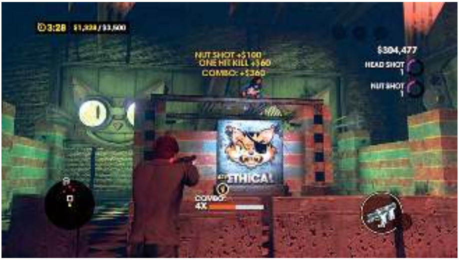

3:46
$170/$3,500
$304,368
HEAD SHOT
2
MONEY SHOT

A wall greets you upon entering the first arena. On the other side of it lie a number of mascots. Use this wall for cover while engaging them.

Please click to enlarge


3:28
NUT SHOT +$100
ONE HIT KILL +$60
COMBO: +$360
$304,477
HEAD SHOT
1
NUT SHOT
1
ETHICAL
COMBO:
4X

Check the top of the arch on the room's left side for a Money Shot sign. At the center of the room, behind a flame curtain, is an Ethical Tiger sign, along with more mascots.

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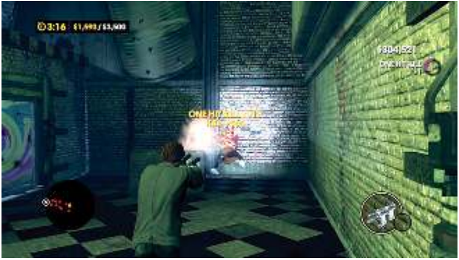

Past this first room, the next opens up with two mascots flanking you, protecting two routes you can take.

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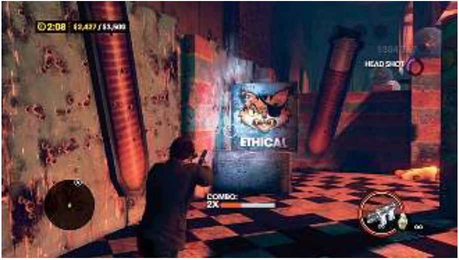
2:08
HEAD SHOT
ETHICAL
COMBO:
2X

If you go left, an Ethical Tiger sign and a number of mascots wait for you. Mow down this first set.

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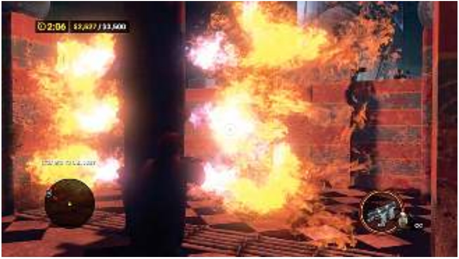

Follow the path to this flame pillar. Watch the trap closely before making a move; it's easy to lose a lot of health and time here!

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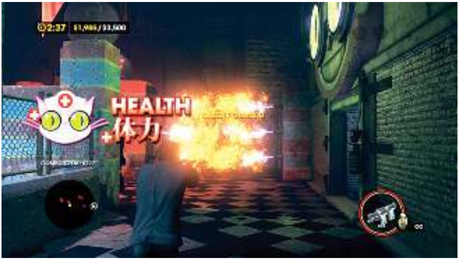
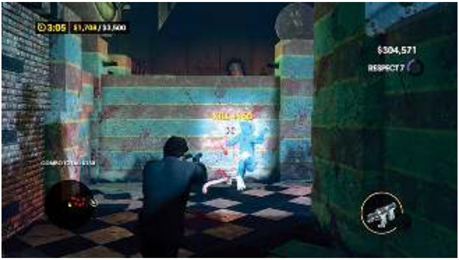

2:37
HEALTH
体力

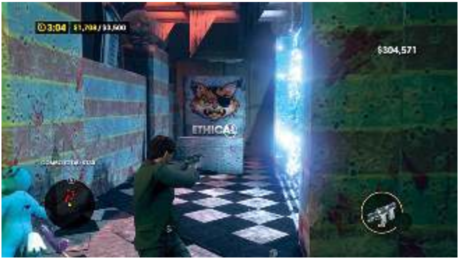
Just past the flame pillar and to the left, a flame barrier guards a Health Bonus sign.

Please click to enlarge


3:05
$304,571
RESPECT 7

If you went right a mascot armed for melee combat waits in ambush, protecting an Ethical Tiger sign.

Please click to enlarge


3:04
$304,571
ETHICAL

To the right, an electric barrier separates you from another group of mascots. Cut them down, bypass another electric trap, and take the exit.

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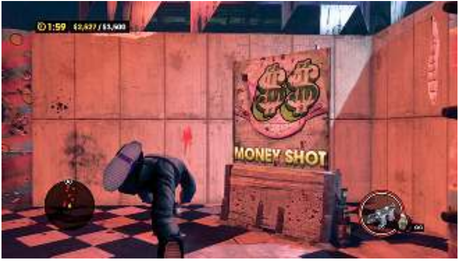
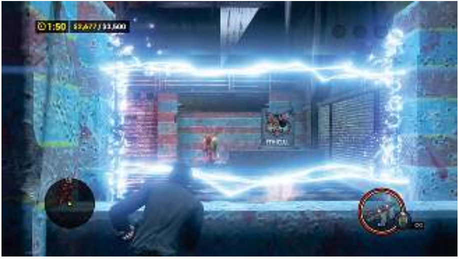

1:59
MONEY SHOT

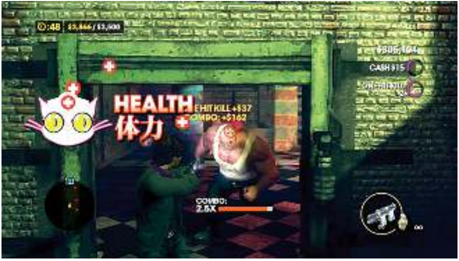
If you're feeling gutsy, you can always backtrack through the path you didn't take to mow down more mascots to build up your cash.

Please click to enlarge


1:50
ETHICAL

After clearing the forked room, the next room opens up with a flame trap guarding a Money Shot sign directly ahead of you. To the right, an electric barrier guards another way to the next room. Either route is fine; just be sure to clear out any mascots and take out the Ethical Tiger sign. A door leads to the next area, and if you've been keeping up your combo with kills and scoring headshots, and went back to clear both paths in the forked room, you'll probably be close to, if not already at the cash goal for the stage.

Please click to enlarge


:48
$306,104
CASH $15
HEALTH
体力
HIT KILL +$37
COMBO: +$162
COMBO:
2.5X

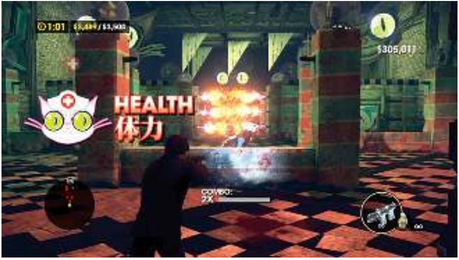
But look out! Making the cash goal calls out a melee Brute! If you can take it out, do so, but keep in mind that it means more will show up.

Please click to enlarge

Many more.

In the room past the first Brute, you have two doors to the left and right, with a flame trap in the room's center.

Please click to enlarge


1:01
$305,017
HEALTH
体力
COMBO:
2X

The left door has a Health Bonus sign; the right conceals an electric trap. If you've brought down the Brute thunder, it might be best to navigate through the central flame trap and make a beeline for the exit.

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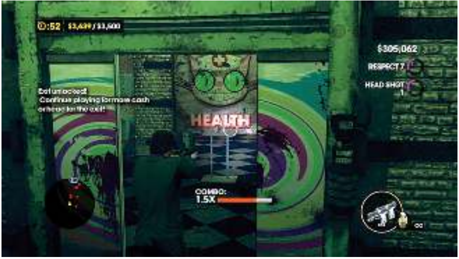
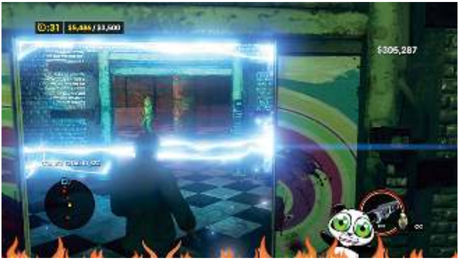

:52
$305,062
RESPECT 7
HEAD SHOT
Bet unlocked!
Continue playing for more cash or head for the exit!
HEALTH
COMBO:
1.5X

If the group of Brutes catch you, you may as well restart because they will just pass you around among themselves, forcing you into quick-time event after quick-time event.

Please click to enlarge



If you’re taking on this activity early in the game, however, you probably won’t have the weapons that can put these things down in a hurry, so take the first Brute as your cue to run for the exit.

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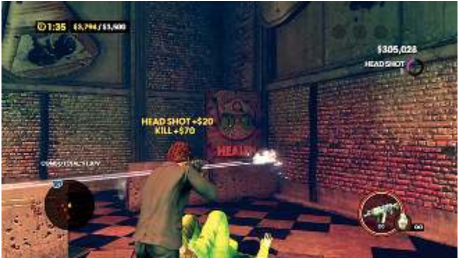
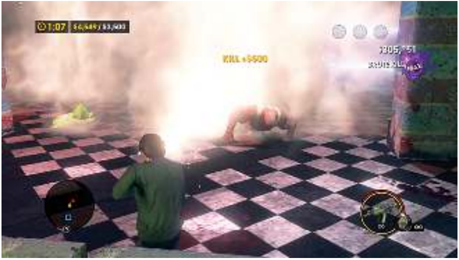

1:35
$305,028
HEAD SHOT
HEAD SHOT +$20
KILL +$70
HEALTH

Numerous signs are scattered about the arena on the way out and they can help facilitate a last stand against the big guys.

Please click to enlarge



So if you really want to exploit the Brutes for cash, wait until you are close to the exit and hope that you have some really solid firepower from presents dropped in the arena. Of particular use would be unlimited grenades. Just put your back to the exit hallway and keep chucking them at the Brutes as they show up. You can rack up absurd amounts of cash before having to beat a retreat.

Professor Genki 4 (#30)

Location: Yearwood

Difficulty: Easy

Time to Complete: 2:59

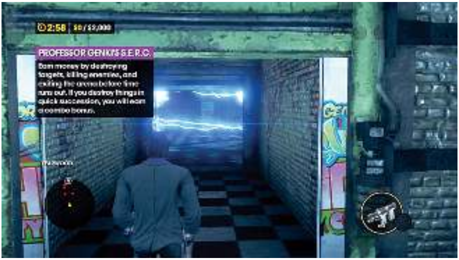
Cash Goal: $2,000

Cash Earned: $2,000 and up

Respect Earned: Based on rewards achieved

Rewards: 2% Luchadores Gang District Control—$46 per hour

Please click to enlarge



PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

The next set of three Genki activities start with this relatively relaxed refresher course on how to get things done.

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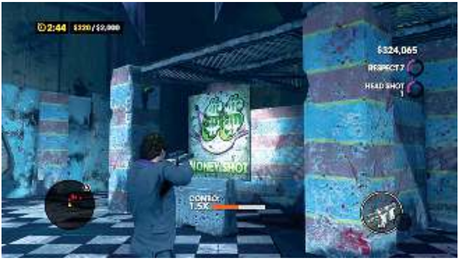
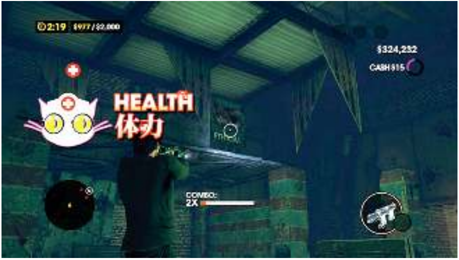

2:44
$324,065
RESPECT 7
HEAD SHOT 1
MONEY SHOT
COMBO: 1.5X

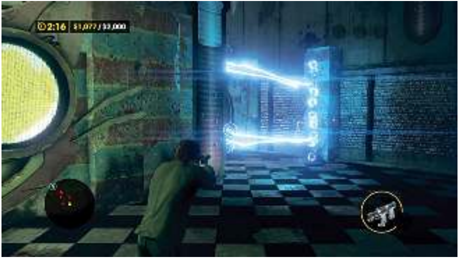
An electric trap is your first obstacle. Mascots can immediately shoot at you from the distant catwalks and from positions on the ground.

Please click to enlarge


2:19
$977/$2,000
$324,232
CASH $15
HEALTH
体力
COMBO: 2X

A Money Shot sign pops up just behind the electric trap. You can choose to go left or right into the next section. If you go right, and Ethical Tiger sign is there for you to shoot. In this area, check the catwalks and the areas beneath them for Health Bonus signs, Money Shot signs, and another Ethical Tiger sign.

Please click to enlarge


2:16
$1,077/$2,000

The next area features another split to the left or right, with both directions guarded by electric barriers.

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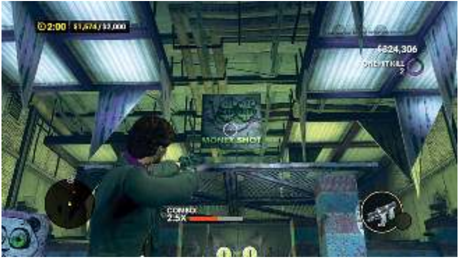
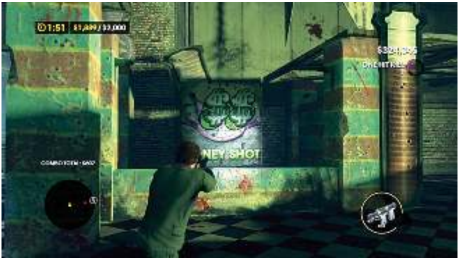

2:00
$324,306
MONEY SHOT
COMBO
2.5X

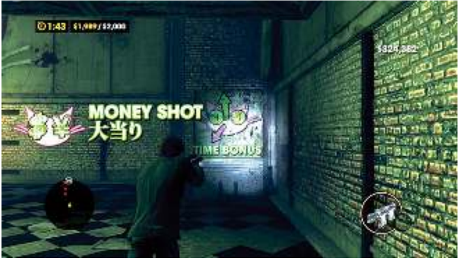
Take either path and clear out the mascots on the ground, and watch for the ones in the distance once more.

Please click to enlarge


1:51
NEY SHOT

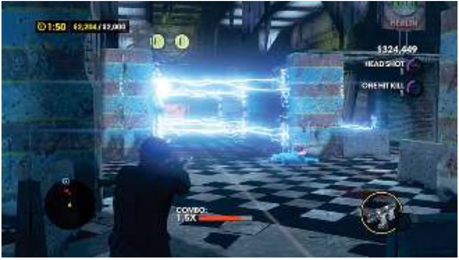
Atop the central arch is another Money Shot sign, with an Unethical Panda sign on the ground to the left of the passage. In the next section of the room, another Unethical sign pops up, and left of it is a Money Shot sign that pops up in a side alcove. Beyond the central sign, you can also see a Time Bonus sign that appear at the right far-corner of this room.

Please click to enlarge


1:43
MONEY SHOT
大当り
TIME BONUS

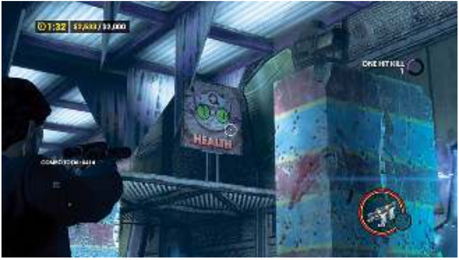
The last room has dozens of electricity traps and a few more mascots.

Please click to enlarge


1:50
HEALTH
$324,449
HEAD SHOT
ONE HIT KILL
COMBO:
1.5X

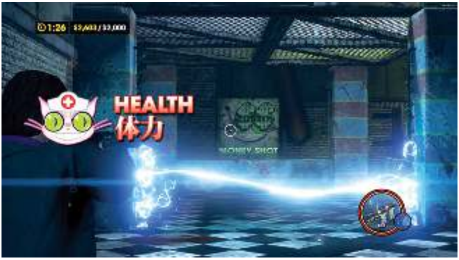
There are signs to help boost your score and health, but the real danger comes from the traps. It can take time to navigate everything safely, and if you've run the previous section too slow, you might be short on time now.

Please click to enlarge


1:32
ONE HIT KILL
HEALTH

If you do have time, you can try to get some extra cash by dodging through the inactive traps, but there's the obvious risk associated with that.

Please click to enlarge


1:26
HEALTH
体力
MONEY SHOT

This one is a good warm up for the Genki activities on this side of the city! Now for the real challenges.

Professor Genki 5 (#31)

Location: Bridgeport

Difficulty: Medium

Time to Complete: 2:59

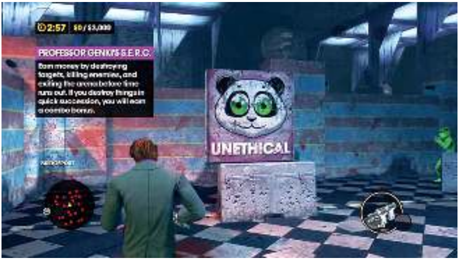
Cash Goal: $3,000

Cash Earned: $3,000 and up

Respect Earned: Based on rewards achieved

Rewards: 3% Luchadores Gang District Control—$126 per hour

Please click to enlarge

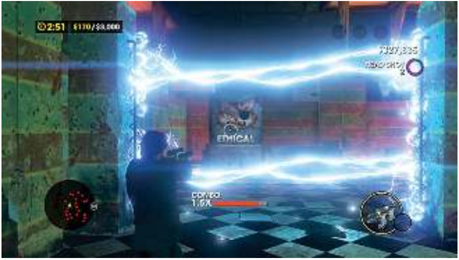

2:57
$0/$3,000
UNETHICAL

PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

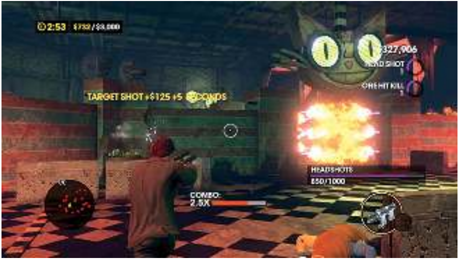
This Genki activity starts off with a twist. If you look at the minimap, you'll notice that you are totally surrounded by mascots on all sides! The four doors in the room are mostly for show; only one will open.

Please click to enlarge


2:51
$170/$3,000
HEAD SHOT
ETHICAL
COMBO
1.5X

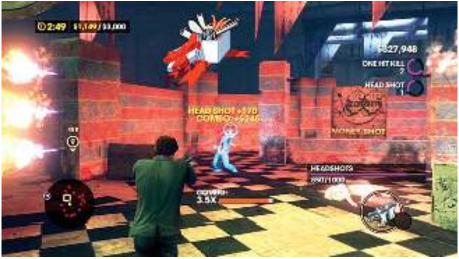
This arena seems like a maze, but it is more of a spiral. Avoid hitting the first Unethical sign, and eliminate mascots as you follow the path.

Please click to enlarge


2:53
TARGET SHOT +$125 +5 SECONDS
HEAD SHOT
ONE HIT KILL
HEADSHOTS
850/1000
COMBO:
2.5X

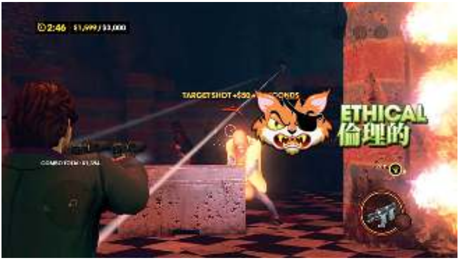
An electric trap will try to surprise you and there is an Ethical sign just behind it. Another Ethical Tiger sign with more mascots is found to the right.

Please click to enlarge


2:49
$327,948
ONE HIT KILL
HEAD SHOT
HEAD SHOT +$70
MONEY SHOT
HEADSHOTS
3.5X

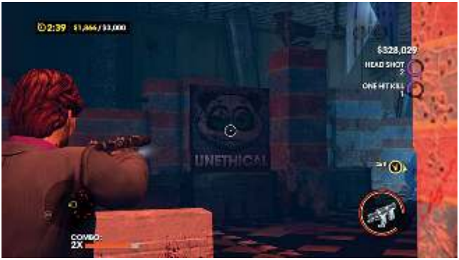
More mascots are to the right of the second Ethical sign, with a Money Shot sign among them. Two flame traps guard the way to the next section.

Please click to enlarge


2:46
ETHICAL
倫理的

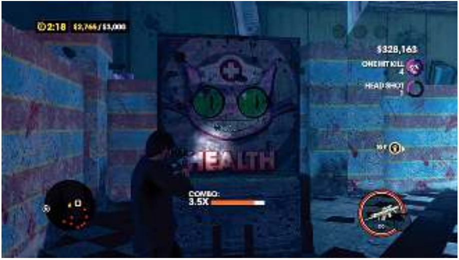
Another small group of mascots is waiting here, as well as a trio of signs.

Please click to enlarge


2:39
$1,866 / $3,000
$328,029
HEAD SHOT
ONE HIT KILL
UNETHICAL
COMBO:
2X

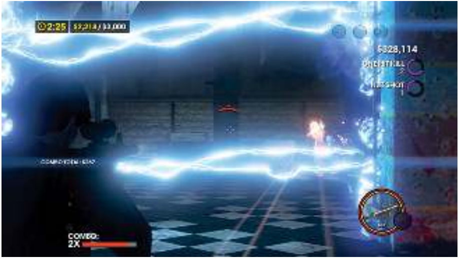
The left-most sign in the dark is Ethical, the middle one is Unethical, and the right one is a Health Bonus, which appear as you close in on the electric trap to the right.

Please click to enlarge


2:18
$2,766 / $3,000
$328,163
ONE HIT KILL
4
HEAD SHOT
1
HEALTH
COMBO:
3.5X

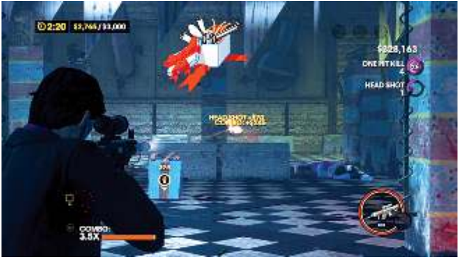
One thing to note, if you are doing well and get the right weapons from the presents you're awarded, you might have unlimited grenades.

Please click to enlarge


2:25
$328,114
COMBO:
2X

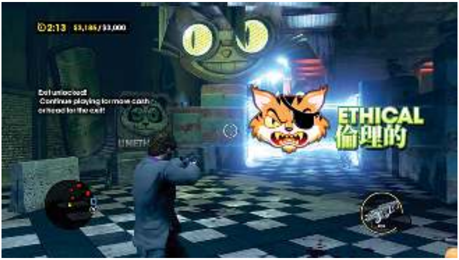
If they've been upgraded, this can be a significant advantage and part of a great money-making scheme.

Please click to enlarge


2:20
$228,163
ONE HIT KILL
4
HEAD SHOT
1
COMBO:
3.5X

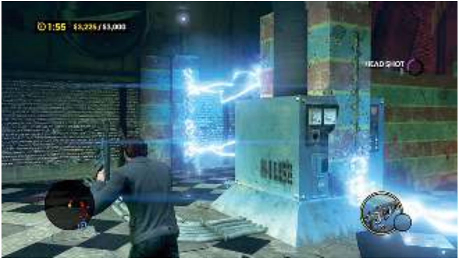
As you cross the trap, take out all the mascots in this room, and scan the area for more Money Shot, Ethical Tiger, and Health signs.

Please click to enlarge


2:13
ETHICAL
倫理的

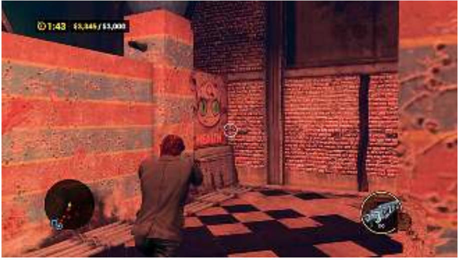
It is possible to break $3,000 by the time you reach this room, especially with upgraded pistols and consistent headshots, which means that Brutes are on the way and they’re carrying miniguns this time around.

Please click to enlarge


1:55
HEAD SHOT

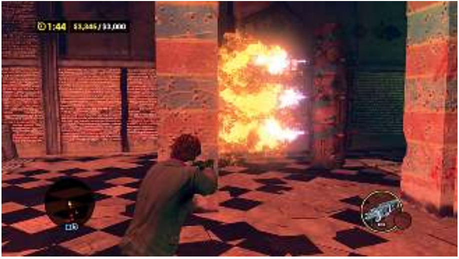
If the Brutes are incoming, stay calm and navigate the gauntlet of electric traps.

Please click to enlarge



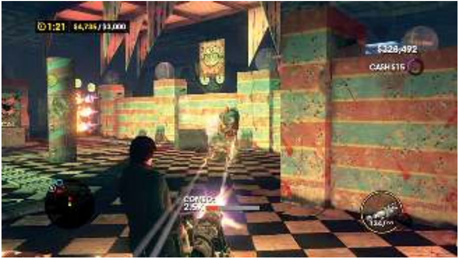
If you take the left side of this trap set, watch for a Health sign at the end of this small corridor. Whichever path you take, you come across a flame pillar trap.

Please click to enlarge



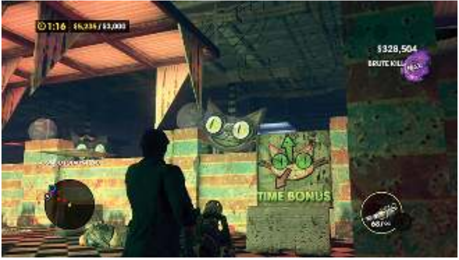
Pass that and enter the final stretch.

Please click to enlarge


1:21
$328,492
CASH 516
COMBO
2.5X

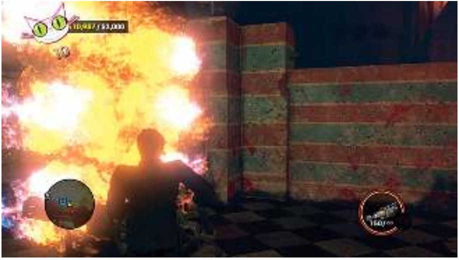
There are many Health and Time Bonus signs strewn throughout this section, for good reason. While there is a smattering of mascots all around, with some Money Shots also, this is the room where the Brutes come from, and this can get ugly really fast. Taking down the first Brute activates the reinforcements, and up to four Brutes can be in the arena, gunning for you. With that much minigun fire coming your way, even fully upgraded weapons and damage resistances aren't enough to keep you standing.

Please click to enlarge


1:16
$328,504
BRUTE KILL
TIME BONUS

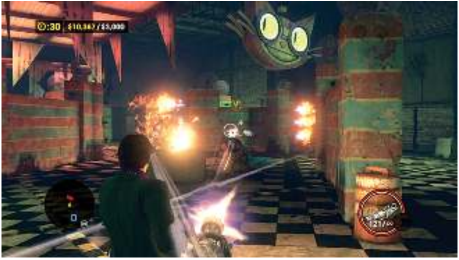
However, if you have at least level 2 frag grenades and were given them as a present during this arena, this can suddenly become an extremely lucrative opportunity. Rush toward the exit, gunning down any mascots on the way, dodging traps, and shooting the Health Bonus signs that are in your immediate path. The Brutes are very accurate with those miniguns, and you're likely to take damage until you flee toward some hard cover.

Please click to enlarge



When you get to the final set of twin flame traps, you're almost home free, but if you have grenades, you can use the trap as a barrier, and throw them at the feet of the Brutes as they try to round the corner. Each Brute is worth $500, but since they tend to bunch up at that corner, a powerful and unlimited barrage of grenades can rack up a mini-combo between waves of Brutes and a ridiculous amount of cash before the timer runs out. Just be sure to give yourself at least ten seconds and enough health to make the mad dash to the exit, through those last fire traps if you must!

Please click to enlarge



This arena also lends itself to a money-making scheme for higher level characters. If you've managed to get enough respect and cash to purchase immunity to bullet damage, you can kill the first Brute, pick up his minigun, and then sit in one place, methodically hosing down Brutes as they appear in the arena. Because they wield miniguns, they will not try to attack you physically unless you stray too close. Your bullet damage immunity lets you drag out the slaughter until your time starts to run out and you need to run for the exit!

Professor Genki 6 (#32)

Location: The Grove

Difficulty: Hard

Time to Complete: 3:29

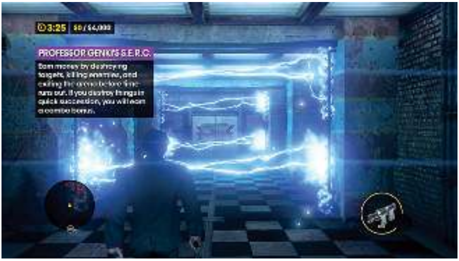
Cash Goal: $4,000

Cash Earned: $4,000 and up

Respect Earned: Based on rewards achieved

Rewards: 2% Luchadores Gang District Control—$78 per hour

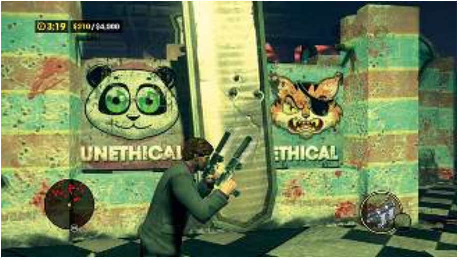
Please click to enlarge


3:25
$0 / $4,000
PROFESSOR GENKI'S S.E.R.C.

Earn money by destroying targets, killing enemies, and exiting the arena before time runs out. If you destroy things in quick succession, you will earn a combo bonus.

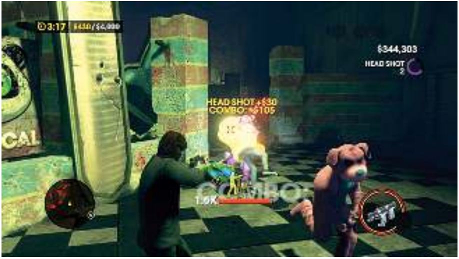
This is it. The last episode of “Professor Genki’s Super Ethical Reality Climax.” In another twist, the moment you hit or exceed $3,500 ($500 before the goal) in winnings, Brutes will begin storming the arena. As always, killing the first Brute will call down an endless supply of them, and unlike the previous arena, there is no convenient spot to nail them all with a grenade barrage (if you’re lucky enough to be awarded them).

Please click to enlarge


3:19
$210 / $4,000
UNETHICAL
ETHICAL

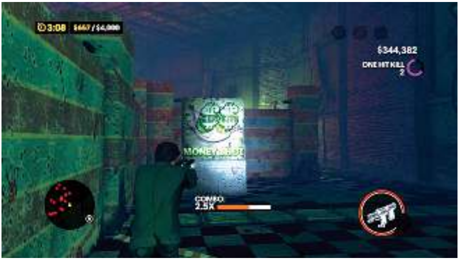
Your first obstacle is a trio of electric traps, all staggered in such a way that they do not activate all at once. This can throw you off and even bounce you back and forth between an active pair! Beyond that, a pair of signs pop up: Unethical Panda and Ethical Tiger.

Please click to enlarge


3:17
$344,303
HEAD SHOT
2
HEAD SHOT +$30
COMBO: +$105
CAL
COMBO
1.5X

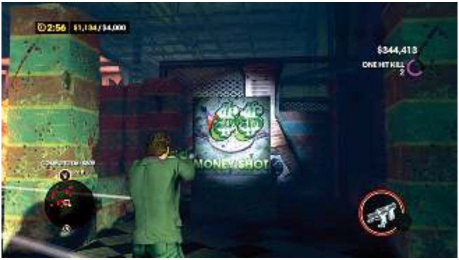
To your right, a group of mascots rushes you, intent on getting into melee range. Headshots!

Please click to enlarge


3:08
$344,382
ONE HIT KILL
2
MONEY SHOT
COMBO
2.5X

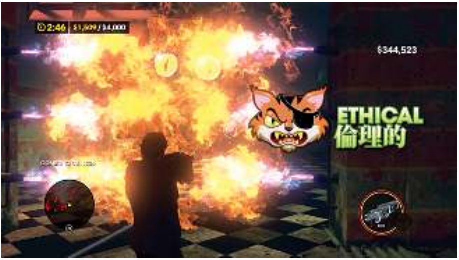
Headshots for everyone! Beyond this ambush, a Money Shot sign waits for execution.

Please click to enlarge


2:56
$344,413
ONE HIT KILL
2
MONEY SHOT

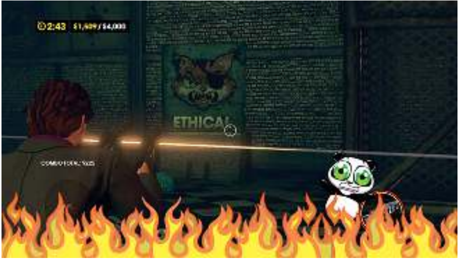
Continuing on, you'll find more mascots, with Ethical and Unethical signs to your left, and a Money Shot sign to your right.

Please click to enlarge


2:46
$1,609 / $4,000
$344,523
ETHICAL
倫理的

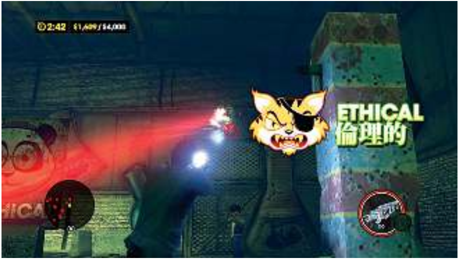
A flame trap guards the next location.

Please click to enlarge


2:43
$1,609 / $4,000
ETHICAL

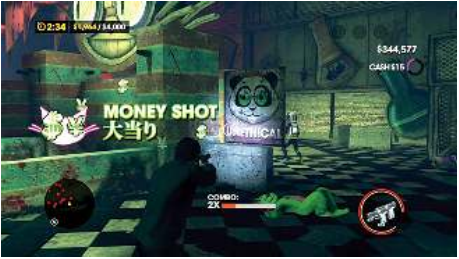
The next section throws more mascots at you.

Please click to enlarge


2:42
$1,609 / $4,000
ETHICAL
倫理的

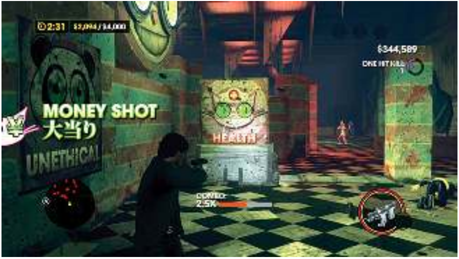
Be especially alert for snipers here; each shot not only hurts a lot, but also makes you stagger and slows you down.

Please click to enlarge


2:34
$344,577
CASH $15
MONEY SHOT
大当り
UNETHICAL
COMBO:
2X

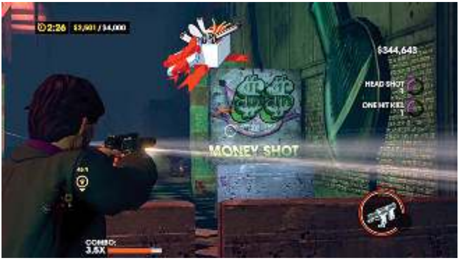
To the right upon entering, an Ethical Tiger sign can be shot. Next to the chain-link fence wall, where a sniper was posted, a Money Shot sign appears.

Please click to enlarge


2:31
$344,589
ONE HIT KILL
MONEY SHOT
大当り
UNETHICAL
HEALTH
COMBO:
2.5X

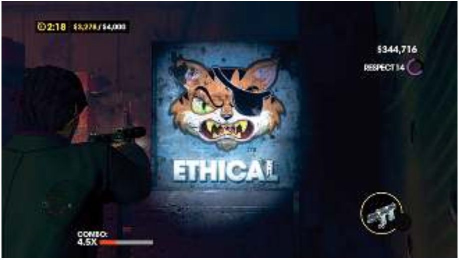
Left of the Money Shot is a Health Bonus sign. Continue moving down this corridor, mowing down more mascots as you go. To the right as you advance, a Money Shot pops up. Beyond that, the corridor gives you a series of paths you can take.

Please click to enlarge


2:26
$344,643
HEAD SHOT
ONE HIT KILL
MONEY SHOT
COMBO:
3.5X

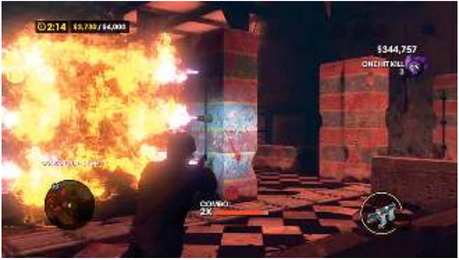
To the left, in the shadows, you might see two more signs pop up. Watch your shots, the far sign is Unethical; the closer one is Ethical.

Please click to enlarge


2:18
$344,716
RESPECT 14
ETHICAL
COMBO:
4.5X

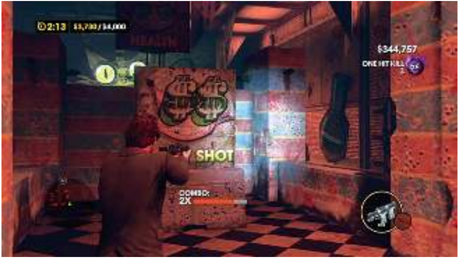
The shadows make it hard to see, but upgraded pistols come with tactical lights to help you see targets in the dark.

Please click to enlarge


2:14
$344,757
ONE HIT KILL
COMBO:
2X

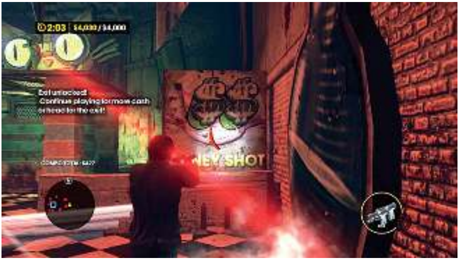
The paths to your left are protected by flame traps. A Money Shot sign is on the side up above and a Health sign pops up in the center.

Please click to enlarge


2:13
$344,757
ONE HIT KILL
SHOT
COMBO:
2X

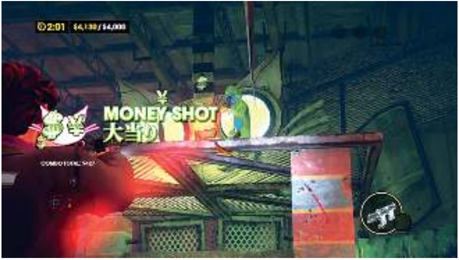
This is where the Brutes start to come from when you hit $3,500. Killing one opens the exit for you. You can try to stand and fight them here, but you may find yourself flanked by the minigunners and brought down quickly.

Please click to enlarge


2:03
NEY SHOT

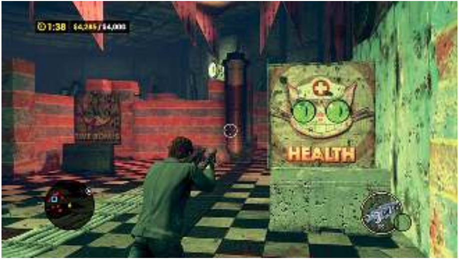
In the section beyond the flame traps, you'll see an Unethical Panda sign appear behind cover on the left, and a Money Shot on the right.

Please click to enlarge


2:01
MONEY SHOT
大当り

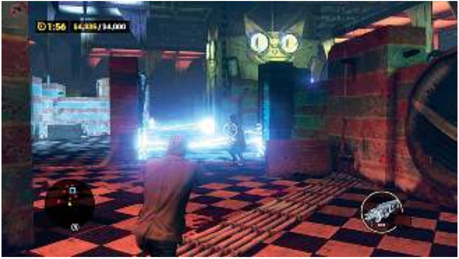
Watch the sniper atop one of the catwalks here! Past him are another pair of signs: Health Bonus on the right and Time Bonus on the left, which lead into another flame trap.

Please click to enlarge



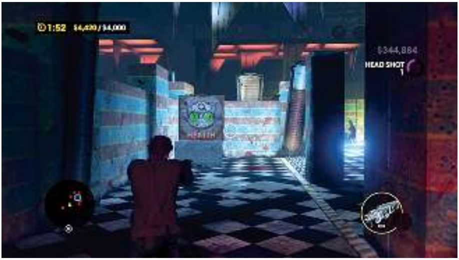
Beyond the flames, a pair of waist-high electric traps guard the right-hand route.

Please click to enlarge



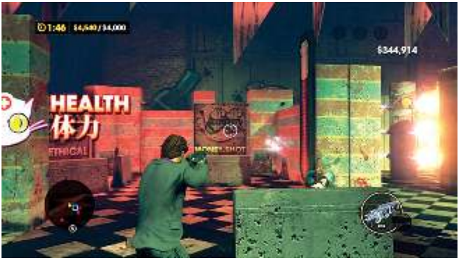
These can be leaped over, but it might prove difficult to judge the distance you need before starting the running leap, especially if you're being hounded by Brutes. To the left of these traps, a Health Bonus sign pops up, and you might need it by this point.

Please click to enlarge


1:52
$344,884
HEAD SHOT
1
HEALTH

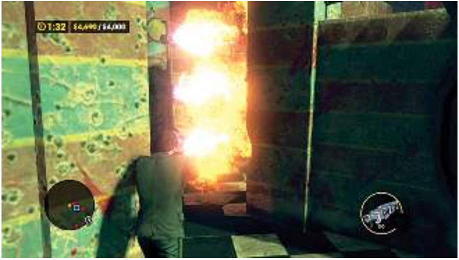
After the second electric trap, a Money Shot sign appears directly ahead.

Please click to enlarge


1:46
$344,914
HEALTH
体力
ETHICAL
MONEY SHOT

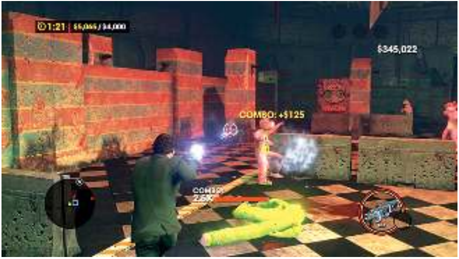
On its left is an Unethical Panda sign. Head to your right and watch out for the flame pillar there. Part of it does not shut down. If you're in a hurry, you can try to rush through it. Either way, make another right.

Please click to enlarge



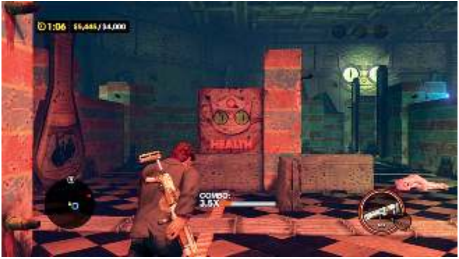
More mascots try to ambush you for melee combat, with more of them farther out covering them with guns, including a sniper.

Please click to enlarge


1:21
$345,022
COMBO: +$125
COMBO:
2.6X

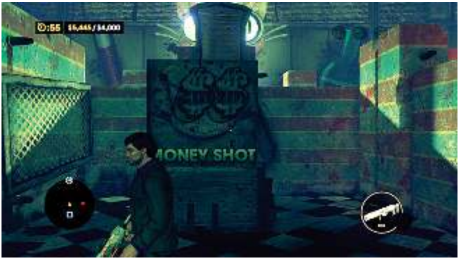
Among them, another Health pops up, so be sure to nail that if you need it.

Please click to enlarge


1:06
HEALTH
COMBO:
3.5X

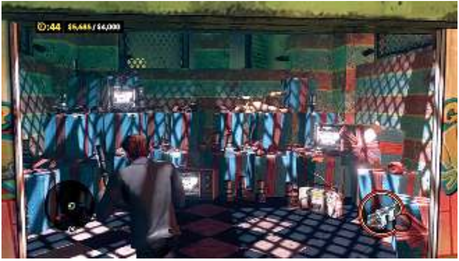
If you have been awarded grenades, you can use the flame pillar as a natural chokepoint, but the Brutes seem to have trouble following you this far, especially if you move quickly through the sections.

Please click to enlarge

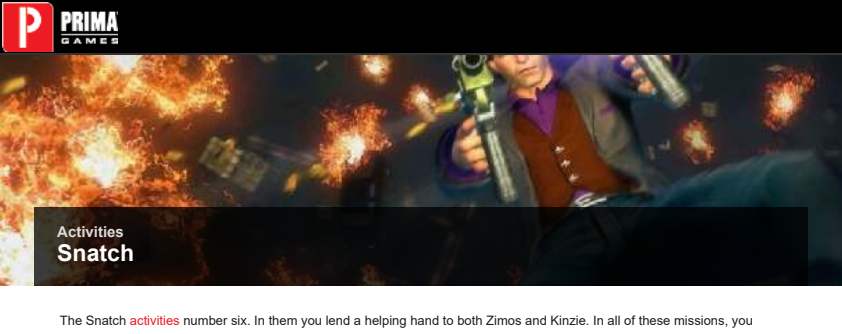

:55
$5,445 / $4,000
MONEY SHOT

The last obstacles between you and “Professor Genki’s Super Ethical Reality Climax” history are a trio of electric traps. Before crossing them, look for a Money Shot facing the gauntlet.

Please click to enlarge


:44
$5,445 / $4,000

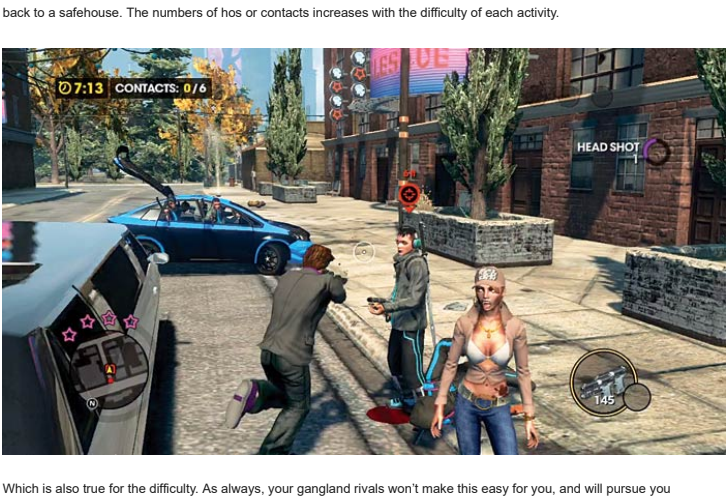
Pass through the final obstacles and strut proudly through the exit, like a (Super Ethical) boss.



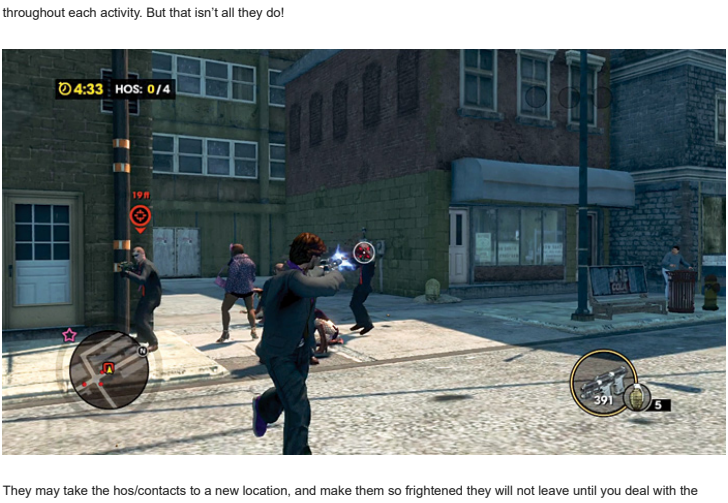
Activities

Snatch

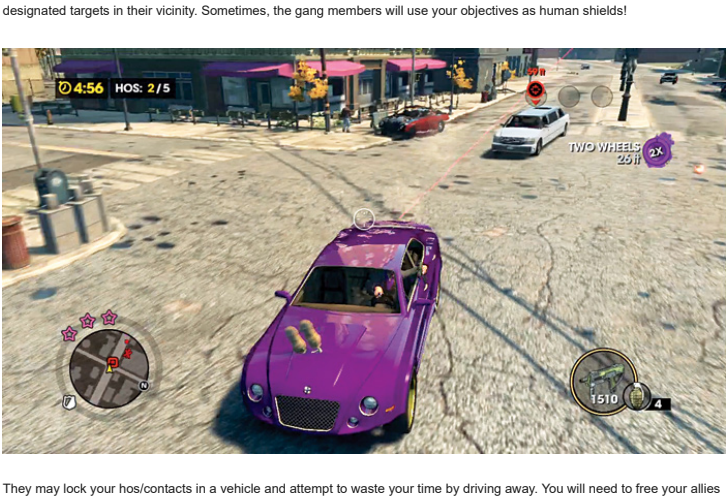
The Snatch activities number six. In them you lend a helping hand to both Zimos and Kinzie. In all of these missions, you need to drive to designated points on the map, and pick up either hos or contacts, and bring the requested number of them back to a safehouse. The numbers of hos or contacts increases with the difficulty of each activity.


7:13 CONTACTS: 0/6
HEAD SHOT
145

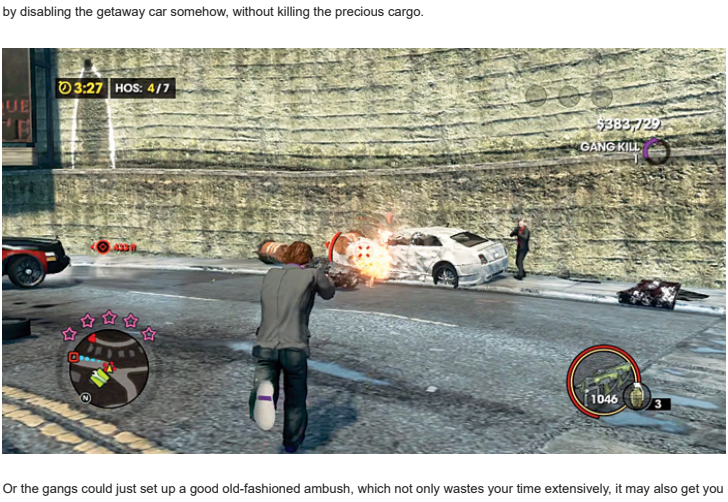
Which is also true for the difficulty. As always, your gangland rivals won't make this easy for you, and will pursue you throughout each activity. But that isn't all they do!


4:33 HOS: 0/4
391

They may take the hos/contacts to a new location, and make them so frightened they will not leave until you deal with the designated targets in their vicinity. Sometimes, the gang members will use your objectives as human shields!


4:56 HOS: 2/5
TWO WHEELS
1510

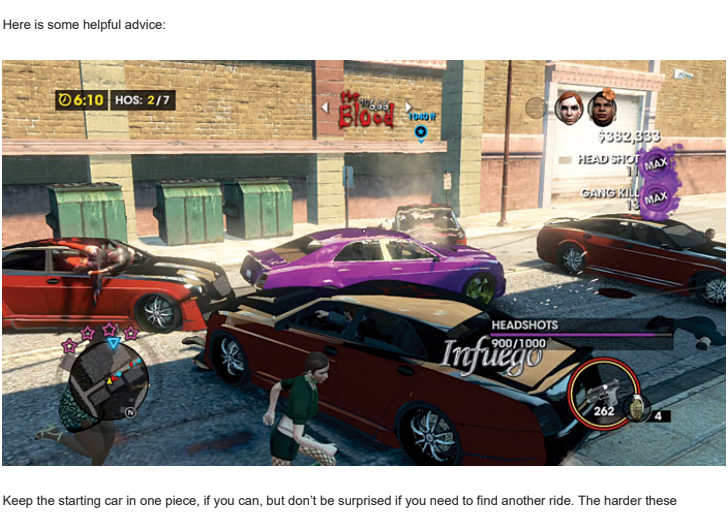
They may lock your hos/contacts in a vehicle and attempt to waste your time by driving away. You will need to free your allies by disabling the getaway car somehow, without killing the precious cargo.


3:27 HOS: 4/7
GANG KILL
1046

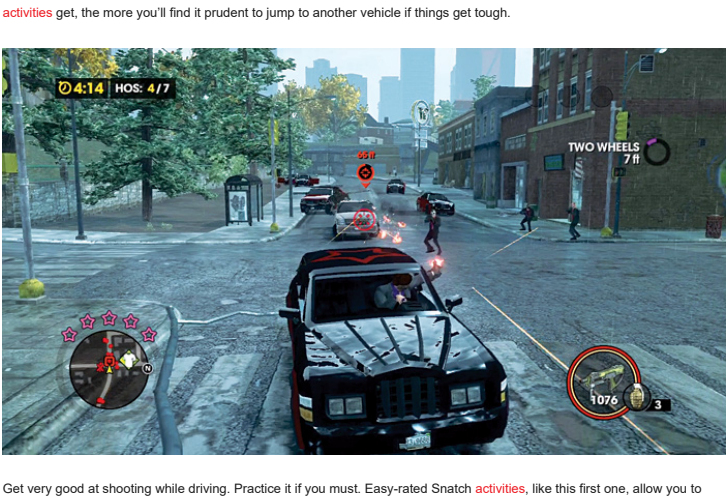
Or the gangs could just set up a good old-fashioned ambush, which not only wastes your time extensively, it may also get you killed if you're reckless!

Time is always of the essence on these missions. On the higher difficulty Snatch activities, where a small army will be hunting you down the moment you make the first pickup, getting into protracted battles is asking to get killed. The later activities can get quite chaotic, and as such, there's not really an optimal route between pickups. Rather, you're focus is survival, between and during each pickup.

Here is some helpful advice:

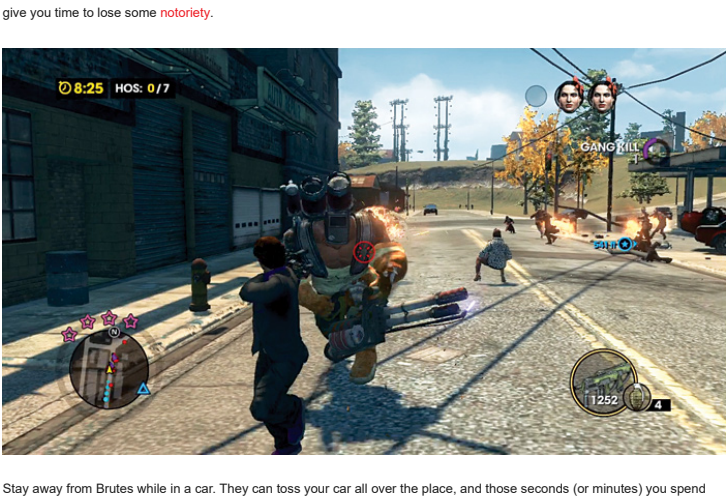

6:10 HOS: 2/7
HEAD SHOT
GANG KILL
HEADSHOTS
900/1000
262

Keep the starting car in one piece, if you can, but don't be surprised if you need to find another ride. The harder these activities get, the more you'll find it prudent to jump to another vehicle if things get tough.

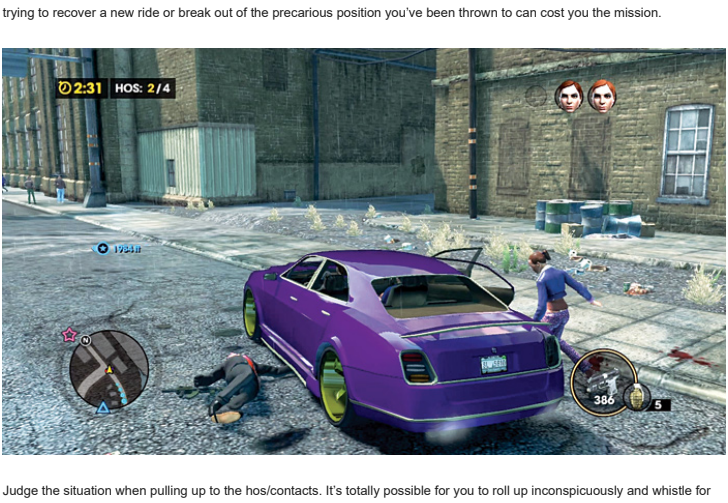

4:14 HOS: 4/7
TWO WHEELS
1076

Get very good at shooting while driving. Practice it if you must. Easy-rated Snatch activities, like this first one, allow you to take time to shoot the required thugs and calmly call your hos/informants over. Medium and Hard Snatch missions are akin to calling down the wrath of Olympian gods on your little head (how much are these hos worth?). So quickly killing the designated targets while pulling up, picking up the cargo, and getting the heck out of there needs to be like clockwork, or expect to be swarmed and killed in short order. Some brave gang members might actually yank you out of your car, costing you precious seconds while you recover. So killing them before they get close is a priority.

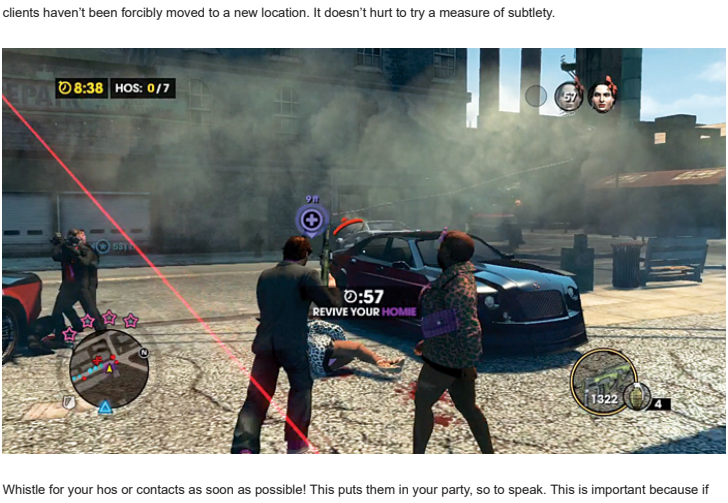
Upgrade as much as you possibly can, especially for later Snatch activities. You want to be able to take less damage and deliver more damage to your enemies, so that if you absolutely must stand and fight, you'll be able to pick off the weaker thugs with greater ease, and Brutes become slightly less frightening. More importantly, notoriety upgrades that cause the heat from the gangs to fade quicker are a huge help, especially on the harder missions, where the longer drives between stops give you time to lose some notoriety.


8:25 HOS: 0/7
GANG KILL
1252

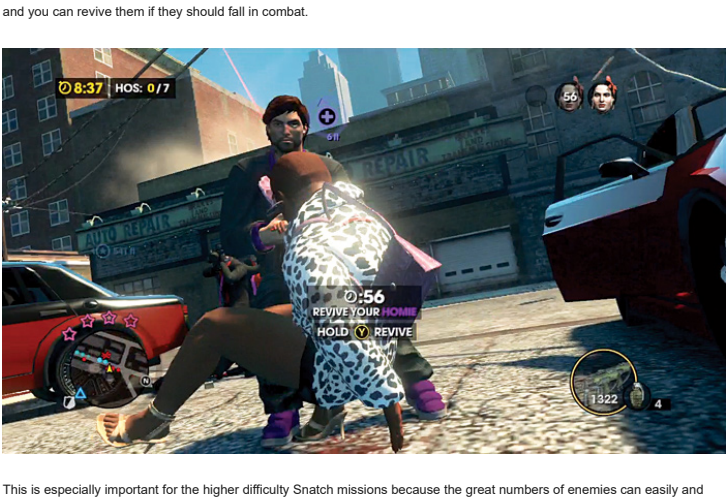
Stay away from Brutes while in a car. They can toss your car all over the place, and those seconds (or minutes) you spend trying to recover a new ride or break out of the precarious position you've been thrown to can cost you the mission.


2:31 HOS: 2/4
366

Judge the situation when pulling up to the hos/contacts. It's totally possible for you to roll up inconspicuously and whistle for their attention before the shooting actually starts, as long as the game hasn't placed an ambush at the pickup point, or your clients haven't been forcibly moved to a new location. It doesn't hurt to try a measure of subtlety.


8:38 HOS: 0/7
0:57
REVIVE YOUR HOMIE
1322

Whistle for your hos or contacts as soon as possible! This puts them in your party, so to speak. This is important because if these people run out of health outside of your group, that's it for them. But if they are in your group, they count as a homie and you can revive them if they should fall in combat.


8:37 HOS: 0/7
0:56
REVIVE YOUR HOMIE
HOLD REVIVE
1322

This is especially important for the higher difficulty Snatch missions because the great numbers of enemies can easily and quickly drop the unprotected contacts or hos.

Snatch 1—Hos (#33)

Location: Espina

Difficulty: Easy

Hos Needed: 4

Time Limit: 5:15

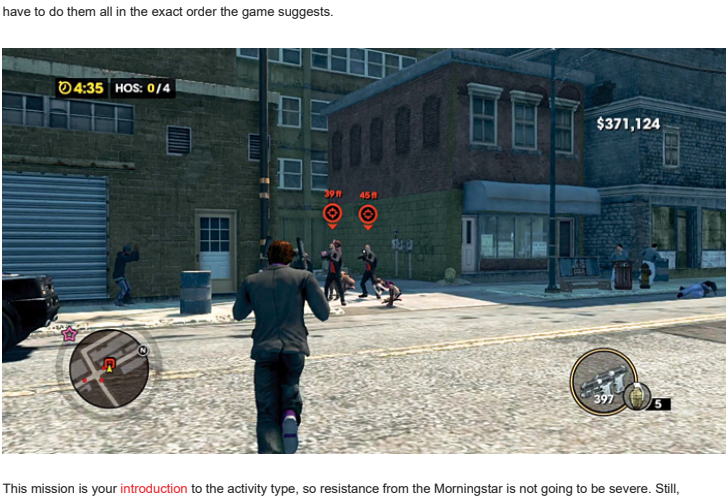
Cash Earned: $2,000

Respect Earned: 200

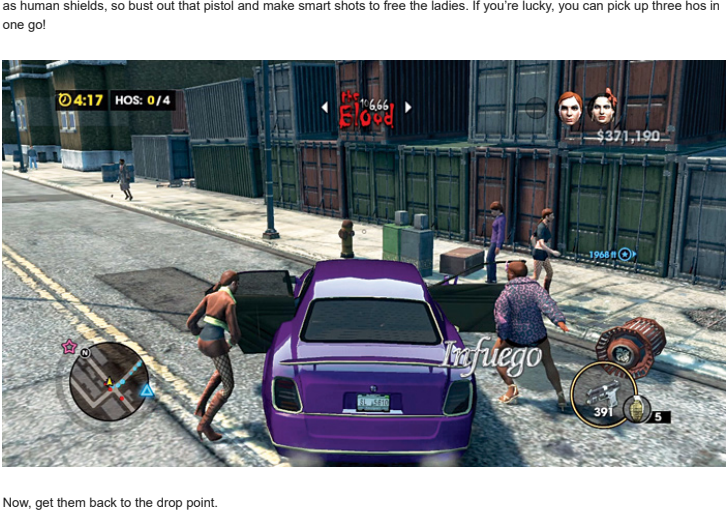
Rewards: 2% Morningstar Gang District Control—$71 per hour

Zimos needs you to retrieve some hos for him, saving them from their other oppressors. He provides you with a very slick ride to help facilitate this. Once you finish laughing at the irony of the situation, hop in and get going.

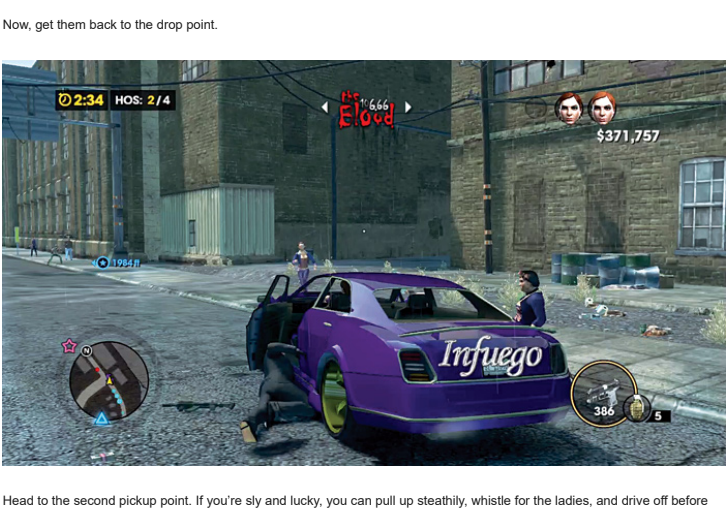
Keep in mind, in every instance of this activity, you will have multiple points you must travel to for each pickup, and you do not have to do them all in the exact order the game suggests.


4:35 HOS: 0/4
$371,124
397

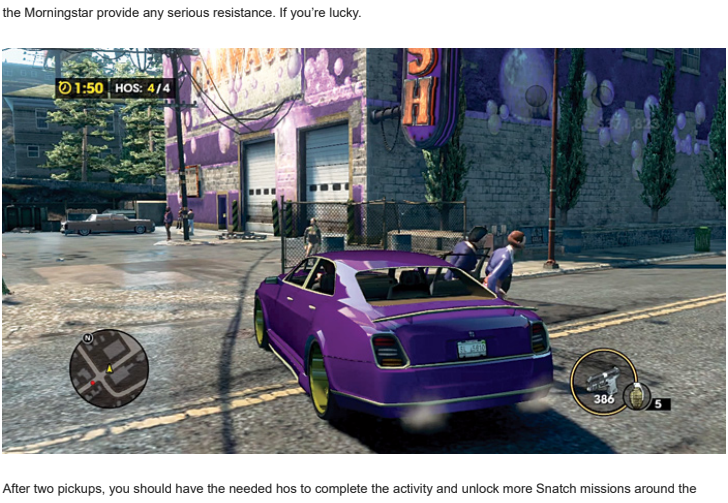
This mission is your introduction to the activity type, so resistance from the Morningstar is not going to be severe. Still, complications arise at the first pickup: The Morningstar have taken the hos to a different location, and while it is a short distance away, you need to put down the punks before you can rescue anyone. The gangsters are not afraid to use your hos as human shields, so bust out that pistol and make smart shots to free the ladies. If you're lucky, you can pick up three hos in one go!


4:17 HOS: 0/4
$371,190
Infuego
391

Now, get them back to the drop point.


2:34 HOS: 2/4
$371,757
Infuego
366

Head to the second pickup point. If you're sly and lucky, you can pull up stealthily, whistle for the ladies, and drive off before the Morningstar provide any serious resistance. If you're lucky.


1:50 HOS: 4/4
366

After two pickups, you should have the needed hos to complete the activity and unlock more Snatch missions around the whole city. You may also notice that Kinzie has her own Snatch mission on the phone, so give her a call to see who she needs to have picked up.

Snatch 2—Hos (#34)

Location: Camano Place

Difficulty: Medium

Hos Needed: 5

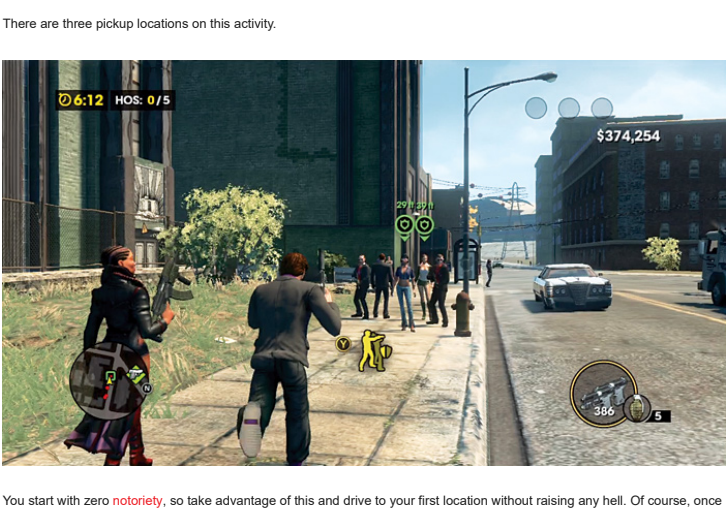
Time Limit: 6:39

Cash Earned: $4,000

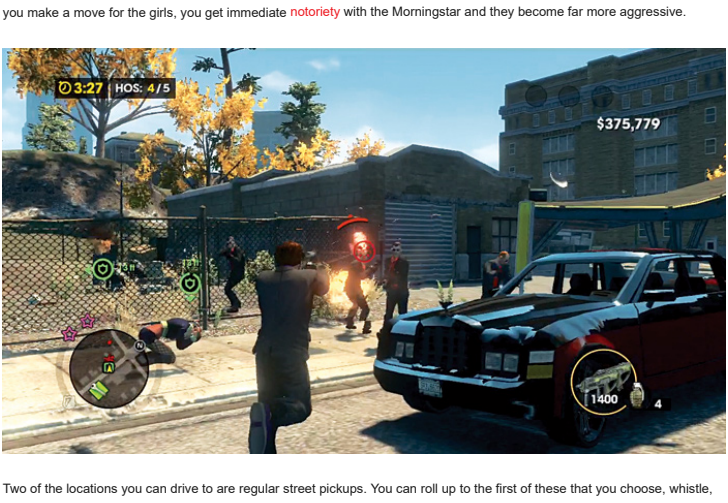
Respect Earned: 400

Rewards: 3% Morningstar Gang District Control—$108 per hour

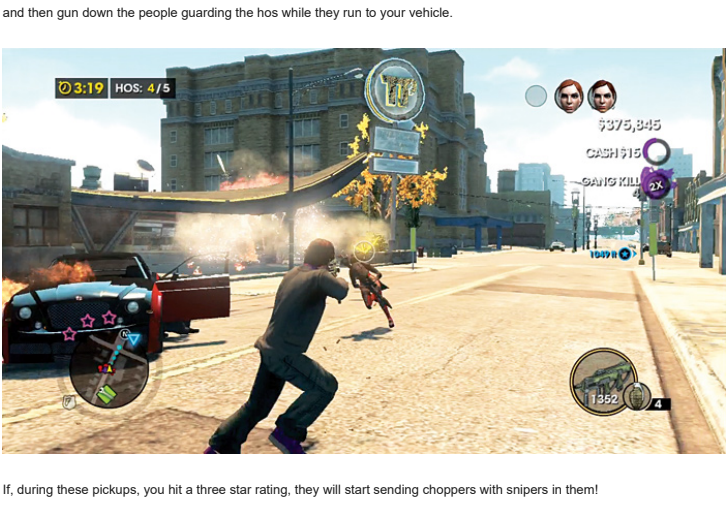
There are three pickup locations on this activity.


6:12 HOS: 0/5
$374,254
366

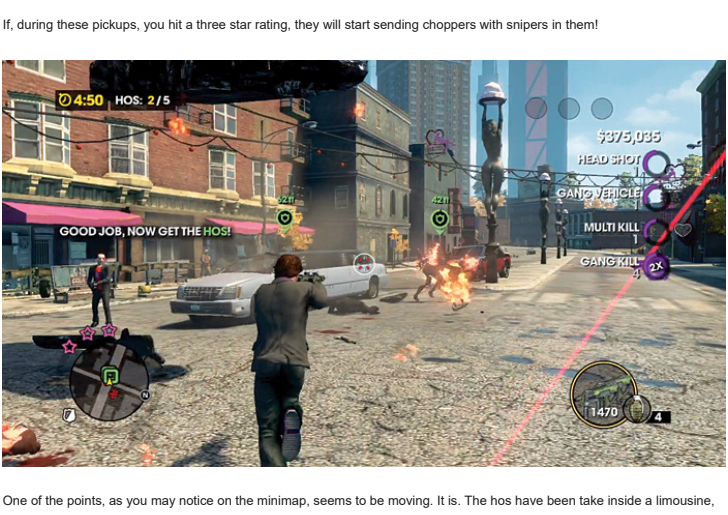
You start with zero notoriety, so take advantage of this and drive to your first location without raising any hell. Of course, once you make a move for the girls, you get immediate notoriety with the Morningstar and they become far more aggressive.


3:27 HOS: 4/5
$375,779
1400

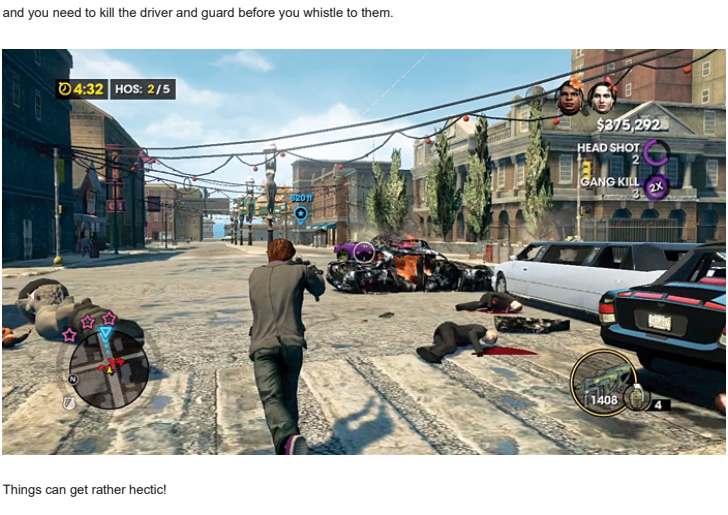
Two of the locations you can drive to are regular street pickups. You can roll up to the first of these that you choose, whistle, and then gun down the people guarding the hos while they run to your vehicle.


3:19 HOS: 4/5
$376,845
GANG KILL

If, during these pickups, you hit a three star rating, they will start sending choppers with snipers in them!


4:50 HOS: 2/5
GOOD JOB, NOW GET THE HOS!
HEAD SHOT
MULTI KILL
GANG KILL
1470

One of the points, as you may notice on the minimap, seems to be moving. It is. The hos have been take inside a limousine, and you need to kill the driver and guard before you whistle to them.


4:32 HOS: 2/5
HEAD SHOT
GANG KILL
1408

Things can get rather hectic!

There are six hos available in this mission, but you only need five of them. Because you can tackle the pickups in any order, there's no optimal route to take to each objective. Your natural driving skills and combat skills are what is being tested here, especially as your notoriety increases.

Snatch 3—Hos (#35)

Location: Rosen Oaks

Difficulty: Hard

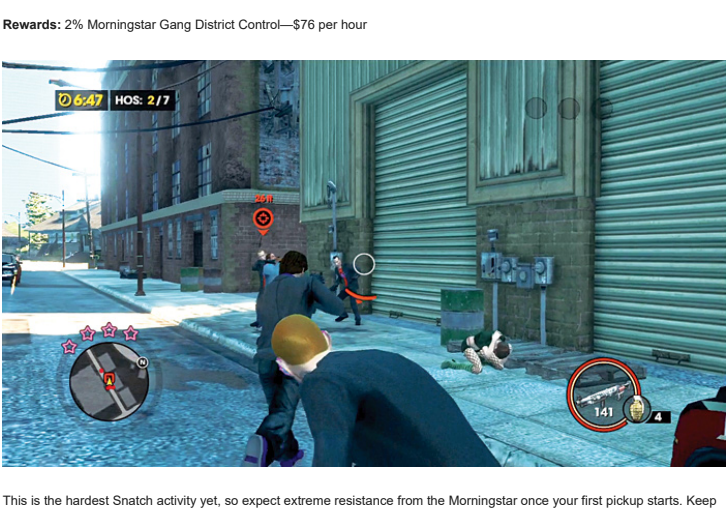
Hos Needed: 7

Time Limit: 9:19

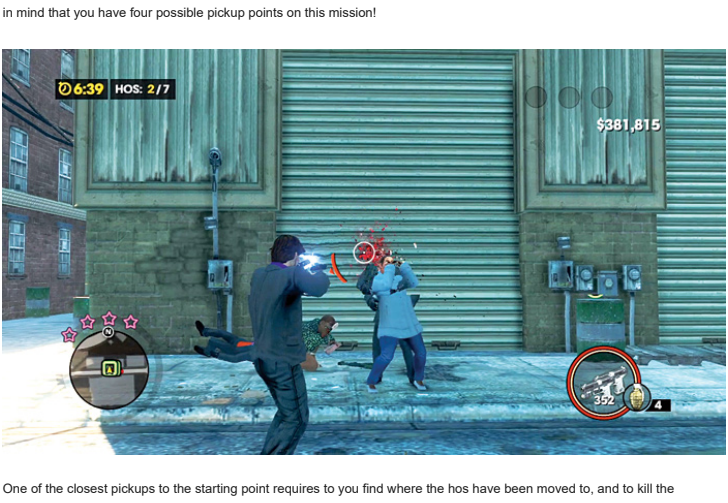
Cash Earned: $6,000

Respect Earned: 600

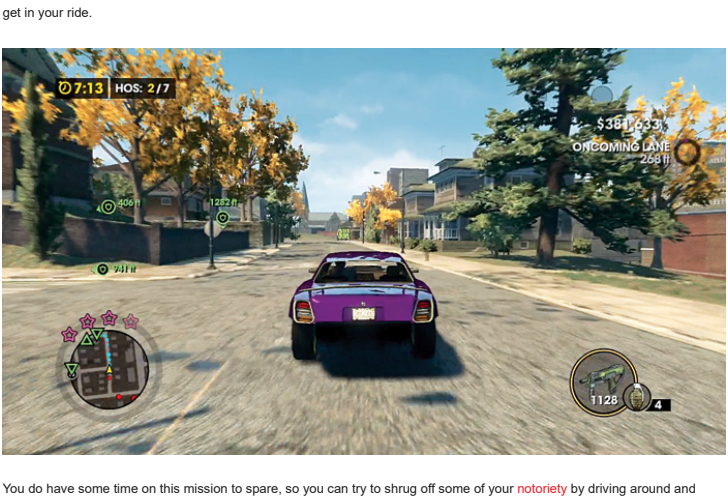
Rewards: 2% Morningstar Gang District Control—$76 per hour


6:47 HOS: 2/7
141

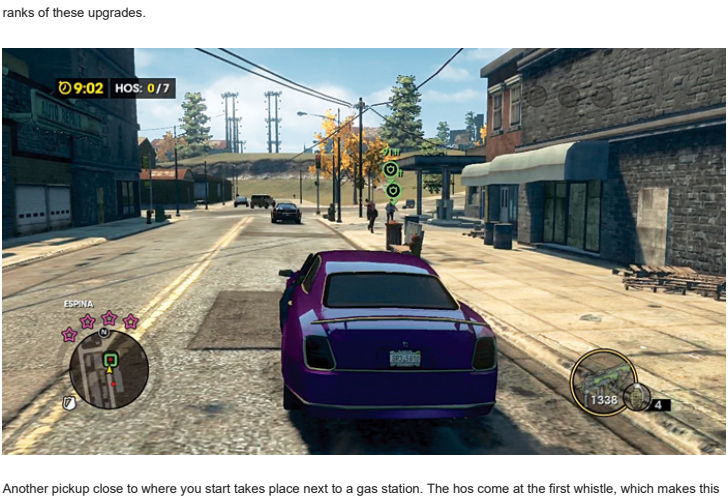
This is the hardest Snatch activity yet, so expect extreme resistance from the Morningstar once your first pickup starts. Keep in mind that you have four possible pickup points on this mission!


6:39 HOS: 2/7
$381,615

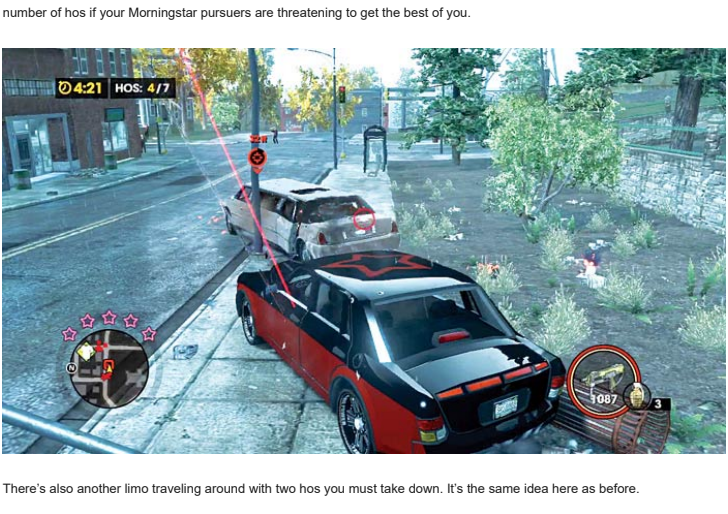
One of the closest pickups to the starting point requires to you find where the hos have been moved to, and to kill the Morningstar guarding them. This immediately gives you a level four Notoriety, so kill the guys quick, whistle for the ladies, and get in your ride.


7:13 HOS: 2/7
ONCOMING LANE
1128

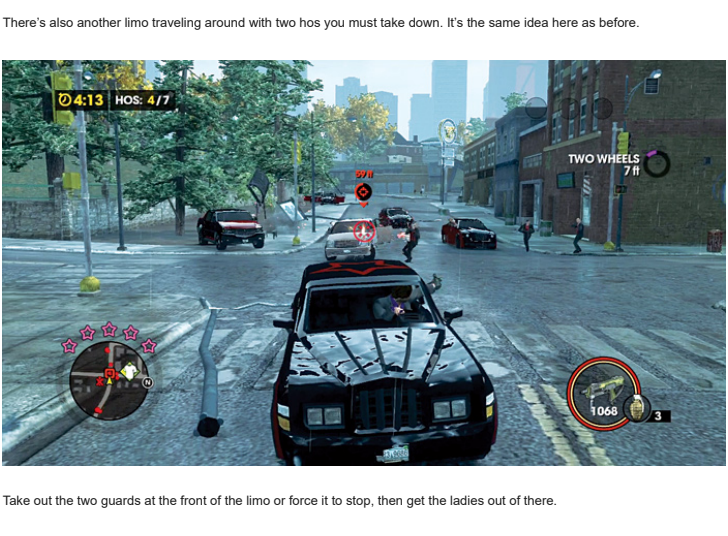
You do have some time on this mission to spare, so you can try to shrug off some of your notoriety by driving around and avoiding combat, but don't expect it to vanish easily. This is where your upgrades come into play! If you have the Morningstar notoriety upgrades purchased, the heat on these missions will drop much faster—enough to help justify the cost of the higher ranks of these upgrades.


9:02 HOS: 0/7
1336

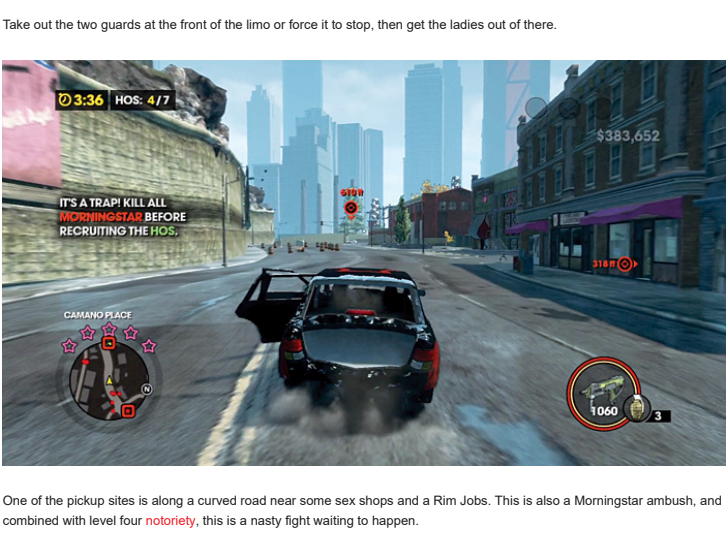
Another pickup close to where you start takes place next to a gas station. The hos come at the first whistle, which makes this a good pickup to save for a little later if possible. This way, you can use this pickup as a quick way to reach the needed number of hos if your Morningstar pursuers are threatening to get the best of you.


4:21 HOS: 4/7
1087

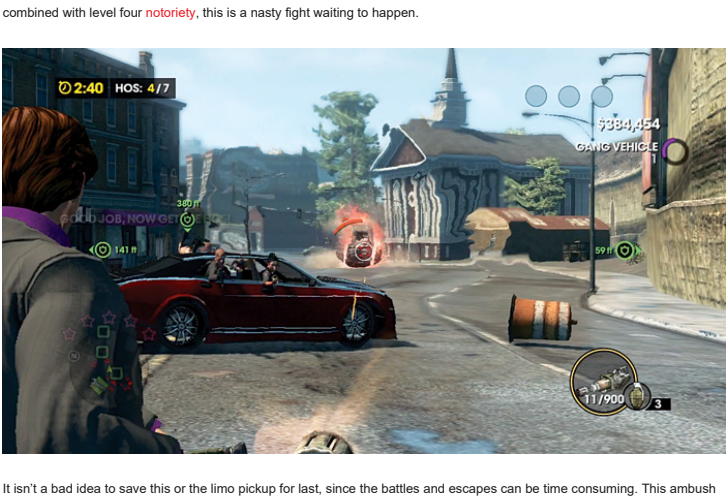
There's also another limo traveling around with two hos you must take down. It's the same idea here as before.


4:13 HOS: 4/7
TWO WHEELS
1066

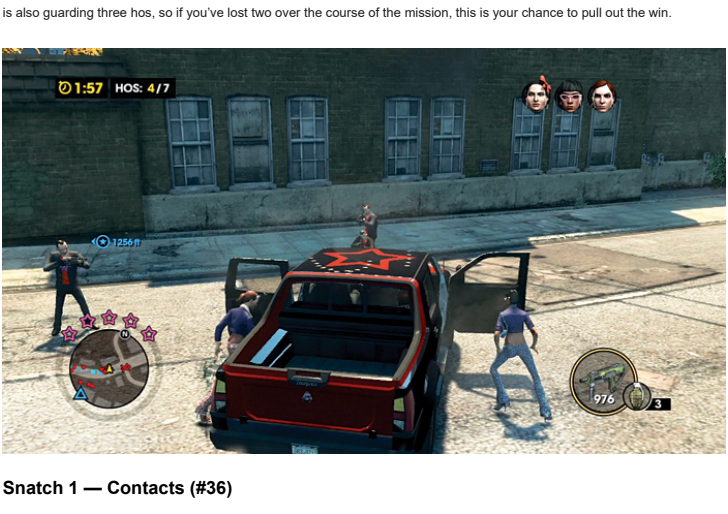
Take out the two guards at the front of the limo or force it to stop, then get the ladies out of there.


3:36 HOS: 4/7
$383,652
IT'S A TRAP! KILL ALL MORNINGSTAR BEFORE RECRUITING THE HOS.
CAMANO PLACE
1060

One of the pickup sites is along a curved road near some sex shops and a Rim Jobs. This is also a Morningstar ambush, and combined with level four notoriety, this is a nasty fight waiting to happen.


2:40 HOS: 4/7
GANG VEHICLE
11/900

It isn't a bad idea to save this or the limo pickup for last, since the battles and escapes can be time consuming. This ambush is also guarding three hos, so if you've lost two over the course of the mission, this is your chance to pull out the win.


1:57 HOS: 4/7
976

Snatch 1 — Contacts (#36)

Location: Salander

Difficulty: Easy

Contacts Needed: 3

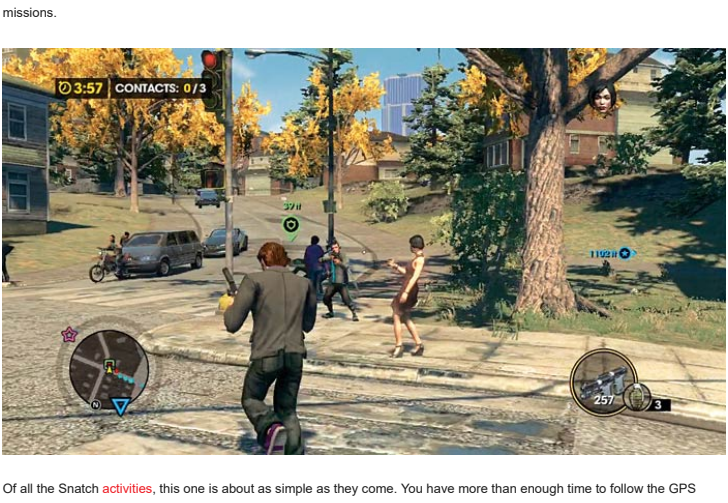
Time Limit: 4:30

Cash Earned: $2,000

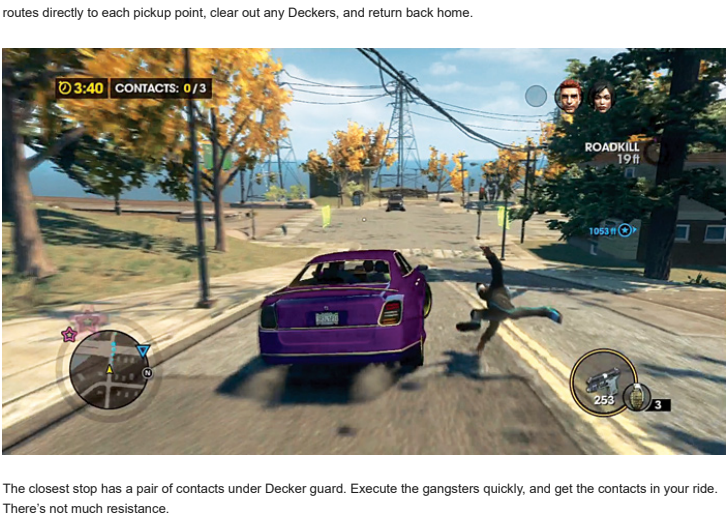
Respect Earned: 200

Rewards: 2% Decker Gang District Control—$66 per hour

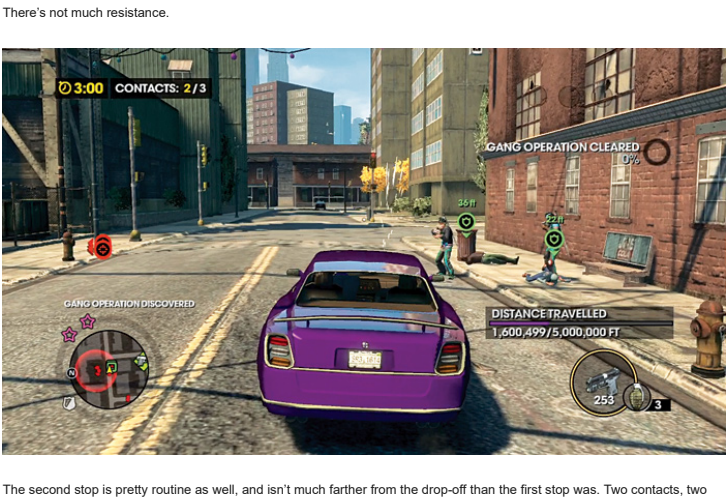
The difficulty goes back down for the start of Kinzie's Snatch activities. You're not hunting for hos this time around. Rather, you're on the lookout for contacts who look suspiciously like people going to a night club. Apparently, the former-FBI agent wants to recruit these people to enhance her efforts against the Deckers, whom you'll be dealing with during Kinzie's missions.


3:57 CONTACTS: 0/3
257

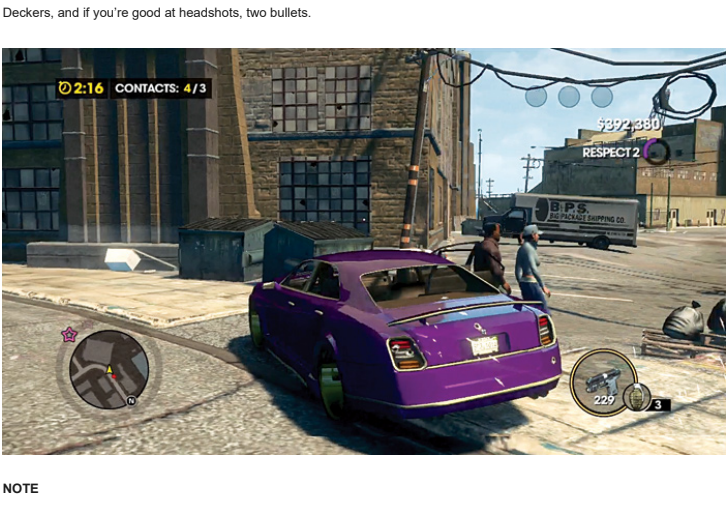
Of all the Snatch activities, this one is about as simple as they come. You have more than enough time to follow the GPS routes directly to each pickup point, clear out any Deckers, and return back home.


3:40 CONTACTS: 0/3
ROADKILL
253

The closest stop has a pair of contacts under Decker guard. Execute the gangsters quickly, and get the contacts in your ride. There's not much resistance.


3:00 CONTACTS: 2/3
GANG OPERATION CLEARED
GANG OPERATION DISCOVERED
DISTANCE TRAVELLED
1,600,499/5,000,000 FT
253

The second stop is pretty routine as well, and isn't much farther from the drop-off than the first stop was. Two contacts, two Deckers, and if you're good at headshots, two bullets.


2:16 CONTACTS: 4/3
$392,380
RESPECT 2
229

NOTE

In CO-OP mode, Snatch only allows each player to have one homie to recruit.

Snatch 2— Contacts (#37)

Location: Burns Hill

Difficulty: Medium

Contacts Needed: 5

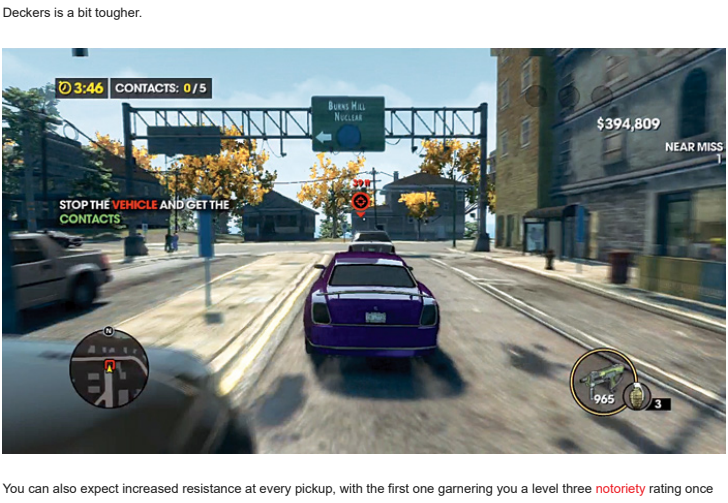
Time Limit: 4:28

Cash Earned: $4,000

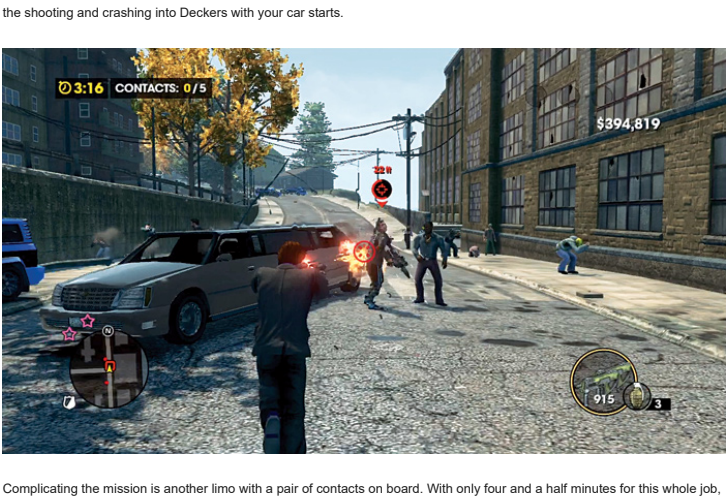
Respect Earned: 400

Rewards: 7% Decker Gang District Control—$136 per hour

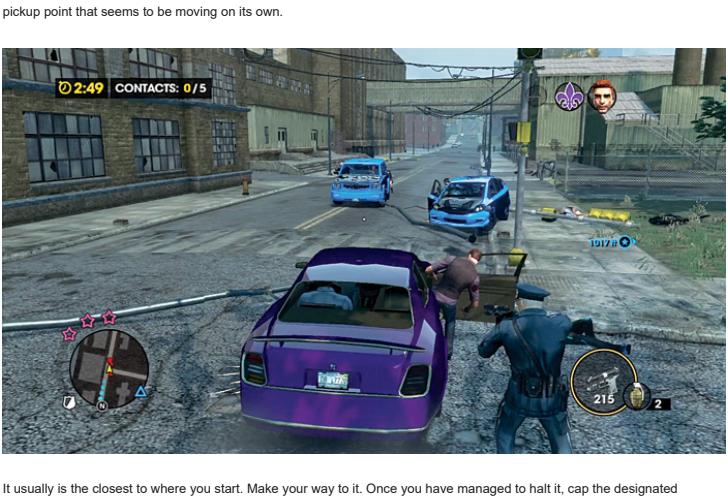
With three pickup locations scattered around your starting location, without an increased time limit, this activity against the Deckers is a bit tougher.


3:46 CONTACTS: 0/5
$394,809
NEAR MISS
STOP THE VEHICLE AND GET THE CONTACTS
966

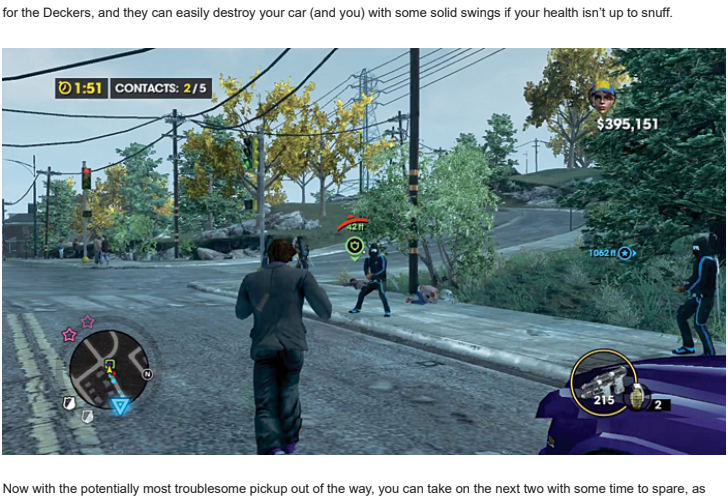
You can also expect increased resistance at every pickup, with the first one garnering you a level three notoriety rating once the shooting and crashing into Deckers with your car starts.


3:16 CONTACTS: 0/5
$394,819
915

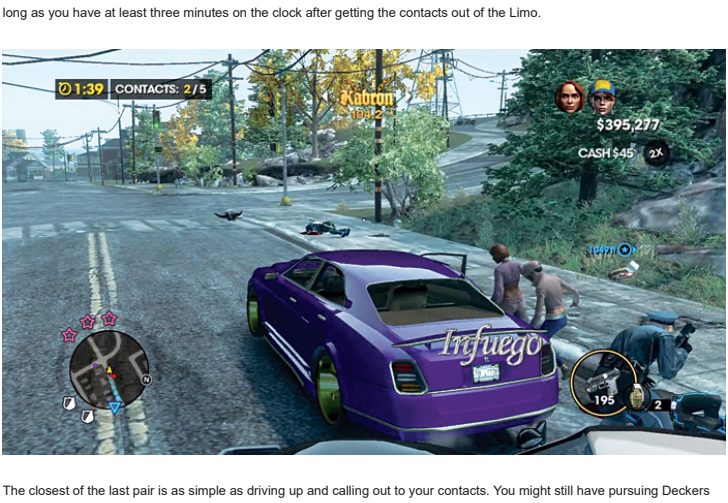
Complicating the mission is another limo with a pair of contacts on board. With only four and a half minutes for this whole job, we recommend that you take on the limo first, since it can be the potentially most time consuming. Look to your HUD for the pickup point that seems to be moving on its own.


2:49 CONTACTS: 0/5
215

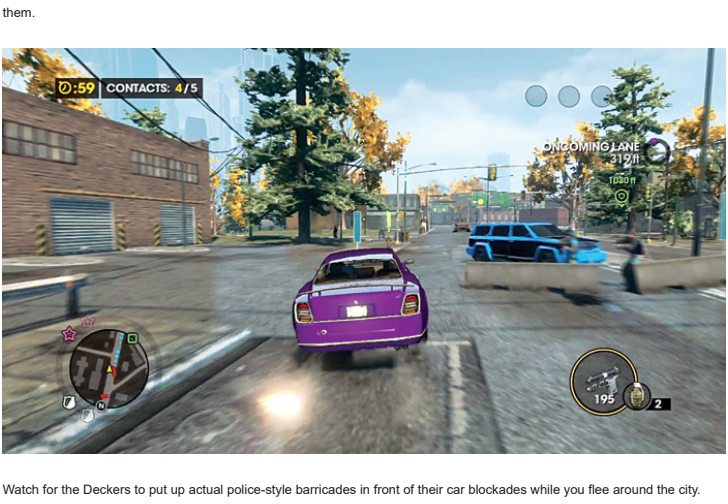
It usually is the closest to where you start. Make your way to it. Once you have managed to halt it, cap the designated Deckers, call out to the contacts, and get out of there. Level three notoriety brings out the hammer-wielding lady specialists for the Deckers, and they can easily destroy your car (and you) with some solid swings if your health isn't up to snuff.


1:51 CONTACTS: 2/5
$395,151
215

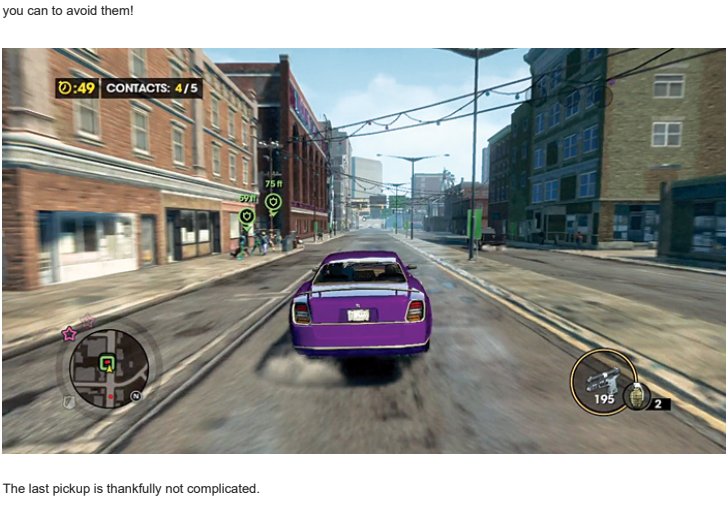
Now with the potentially most troublesome pickup out of the way, you can take on the next two with some time to spare, as long as you have at least three minutes on the clock after getting the contacts out of the Limo.


1:39 CONTACTS: 2/5
$395,277
CASH $45
Infuego
195

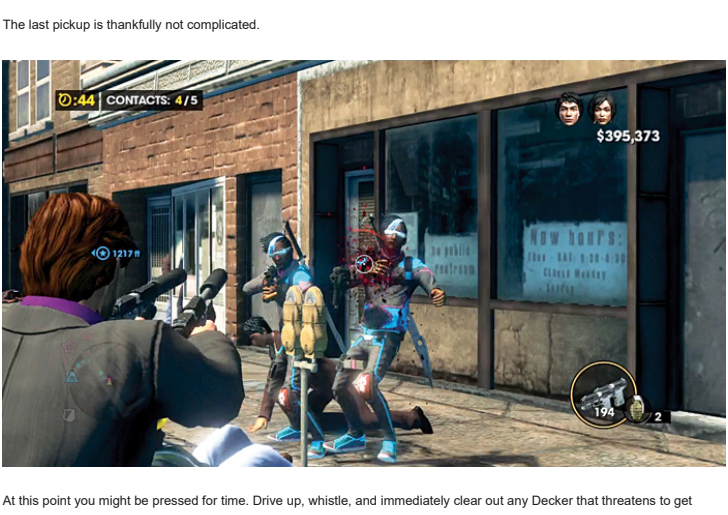
The closest of the last pair is as simple as driving up and calling out to your contacts. You might still have pursuing Deckers from the last pickup, so it does help to actually get out of the car to take them out, especially if they have a specialist with them.


0:59 CONTACTS: 4/5
ONCOMING LANE
195

Watch for the Deckers to put up actual police-style barricades in front of their car blockades while you flee around the city. These can slow you down significantly, giving the Deckers a chance to pull you out of the car and really ruin things. Do what you can to avoid them!


0:49 CONTACTS: 4/5
195

The last pickup is thankfully not complicated.


0:44 CONTACTS: 4/5
$395,373
195

At this point you might be pressed for time. Drive up, whistle, and immediately clear out any Decker that threatens to get close to the driver-side door of your car. Remember, you need only five contacts to complete this activity, so if one is running a bit behind, and you are in a hurry, take the one you do have in the car and get back to the drop-off point!

Snatch 3—Contacts (#38)

Location: Ashwood

Difficulty: Hard

Contacts Needed: 6

Time Limit: 7:59

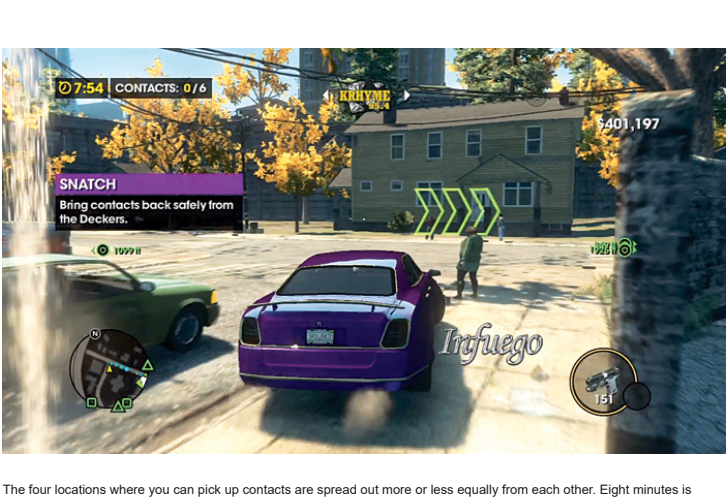
Cash Earned: $6,000

Respect Earned: 600

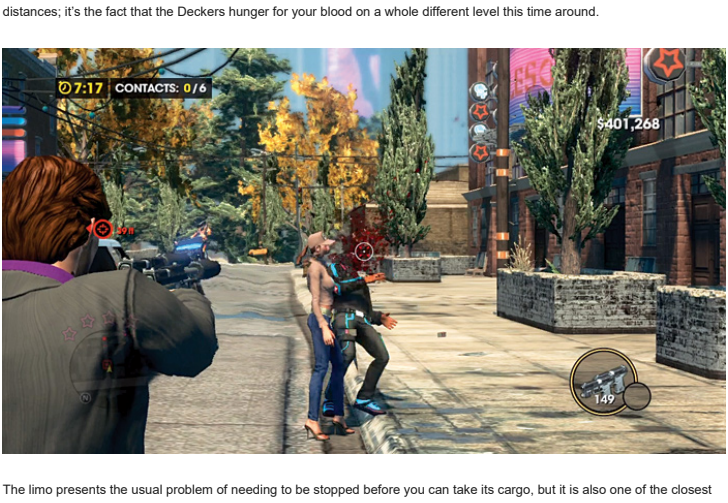
Rewards: 1% Deckers Gang District Control—$39 per hour

It is no joke when we say that this mission is where the Deckers stop playing nice. Four pickup points—all a fair distance apart from each other—and a gang that goes berserk the moment you whistle for your contacts is not a healthy combination for you. Expect level four notoriety to bring out the specialists, all three varieties of Brute, and attack choppers! Seriously, what are these contacts worth?

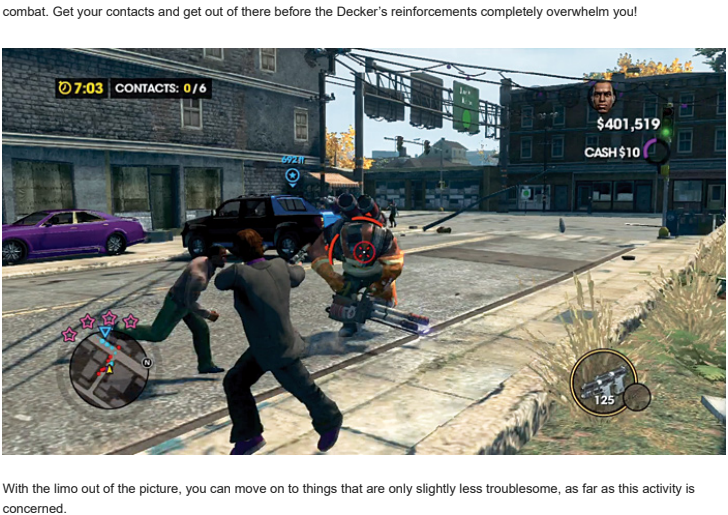
Technically, you can get the six contacts you need from three pickups, but things don't always go as planned. As the Deckers will be pulling out all the stops to kill you, you need to do the same just to survive. Expect to change vehicles a number of times before you declare victory over this activity, and don't be shy about using up your explosives to cover your escape!


7:54 CONTACTS: 0/6
$401,197
SNATCH
Bring contacts back safely from the Deckers.
Infuego

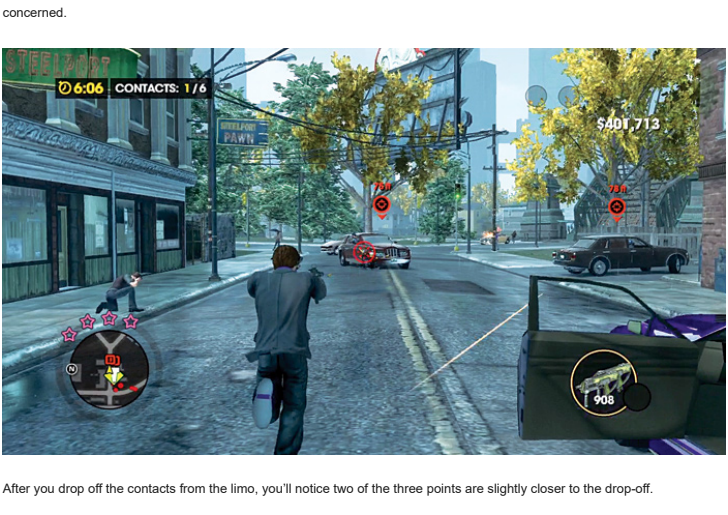
The four locations where you can pick up contacts are spread out more or less equally from each other. Eight minutes is seemingly plenty when you have so many places from which you can snag contacts, but the difficulty isn't the driving distances; it's the fact that the Deckers hunger for your blood on a whole different level this time around.


7:17 CONTACTS: 0/6
$401,268
149

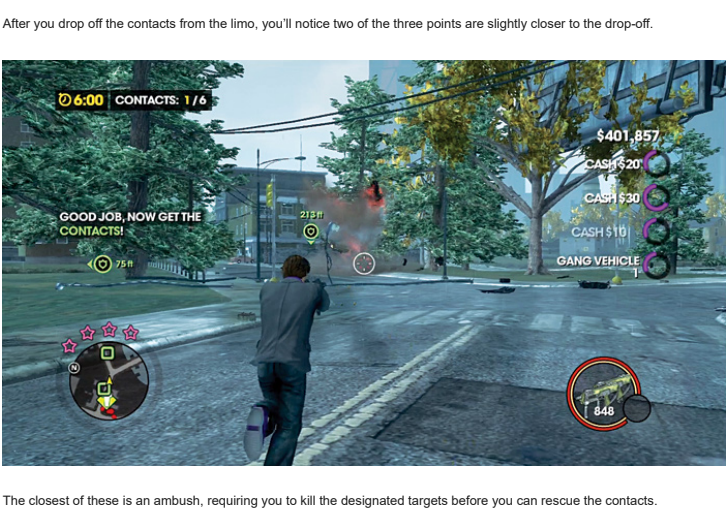
The limo presents the usual problem of needing to be stopped before you can take its cargo, but it is also one of the closest locations to hit from the get-go. What ensues the moment you attack it is something out of a war film, so prepare for heavy combat. Get your contacts and get out of there before the Decker's reinforcements completely overwhelm you!


7:03 CONTACTS: 0/6
$401,519
CASH $10
125

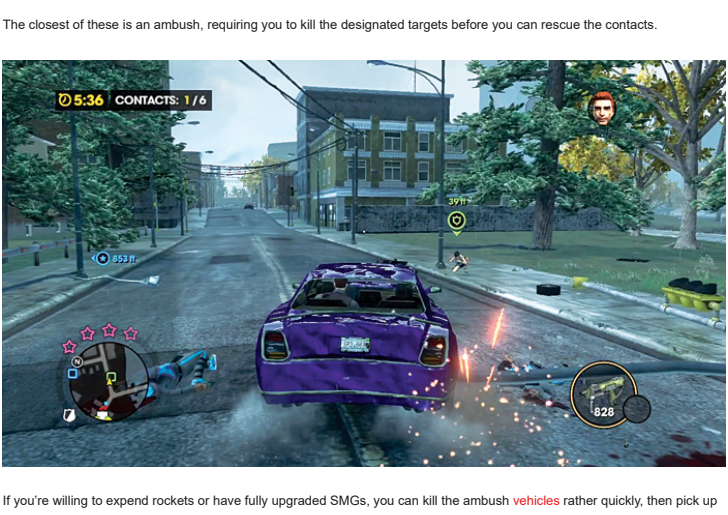
With the limo out of the picture, you can move on to things that are only slightly less troublesome, as far as this activity is concerned.


6:06 CONTACTS: 1/6
$401,713
908

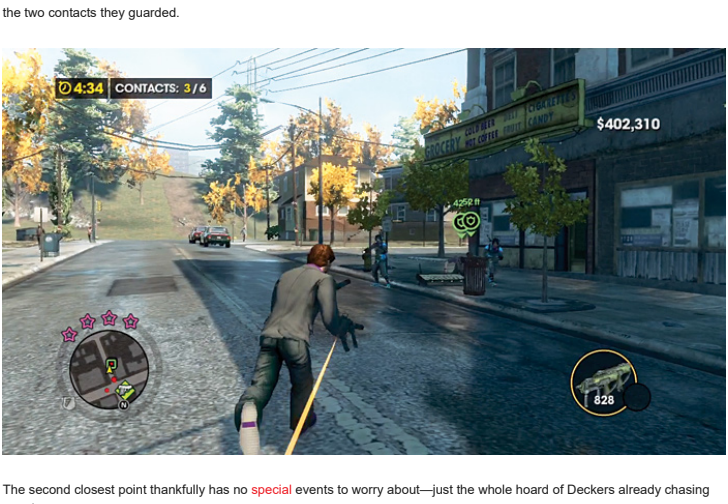
After you drop off the contacts from the limo, you'll notice two of the three points are slightly closer to the drop-off.


6:00 CONTACTS: 1/6
$401,857
GOOD JOB, NOW GET THE CONTACTS!
CASH $20
CASH $30
CASH $10
GANG VEHICLE
848

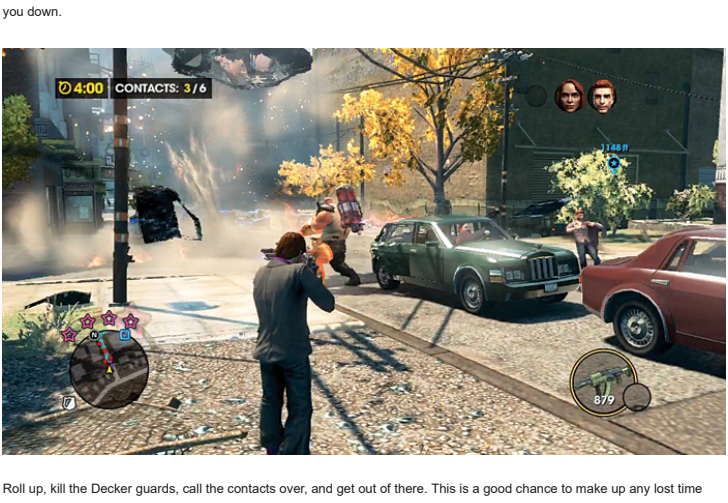
The closest of these is an ambush, requiring you to kill the designated targets before you can rescue the contacts.


5:36 CONTACTS: 1/6
853 ft
828

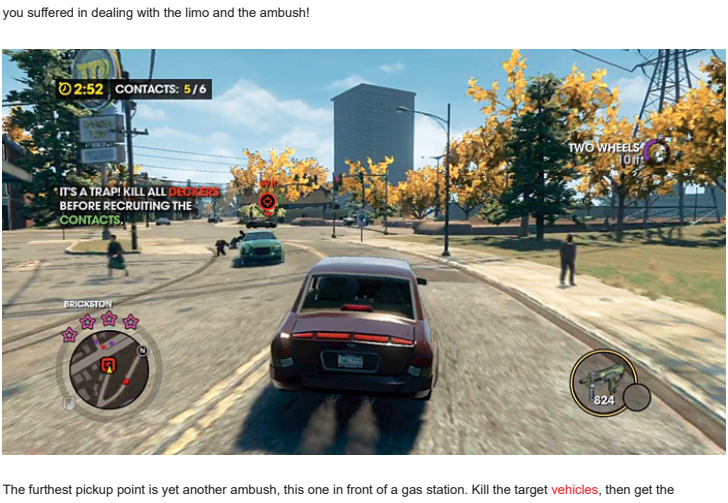
If you're willing to expend rockets or have fully upgraded SMGs, you can kill the ambush vehicles rather quickly, then pick up the two contacts they guarded.


4:34 CONTACTS: 3/6
$402,310
828

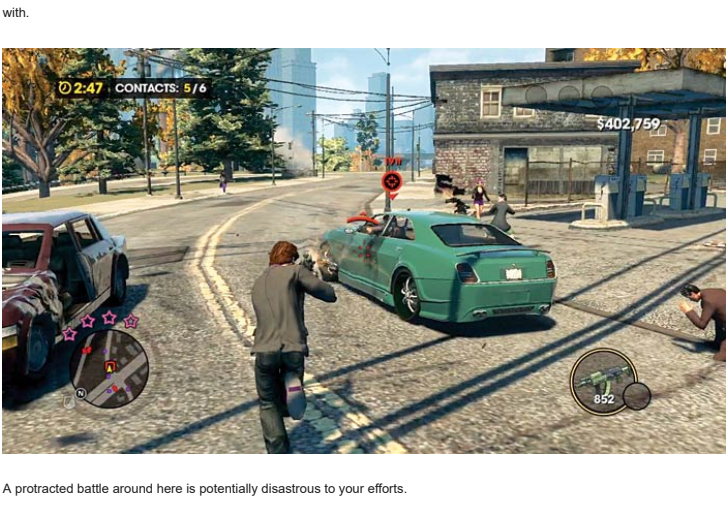
The second closest point thankfully has no special events to worry about—just the whole hoard of Deckers already chasing you down.


4:00 CONTACTS: 3/6
146 ft
879

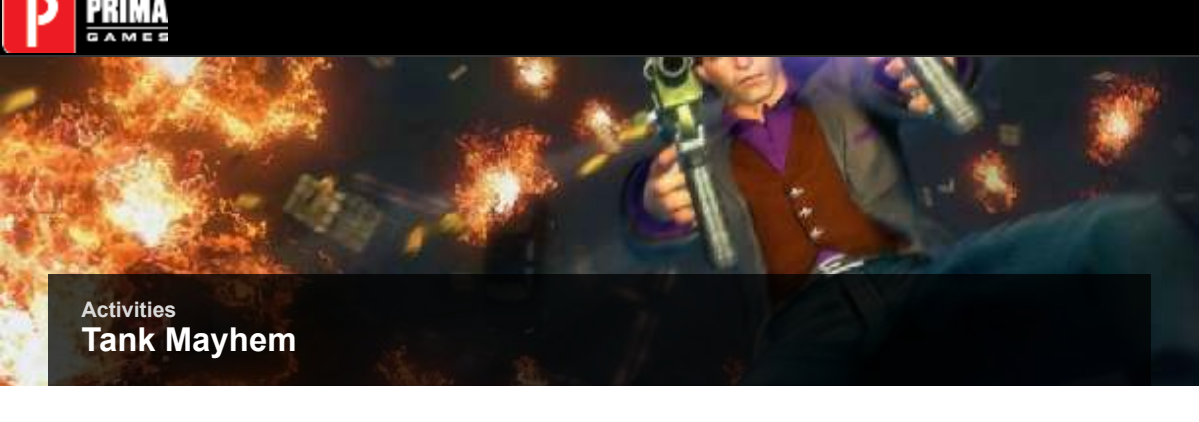
Roll up, kill the Decker guards, call the contacts over, and get out of there. This is a good chance to make up any lost time you suffered in dealing with the limo and the ambush!


2:52 CONTACTS: 5/6
TWO WHEELS
10 ft
IT'S A TRAP! KILL ALL DECKERS BEFORE RECRUITING THE CONTACTS.
BRICKSTON
824

The furthest pickup point is yet another ambush, this one in front of a gas station. Kill the target vehicles, then get the contacts away from the fuel pumps, even if you have to run a short distance first before collecting a new vehicle to escape with.


2:47 CONTACTS: 5/6
$402,759
852

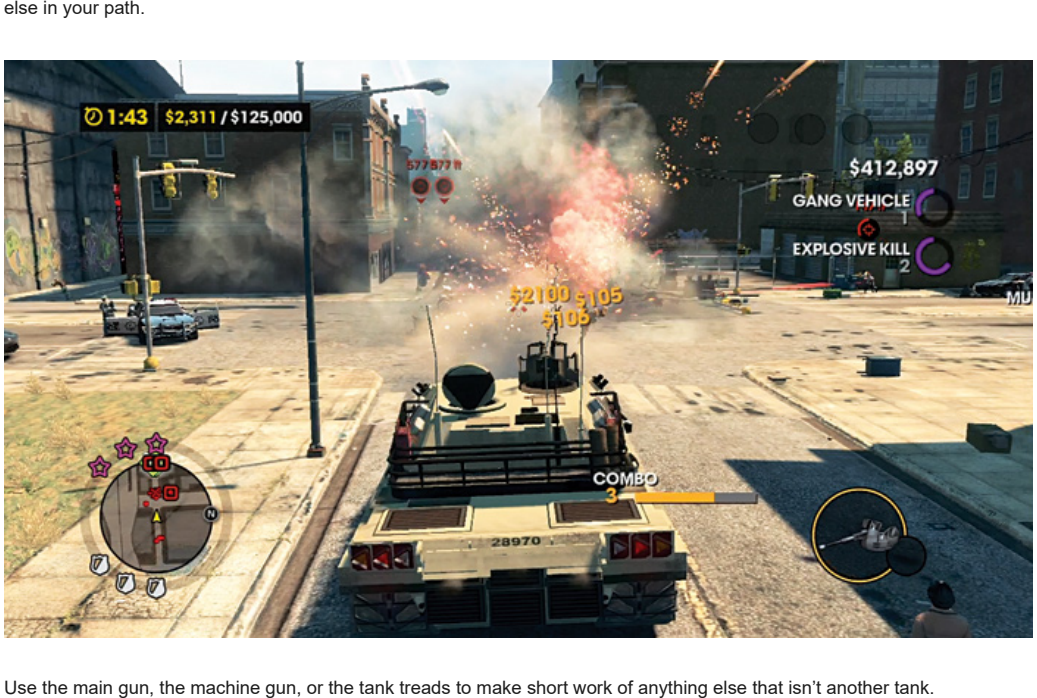
A protracted battle around here is potentially disastrous to your efforts.



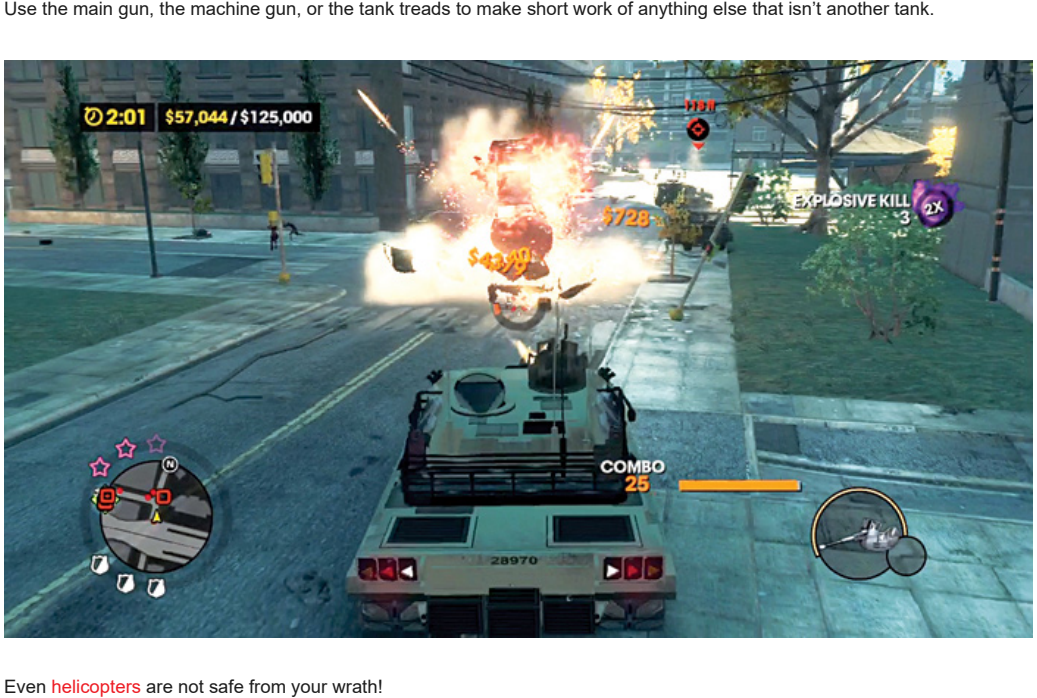
Activities

Tank Mayhem

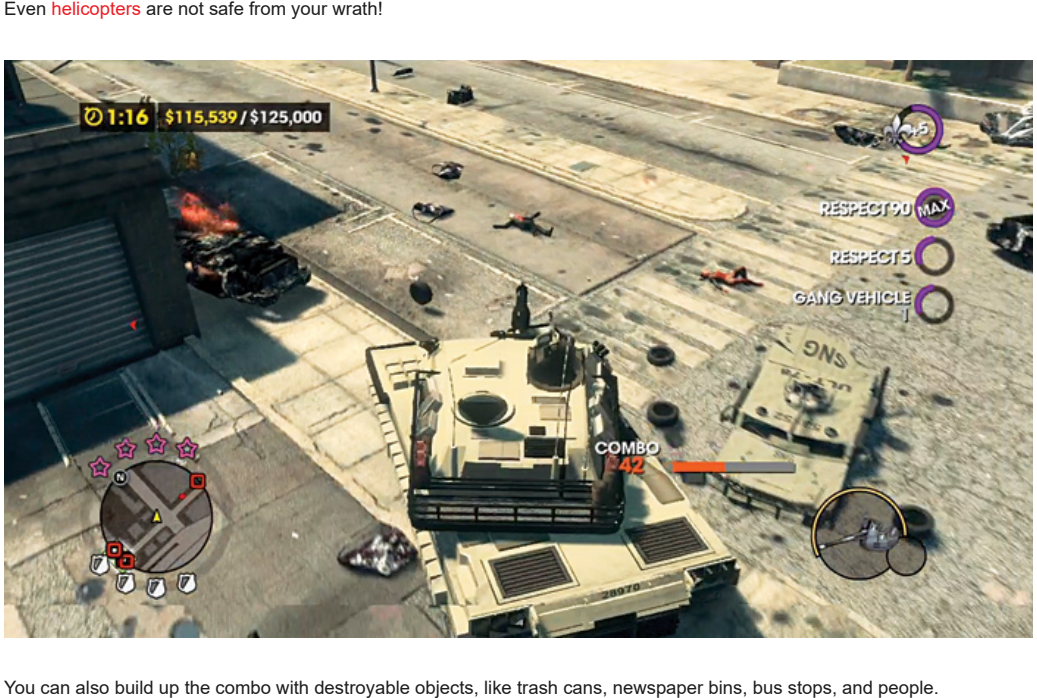
When you absolutely, positively need to have something destroyed today, get a tank. It's good for you, and okay for everyone else in your path.


1:43
$2,311 / $125,000
$412,897
GANG VEHICLE
EXPLOSIVE KILL
COMBO

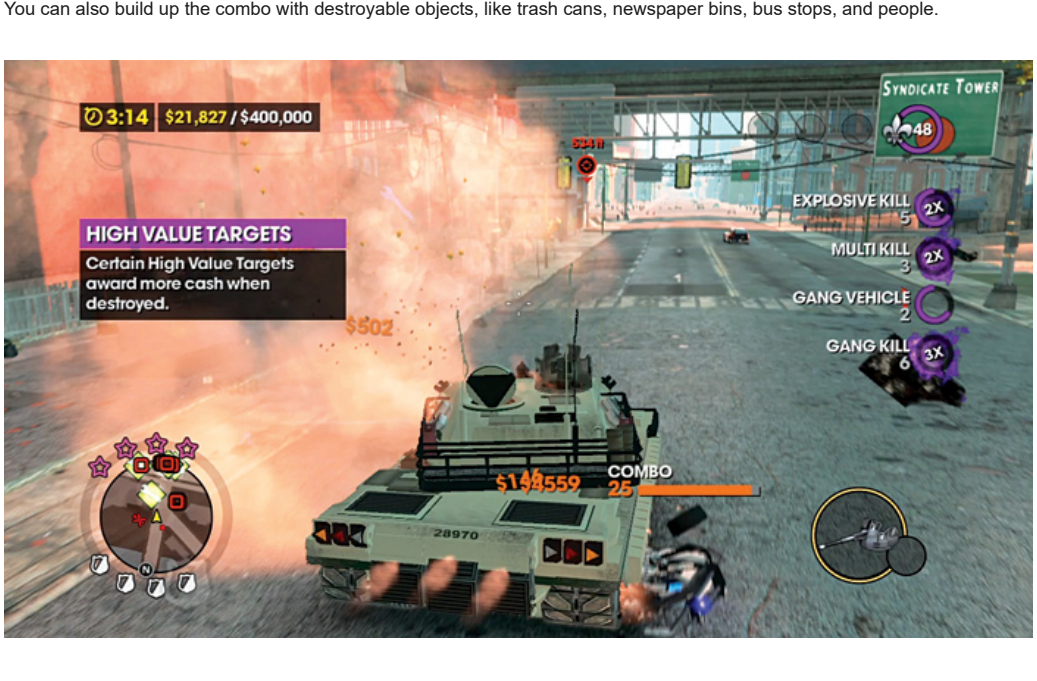
Use the main gun, the machine gun, or the tank treads to make short work of anything else that isn't another tank.


2:01
$57,044 / $125,000
EXPLOSIVE KILL
COMBO

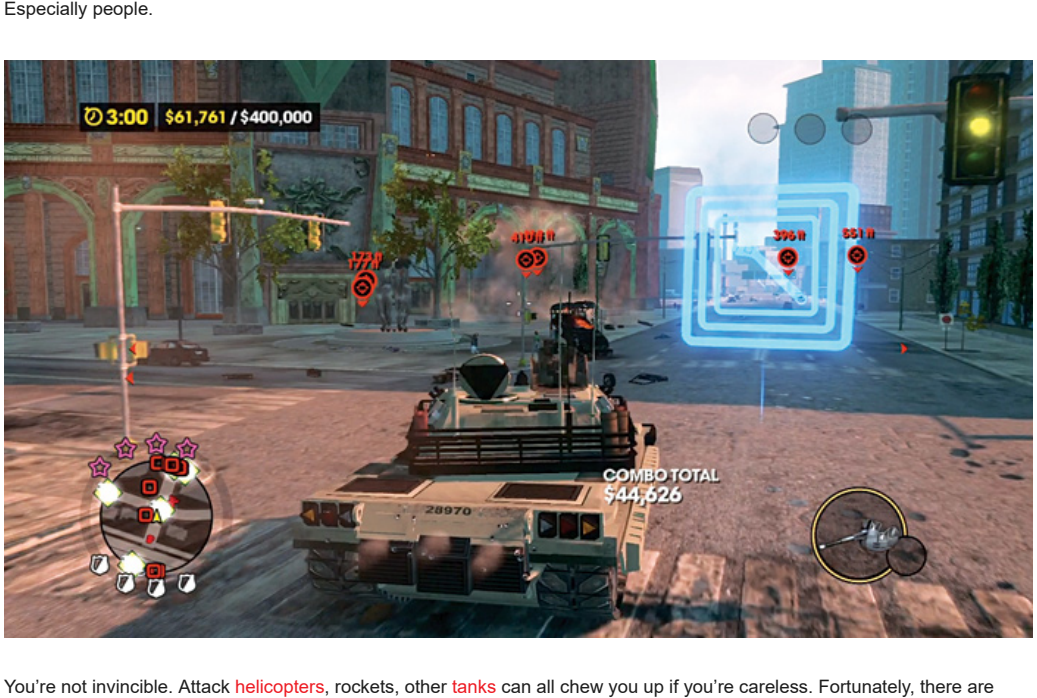
Even helicopters are not safe from your wrath!


1:16
$115,539 / $125,000
RESPECT 90
RESPECT 5
GANG VEHICLE
COMBO

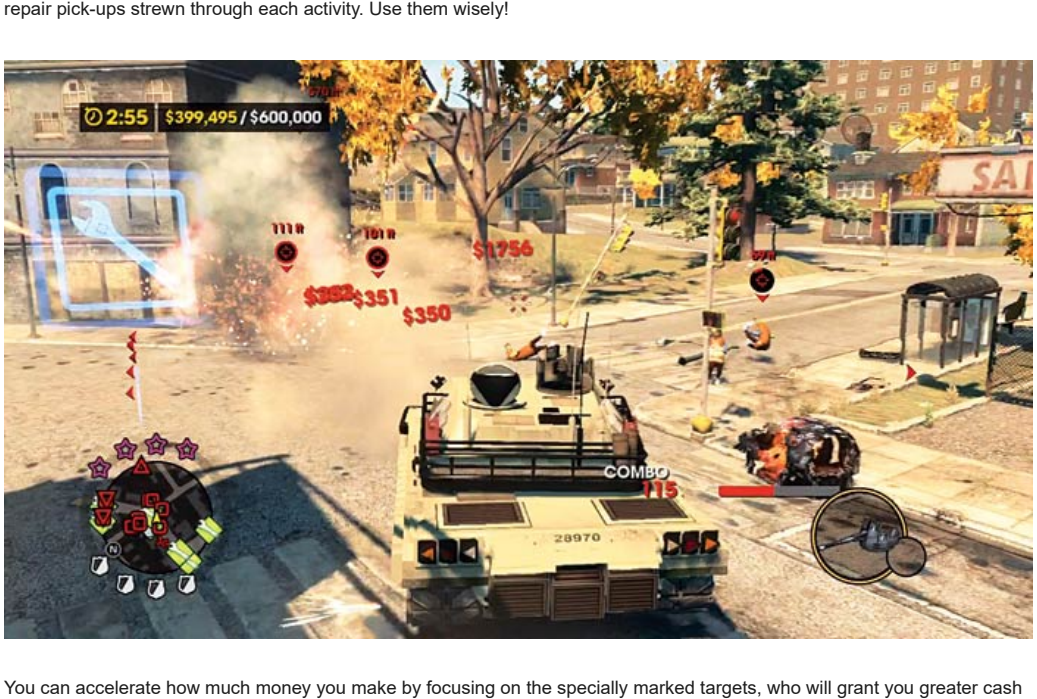
You can also build up the combo with destroyable objects, like trash cans, newspaper bins, bus stops, and people.


3:14
$21,827 / $400,000
HIGH VALUE TARGETS
Certain High Value Targets award more cash when destroyed.
SYNDICATE TOWER
EXPLOSIVE KILL
MULTI KILL
GANG VEHICLE
GANG KILL
COMBO

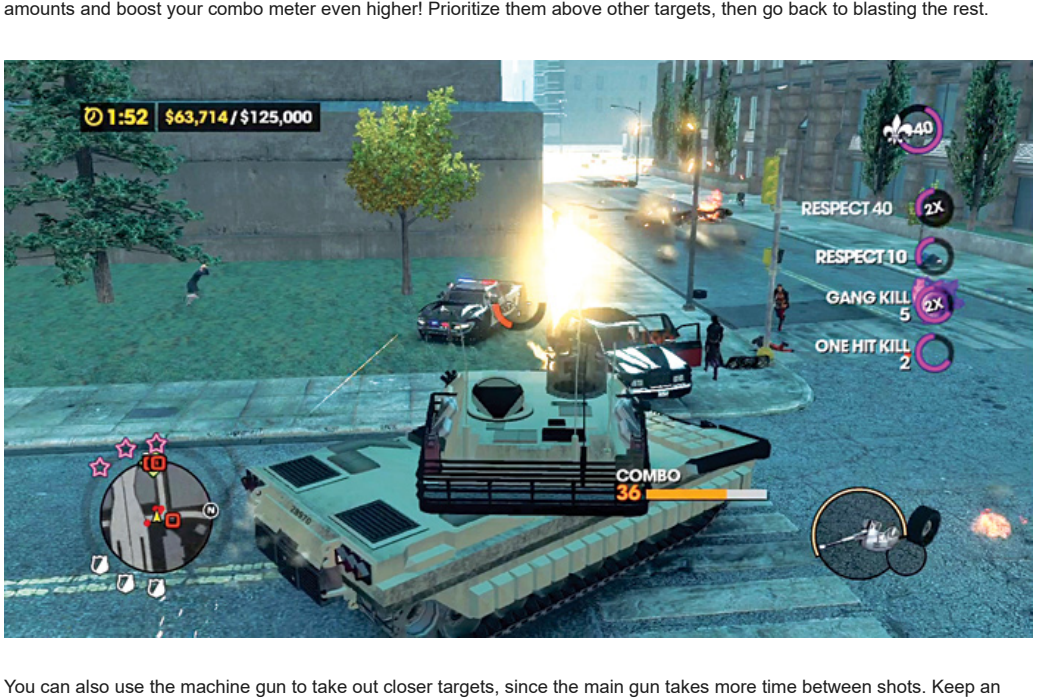
Especially people.


3:00
$61,761 / $400,000
COMBO TOTAL
$44,626

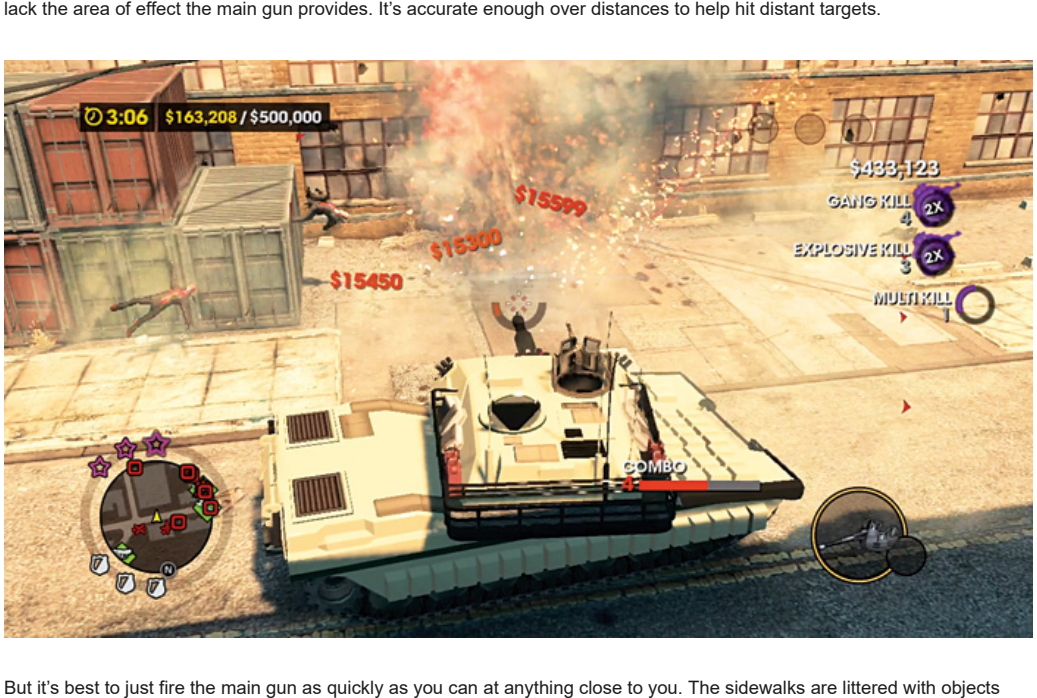
You're not invincible. Attack helicopters, rockets, other tanks can all chew you up if you're careless. Fortunately, there are repair pick-ups strewn through each activity. Use them wisely!


2:55
$399,495 / $600,000
COMBO

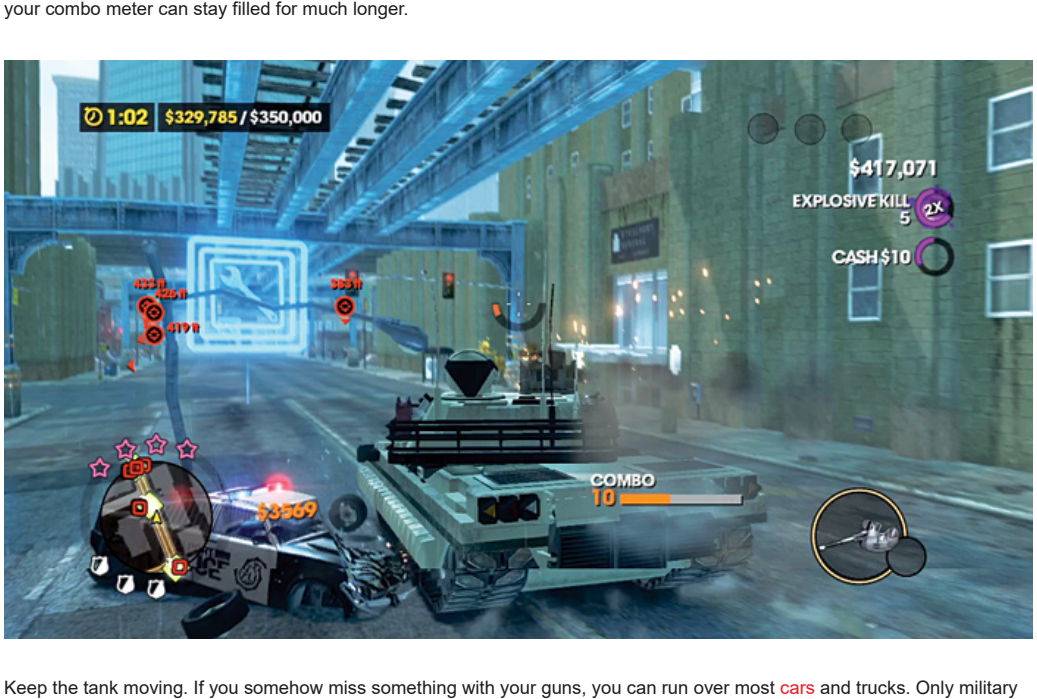
You can accelerate how much money you make by focusing on the specially marked targets, who will grant you greater cash amounts and boost your combo meter even higher! Prioritize them above other targets, then go back to blasting the rest.


1:52
$63,714 / $125,000
RESPECT 40
RESPECT 10
GANG KILL
ONE HIT KILL
COMBO

You can also use the machine gun to take out closer targets, since the main gun takes more time between shots. Keep an eye on the curved meter underneath the reticle when you are using the machine gun, as it can overheat. However, it does lack the area of effect the main gun provides. It's accurate enough over distances to help hit distant targets.


3:06
$163,208 / $500,000
$433,123
GANG KILL
EXPLOSIVE KILL
MULTI KILL
COMBO

But it's best to just fire the main gun as quickly as you can at anything close to you. The sidewalks are littered with objects and people that contribute money to the total damages required, and the gun's area of effect hits so many targets at once your combo meter can stay filled for much longer.


1:02
$329,785 / $350,000
$417,071
EXPLOSIVE KILL
CASH $10
COMBO

Keep the tank moving. If you somehow miss something with your guns, you can run over most cars and trucks. Only military APCs and other tanks will resist being flattened by your tank.

Tank Mayhem 1 (#39)

Location: Loren Square

Difficulty: Easy

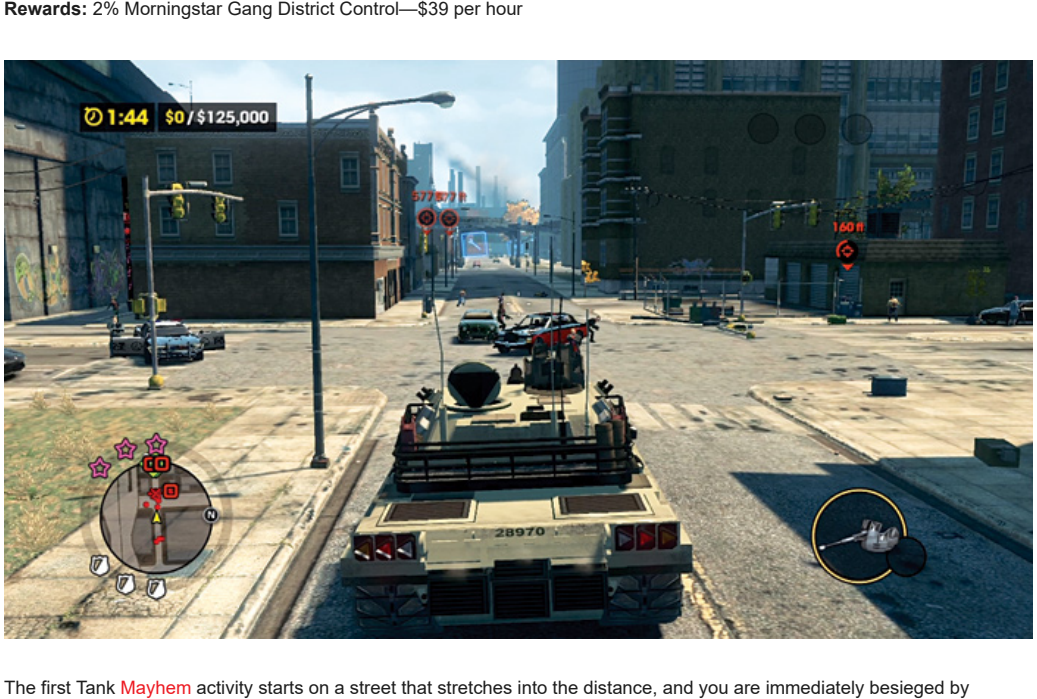
Damages Required: $125,000

Time Limit: 2:28

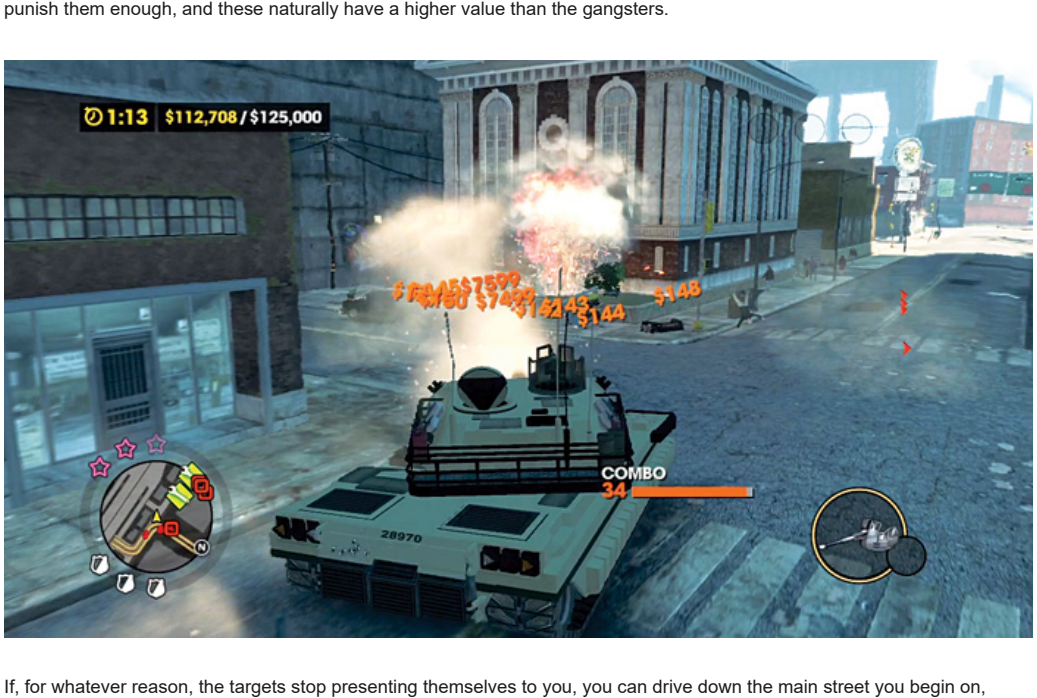
Cash Earned: $2,000

Respect Earned: 200

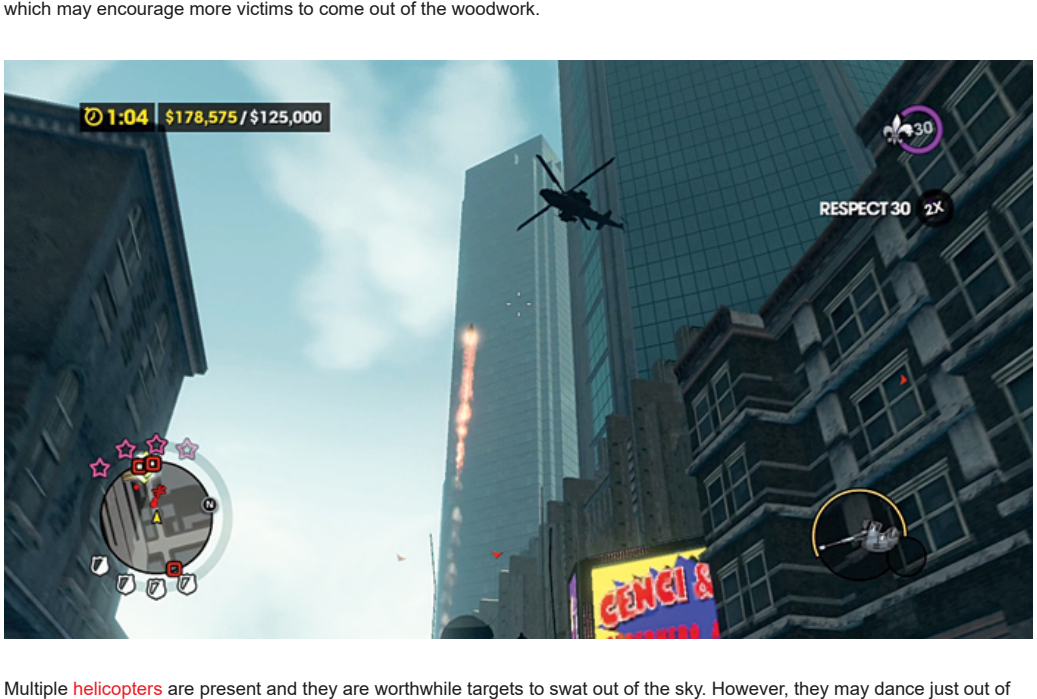
Rewards: 2% Morningstar Gang District Control—$39 per hour


1:44
$0 / $125,000

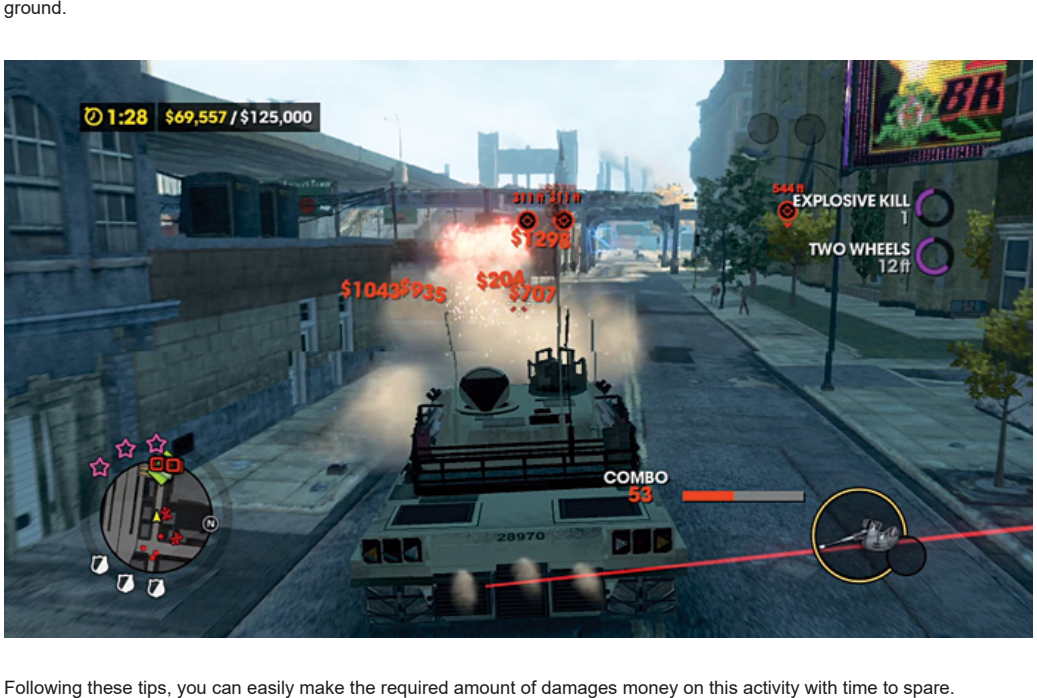
The first Tank Mayhem activity starts on a street that stretches into the distance, and you are immediately besieged by Morningstar and local cops. Try to hit the cops harder, as they will eventually call in SWAT and military vehicles after you punish them enough, and these naturally have a higher value than the gangsters.


1:13
$112,708 / $125,000
COMBO

If, for whatever reason, the targets stop presenting themselves to you, you can drive down the main street you begin on, which may encourage more victims to come out of the woodwork.


1:04
$178,575 / $125,000
RESPECT 30

Multiple helicopters are present and they are worthwhile targets to swat out of the sky. However, they may dance just out of your tank's arc of fire. Don't spend too much time chasing them down, especially when you have many more targets on the ground.


1:28
$69,557 / $125,000
EXPLOSIVE KILL
TWO WHEELS
COMBO

Following these tips, you can easily make the required amount of damages money on this activity with time to spare.

Tank Mayhem 2 (#40)

Location: Loren Square

Difficulty: Medium

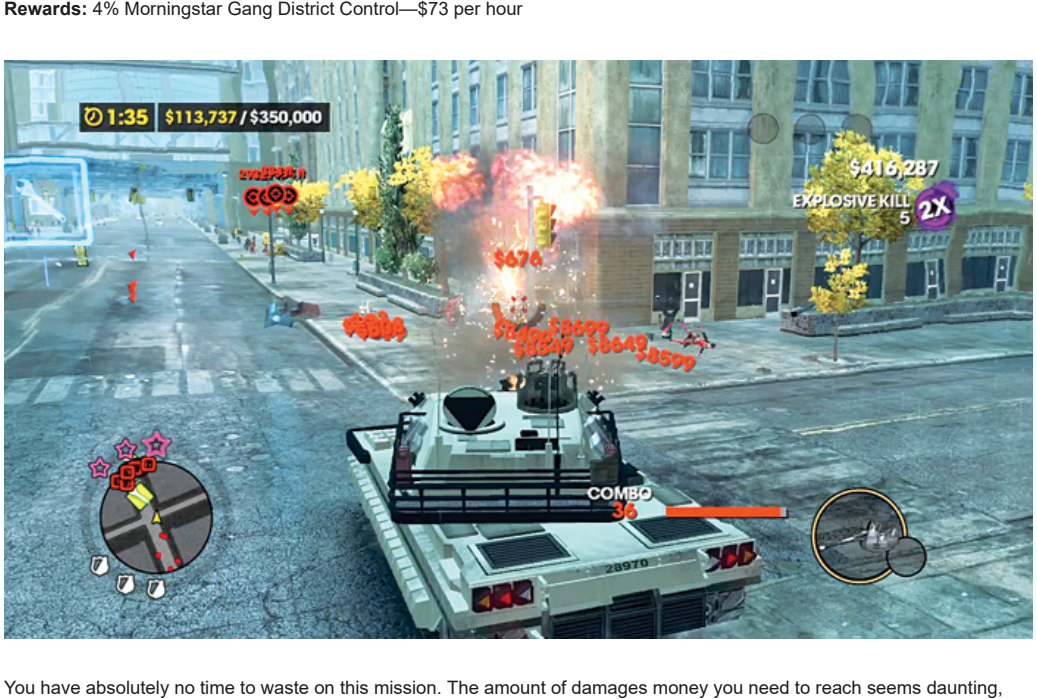
Damages Required: $350,000

Time Limit: 1:58

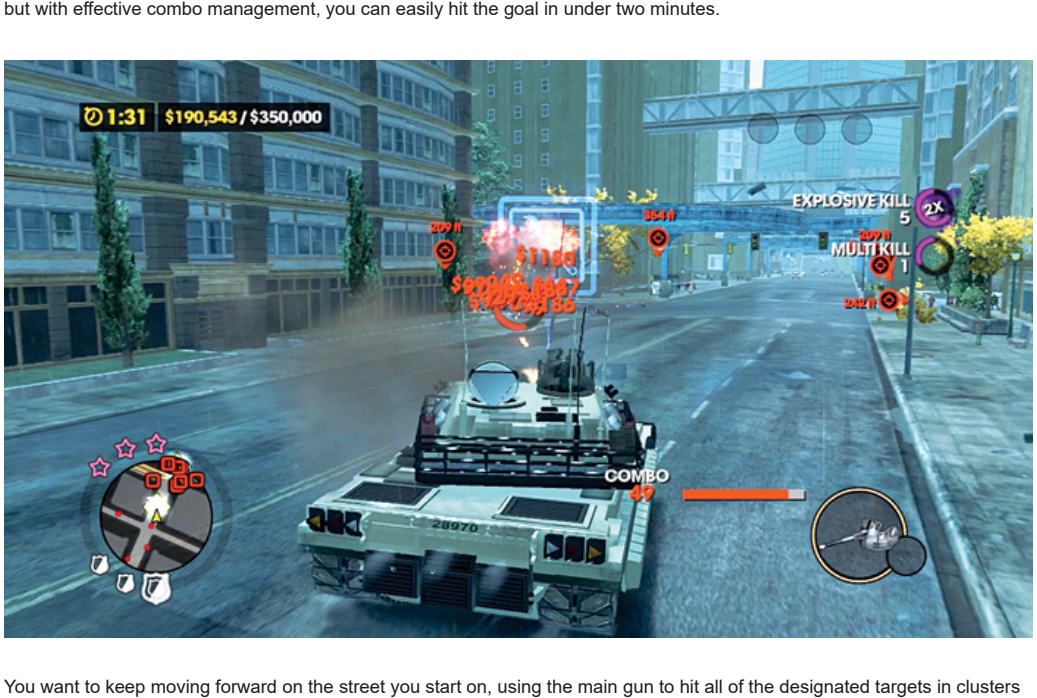
Cash Earned: $4,000

Respect Earned: 400

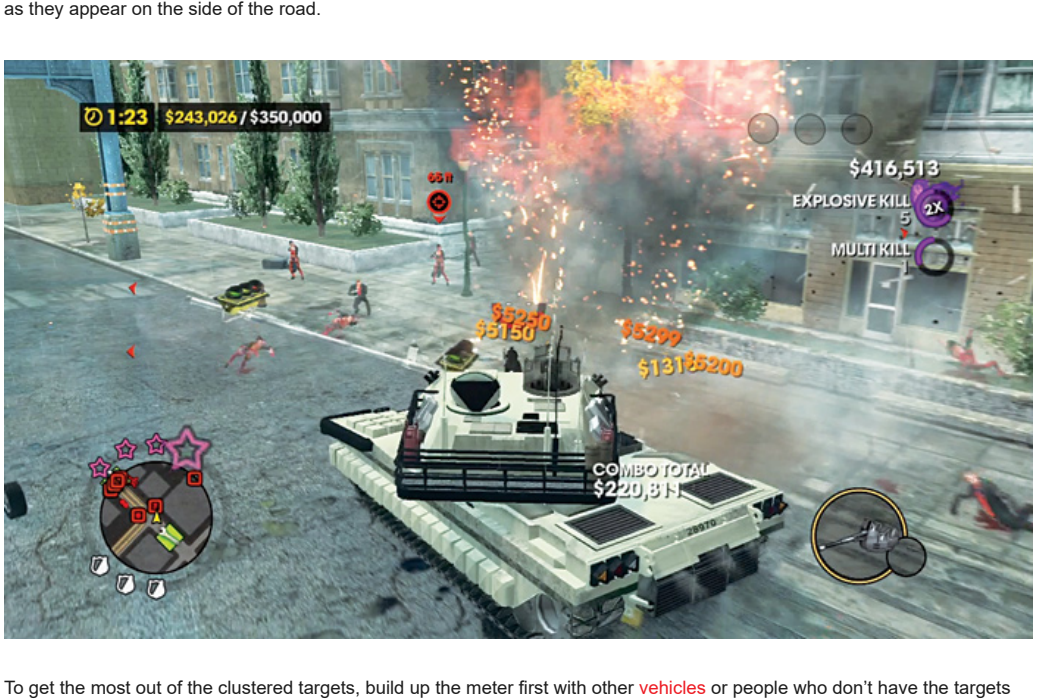
Rewards: 4% Morningstar Gang District Control—$73 per hour


1:35
$113,737 / $350,000
$416,287
EXPLOSIVE KILL
COMBO

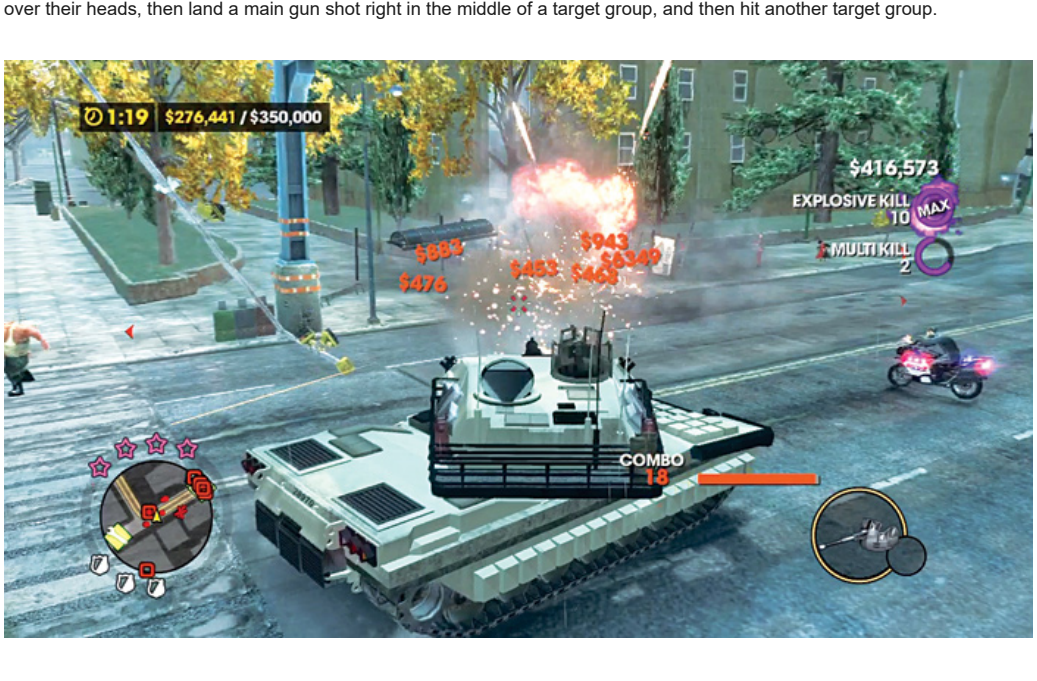
You have absolutely no time to waste on this mission. The amount of damages money you need to reach seems daunting, but with effective combo management, you can easily hit the goal in under two minutes.


1:31
$190,543 / $350,000
EXPLOSIVE KILL
MULTI KILL
COMBO

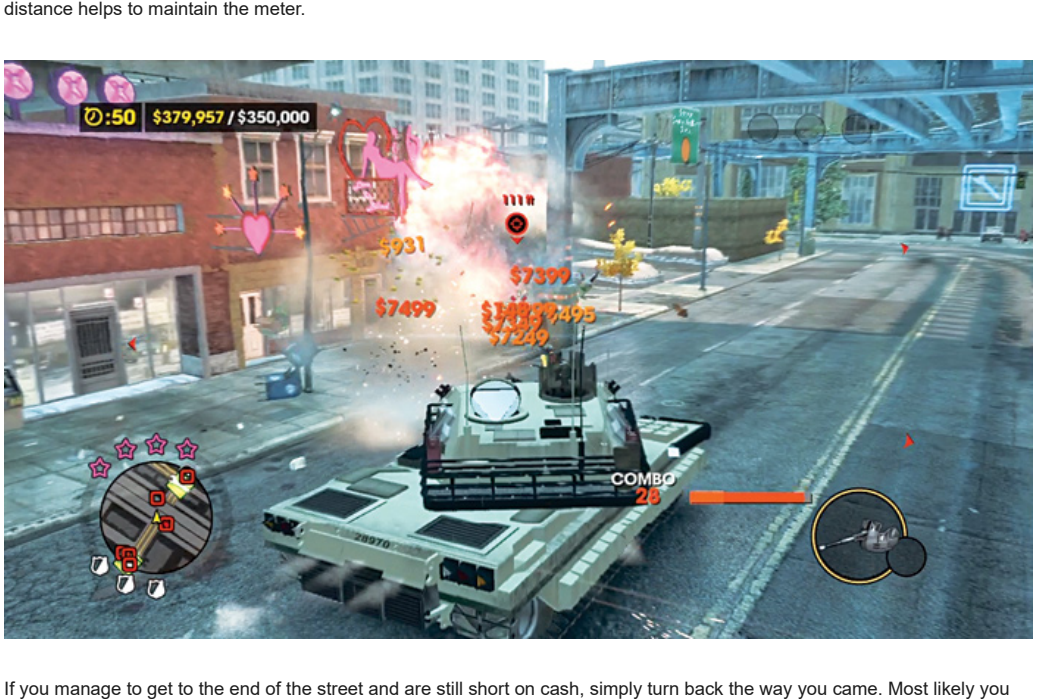
You want to keep moving forward on the street you start on, using the main gun to hit all of the designated targets in clusters as they appear on the side of the road.


1:23
$243,026 / $350,000
$416,513
EXPLOSIVE KILL
MULTI KILL
COMBO TOTAL
$220,811

To get the most out of the clustered targets, build up the meter first with other vehicles or people who don't have the targets over their heads, then land a main gun shot right in the middle of a target group, and then hit another target group.


1:19
$276,441 / $350,000
$416,573
EXPLOSIVE KILL
MULTI KILL
COMBO

This way, you can boost the combo up much higher, and every kill you make while you roll toward the next group in the distance helps to maintain the meter.


:50
$379,957 / $350,000
COMBO

If you manage to get to the end of the street and are still short on cash, simply turn back the way you came. Most likely you have a small entourage of helpless gang members and police cars tailing you, and they could use some special attention.

Tank Mayhem 3 (#41)

Location: Loren Square

Difficulty: Hard

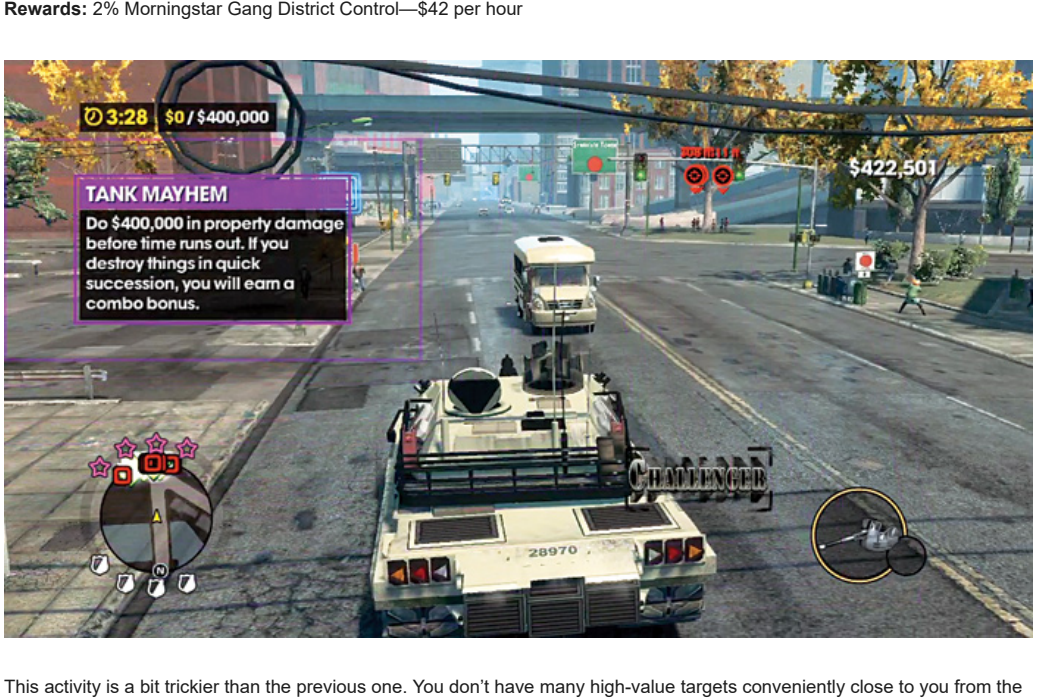
Damages Required: $400,000

Time Limit: 3:28

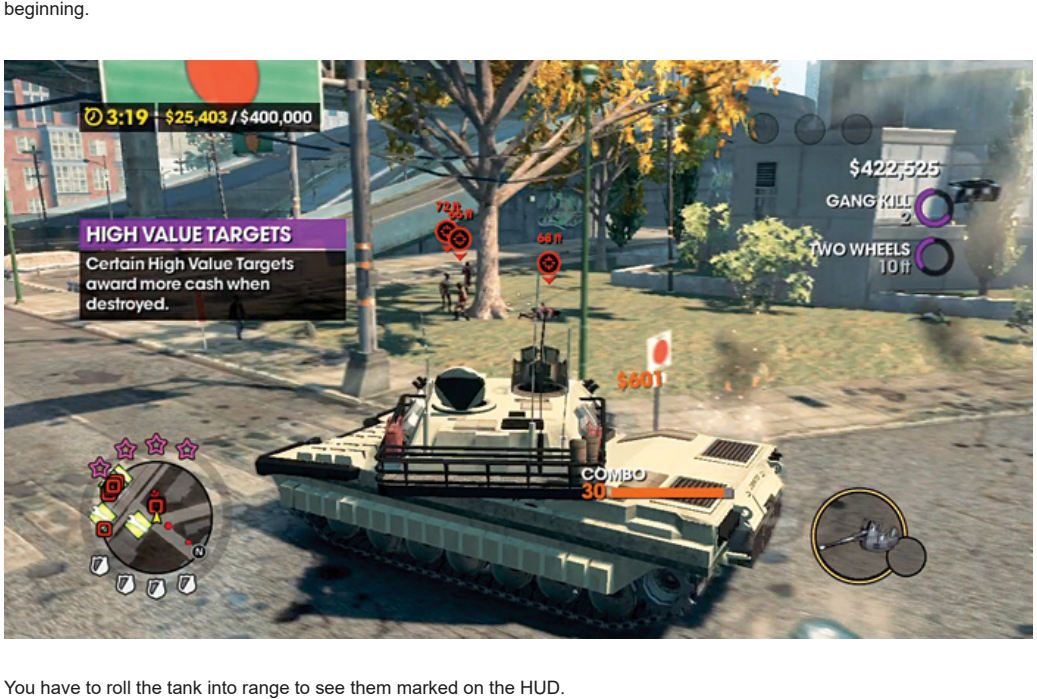
Cash Earned: $6,000

Respect Earned: 600

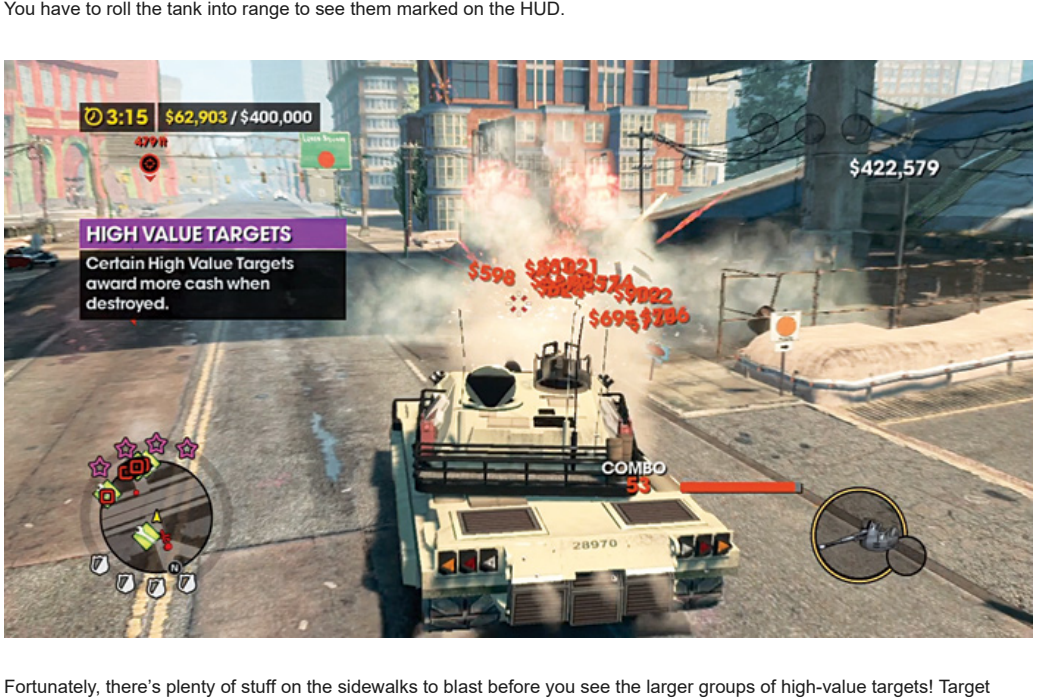
Rewards: 2% Morningstar Gang District Control—$42 per hour


3:28
$0 / $400,000
TANK MAYHEM
Do $400,000 in property damage before time runs out. If you destroy things in quick succession, you will earn a combo bonus.
$422,501

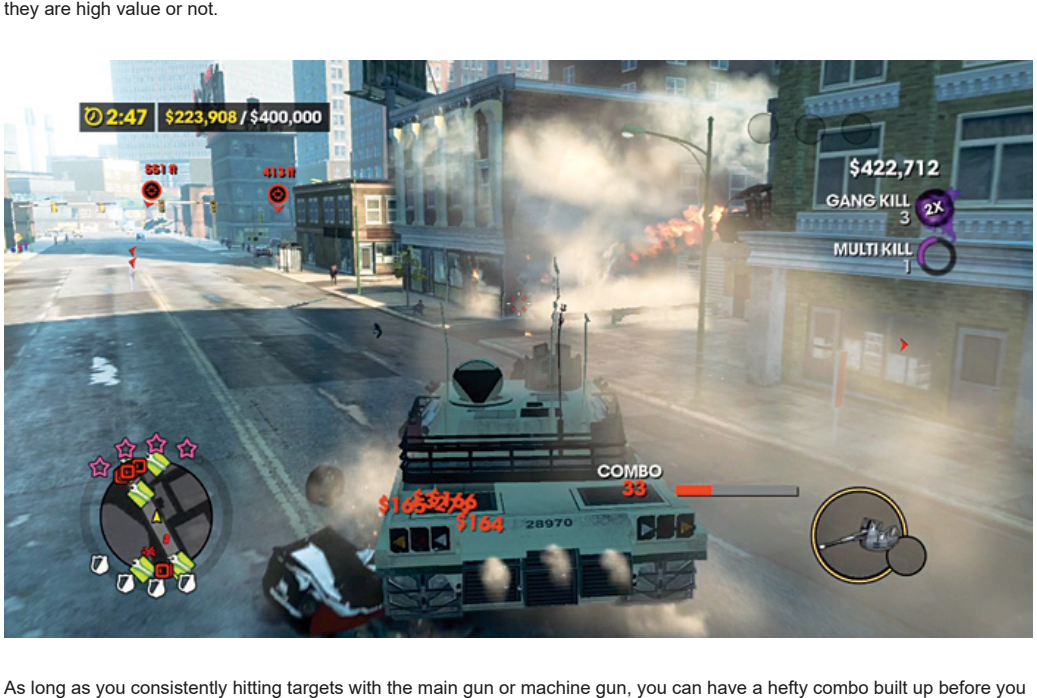
This activity is a bit trickier than the previous one. You don't have many high-value targets conveniently close to you from the beginning.


3:19
$25,403 / $400,000
HIGH VALUE TARGETS
Certain High Value Targets award more cash when destroyed.
$422,525
GANG KILL
TWO WHEELS
COMBO

You have to roll the tank into range to see them marked on the HUD.


3:15
$62,903 / $400,000
HIGH VALUE TARGETS
Certain High Value Targets award more cash when destroyed.
$422,579
COMBO

Fortunately, there's plenty of stuff on the sidewalks to blast before you see the larger groups of high-value targets! Target clusters of destroyable objects like mail boxes or fences, and of course, and grouping of parked cars or people, regardless if they are high value or not.


2:47
$223,908 / $400,000
$422,712
GANG KILL
MULTI KILL
COMBO

As long as you consistently hitting targets with the main gun or machine gun, you can have a hefty combo built up before you start seeing the high-value target groups!

Tank Mayhem 4 (#42)

Location: Camano Place

Difficulty: Easy

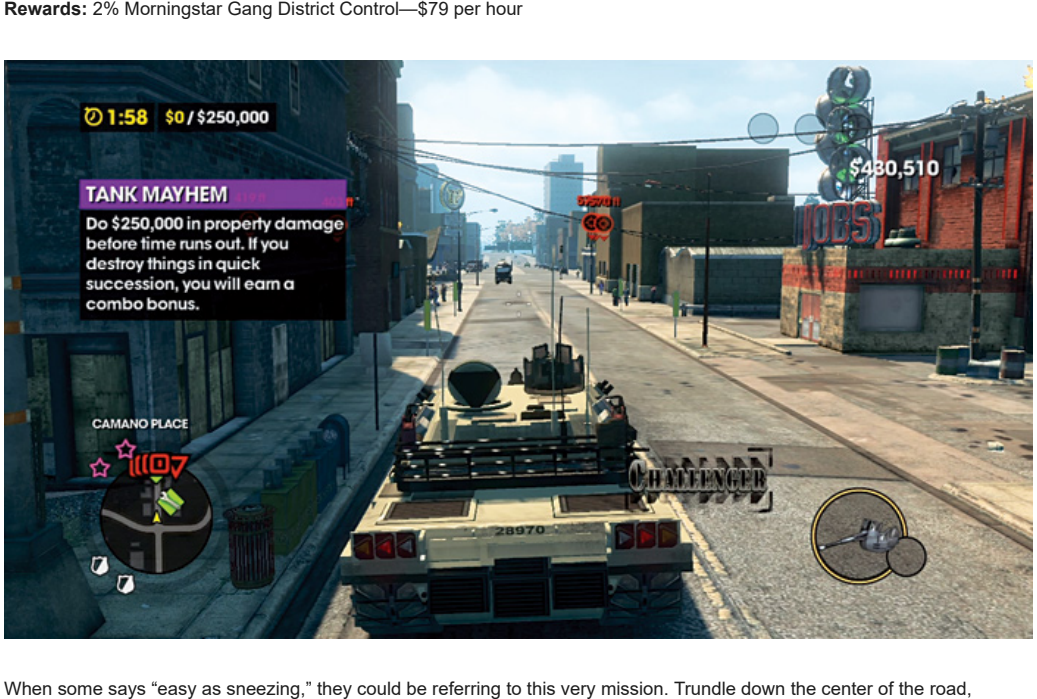
Damages Required: $250,000

Time Limit: 1:58

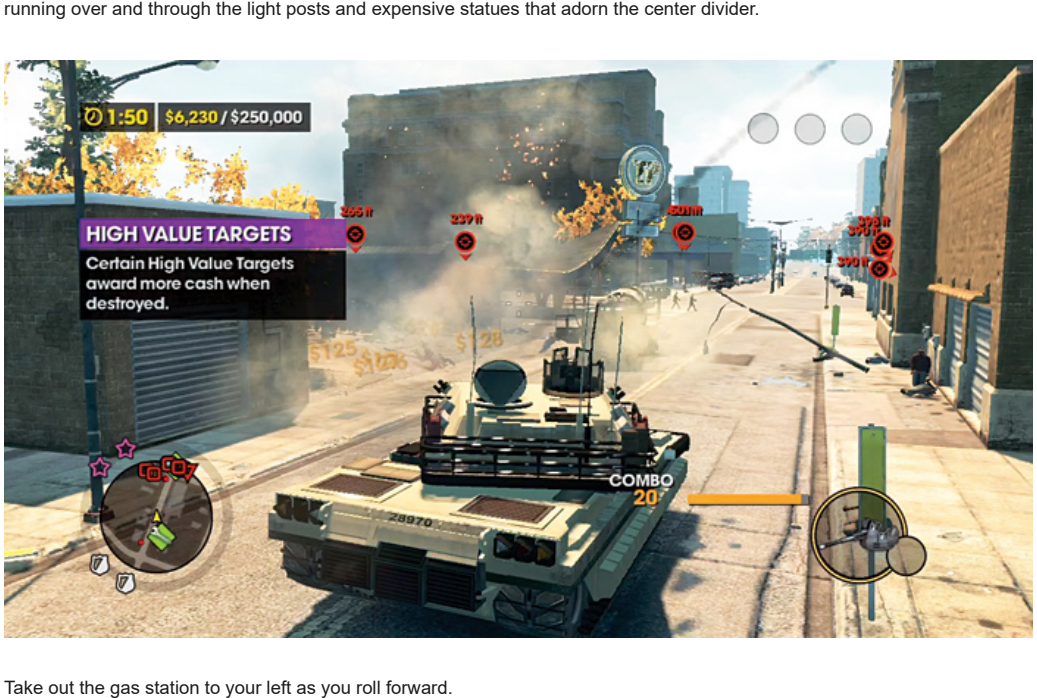
Cash Earned: $2,000

Respect Earned: 200

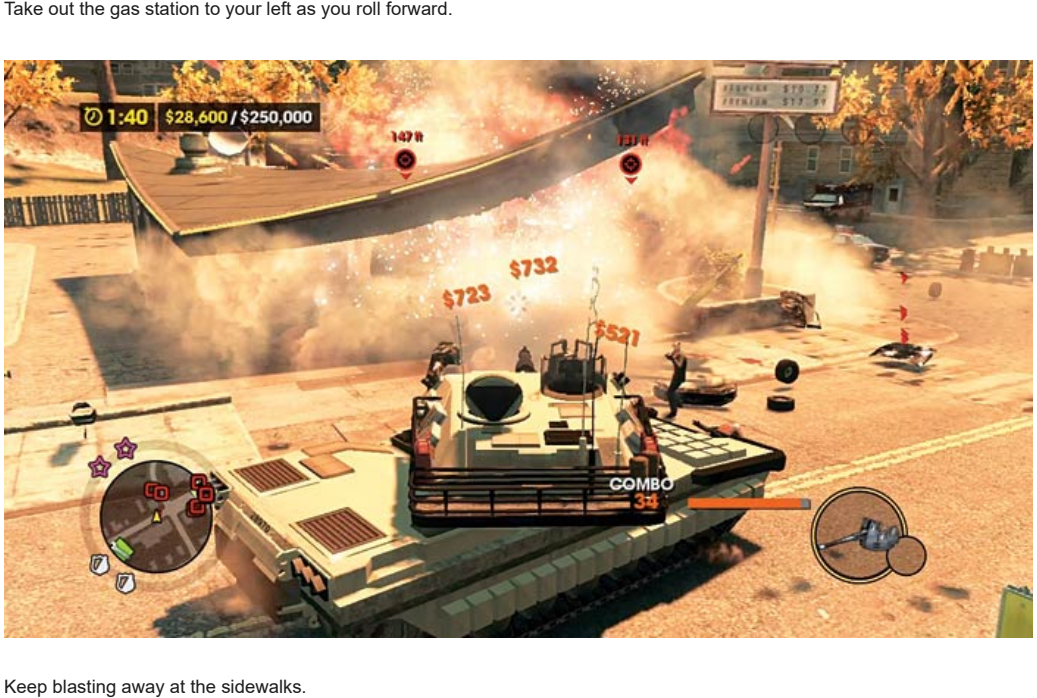
Rewards: 2% Morningstar Gang District Control—$79 per hour


1:58
$0 / $250,000
TANK MAYHEM
Do $250,000 in property damage before time runs out. If you destroy things in quick succession, you will earn a combo bonus.
CAMANO PLACE
$480,510

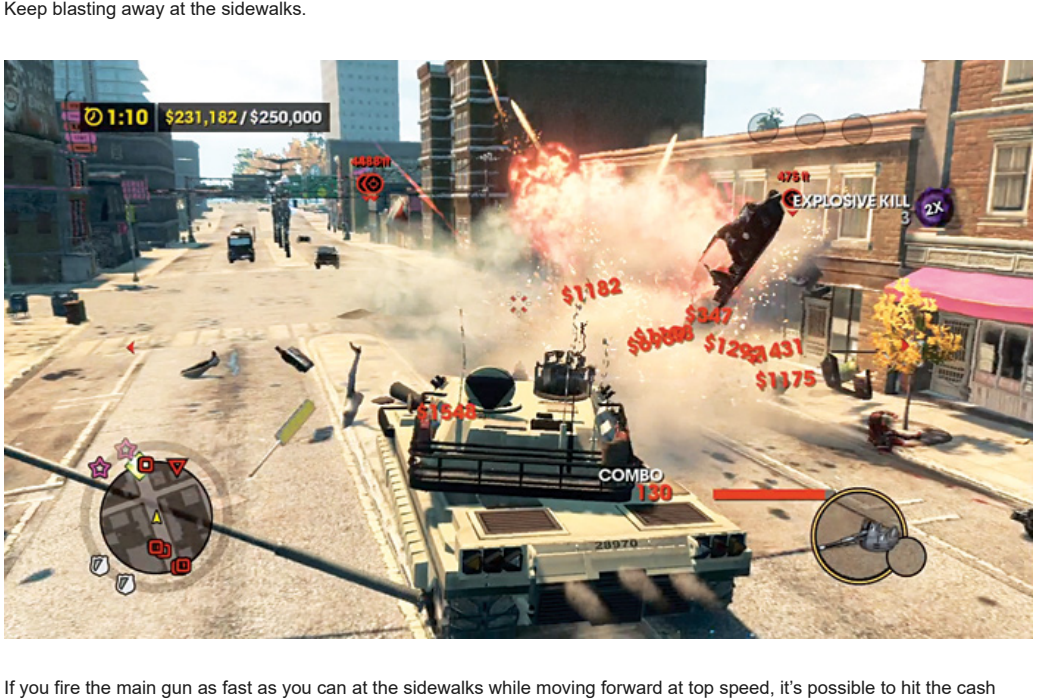
When some says "easy as sneezing," they could be referring to this very mission. Trundle down the center of the road, running over and through the light posts and expensive statues that adorn the center divider.


1:50
$6,230 / $250,000
HIGH VALUE TARGETS
Certain High Value Targets award more cash when destroyed.
COMBO

Take out the gas station to your left as you roll forward.


1:40
$28,600 / $250,000
$732
$723
COMBO

Keep blasting away at the sidewalks.


1:10
$231,182 / $250,000
EXPLOSIVE KILL
$1182
COMBO

If you fire the main gun as fast as you can at the sidewalks while moving forward at top speed, it's possible to hit the cash goal with over a minute to spare.

Tank Mayhem 5 (#43)

Location: Camano Place

Difficulty: Medium

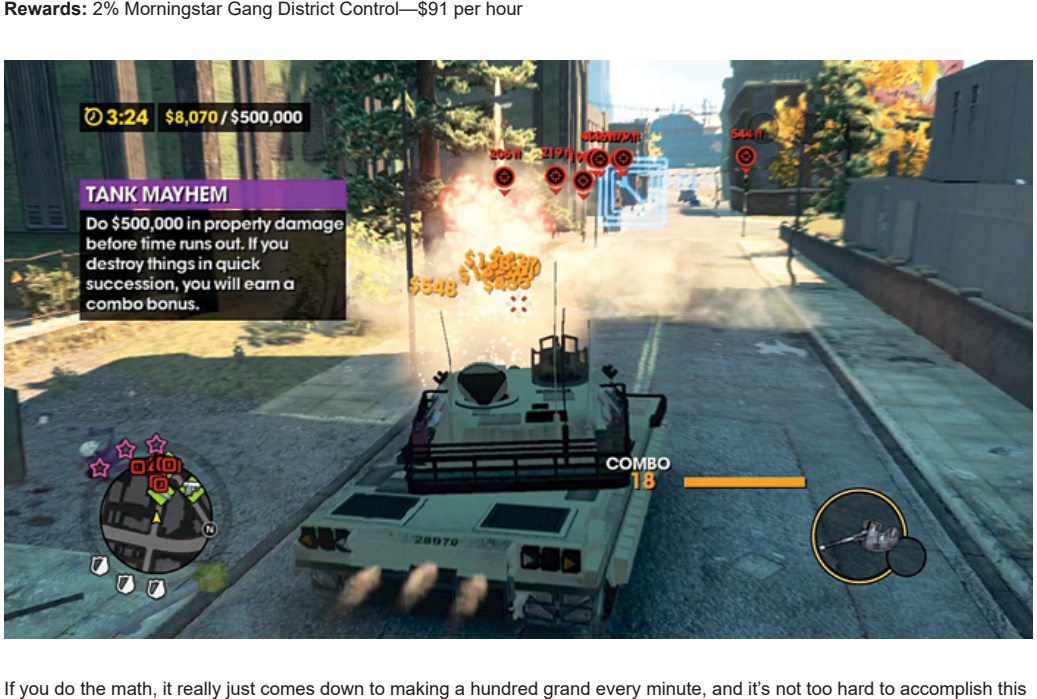
Damages Required: $500,000

Time Limit: 4:58

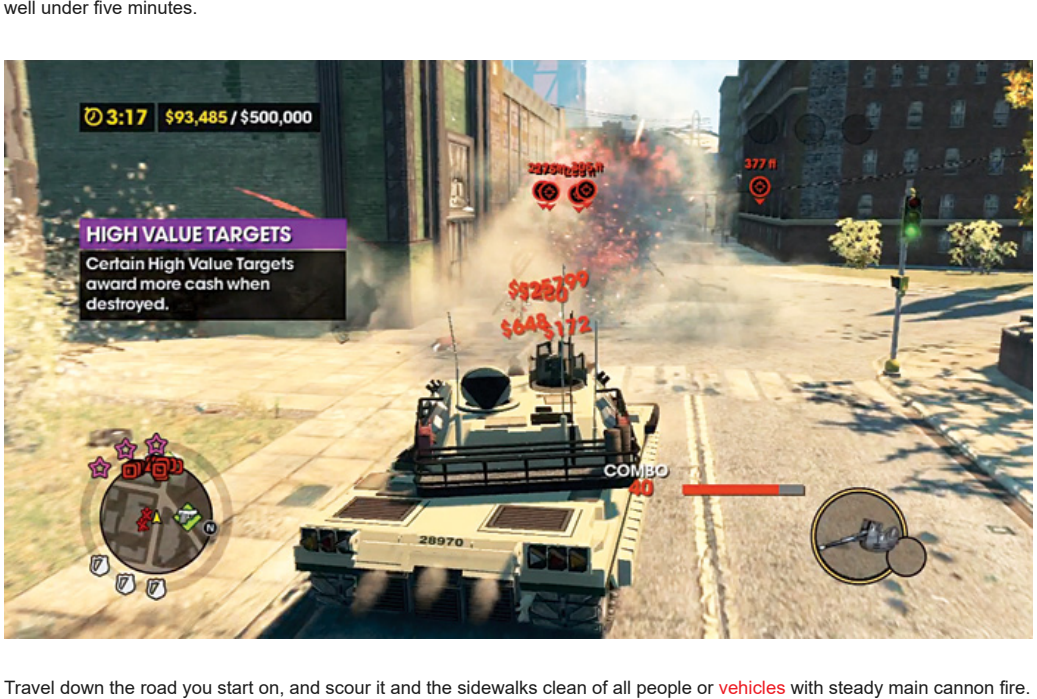
Cash Earned: $4,000

Respect Earned: 400

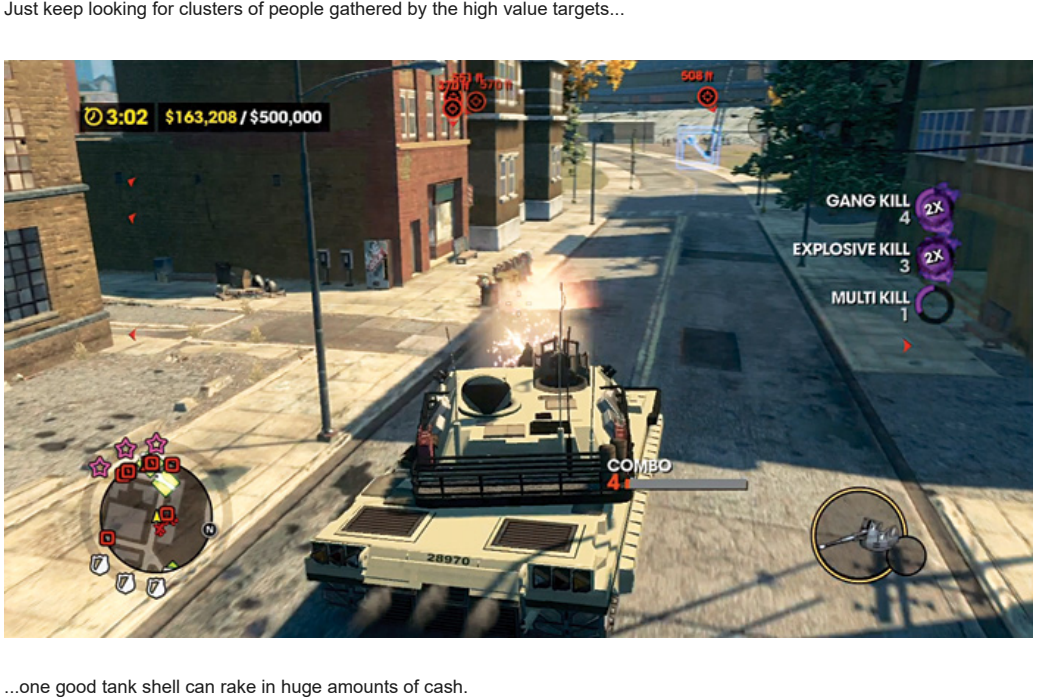
Rewards: 2% Morningstar Gang District Control—$91 per hour


3:24
$8,070 / $500,000
TANK MAYHEM
Do $500,000 in property damage before time runs out. If you destroy things in quick succession, you will earn a combo bonus.
COMBO

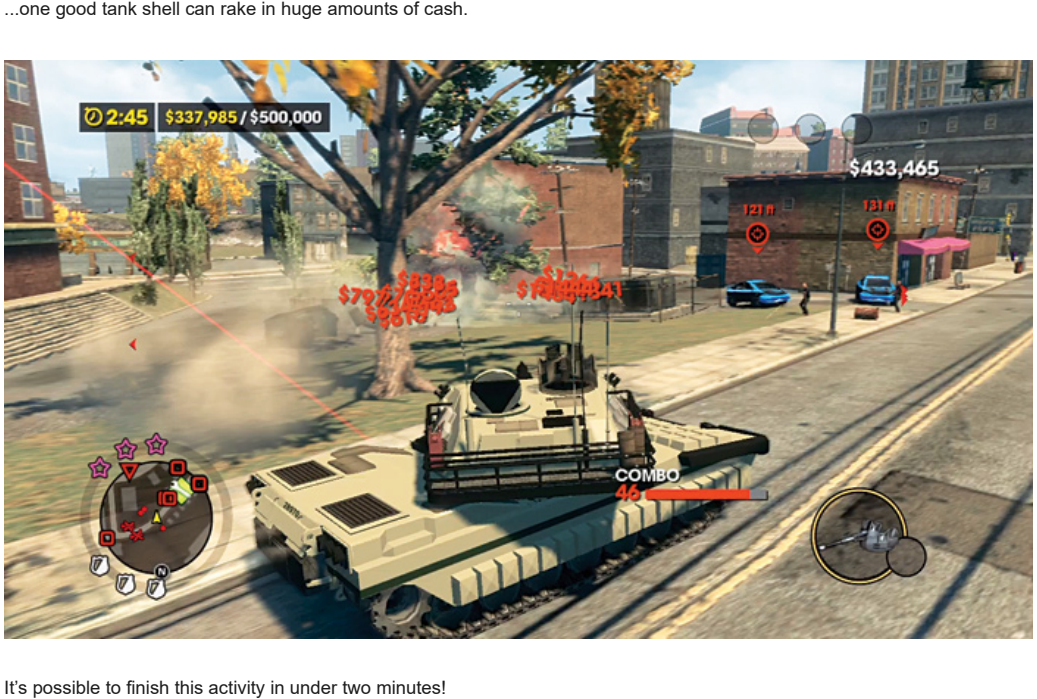
If you do the math, it really just comes down to making a hundred grand every minute, and it's not too hard to accomplish this well under five minutes.


3:17
$93,485 / $500,000
HIGH VALUE TARGETS
Certain High Value Targets award more cash when destroyed.
COMBO

Travel down the road you start on, and scour it and the sidewalks clean of all people or vehicles with steady main cannon fire. Just keep looking for clusters of people gathered by the high value targets...


3:02
$163,208 / $500,000
GANG KILL
EXPLOSIVE KILL
MULTI KILL
COMBO

...one good tank shell can rake in huge amounts of cash.


2:45
$337,985 / $500,000
$433,465
COMBO

It's possible to finish this activity in under two minutes!

Tank Mayhem 6 (#44)

Location: Rosen Oaks

Difficulty: Hard

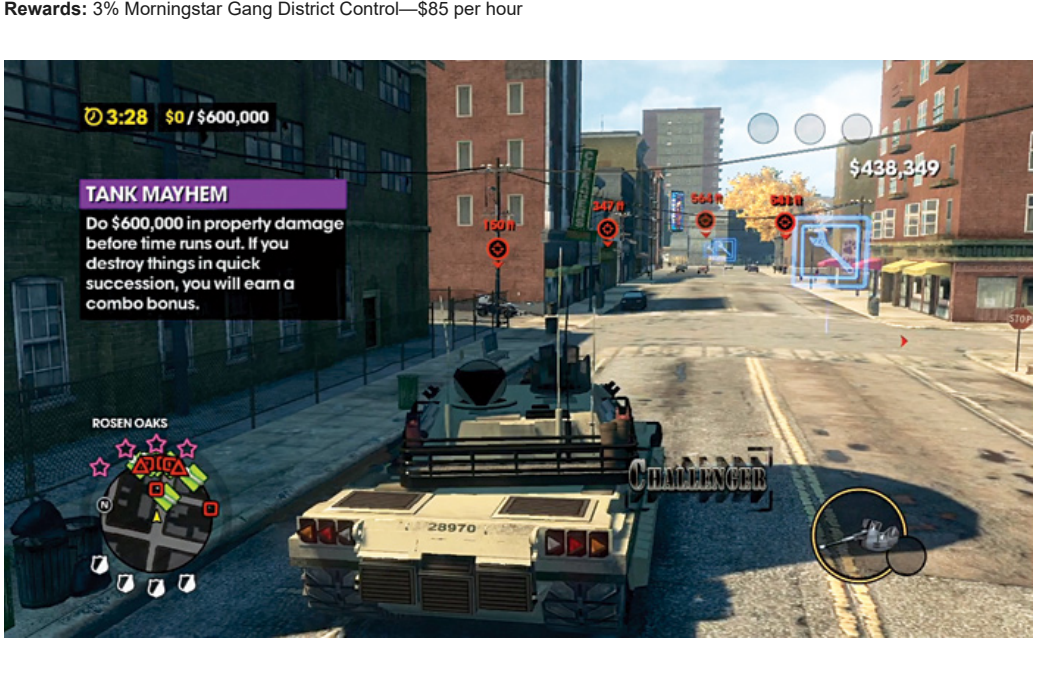
Damages Required: $600,000

Time Limit: 3:29

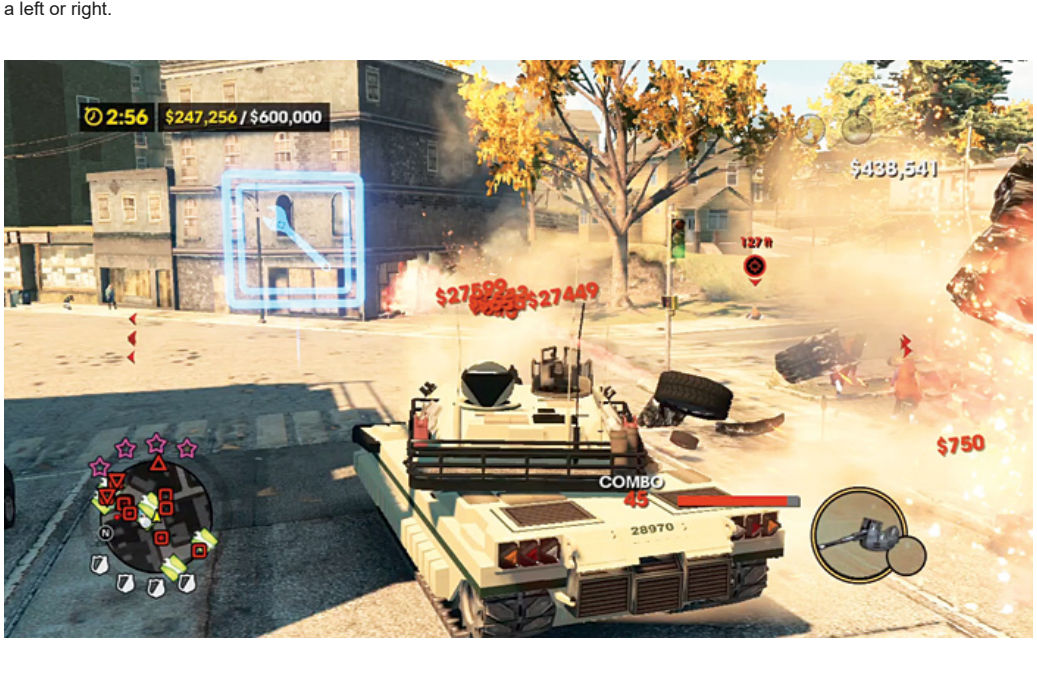
Cash Earned: $6,000

Respect Earned: 600

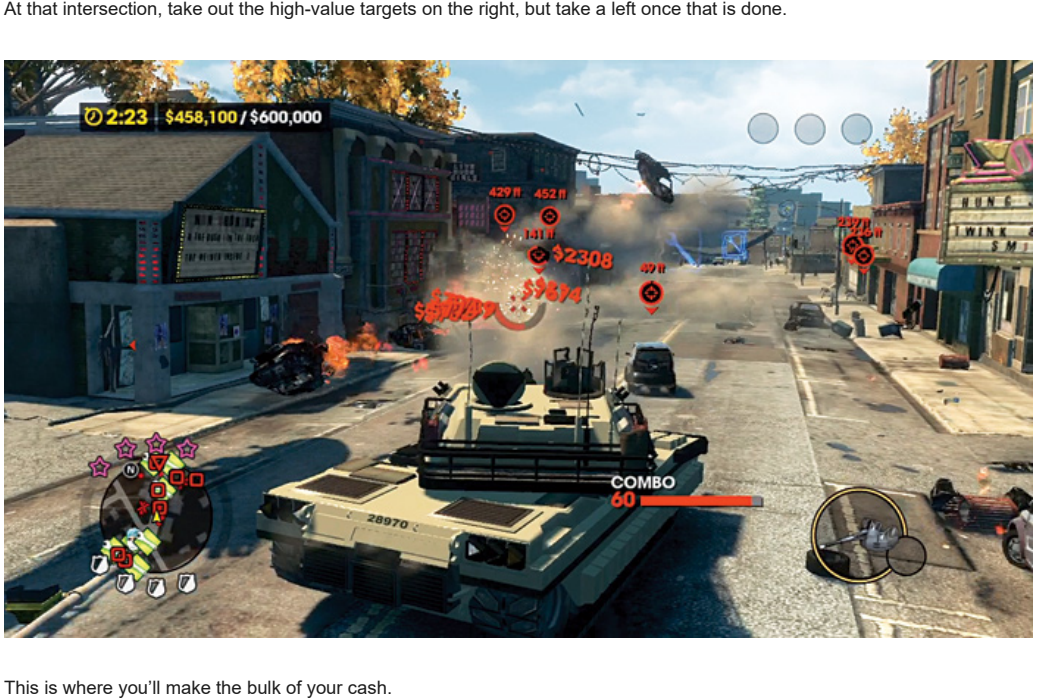
Rewards: 3% Morningstar Gang District Control—$85 per hour


3:28
$0 / $600,000
TANK MAYHEM
Do $600,000 in property damage before time runs out. If you destroy things in quick succession, you will earn a combo bonus.
ROSEN OAKS
$436,349

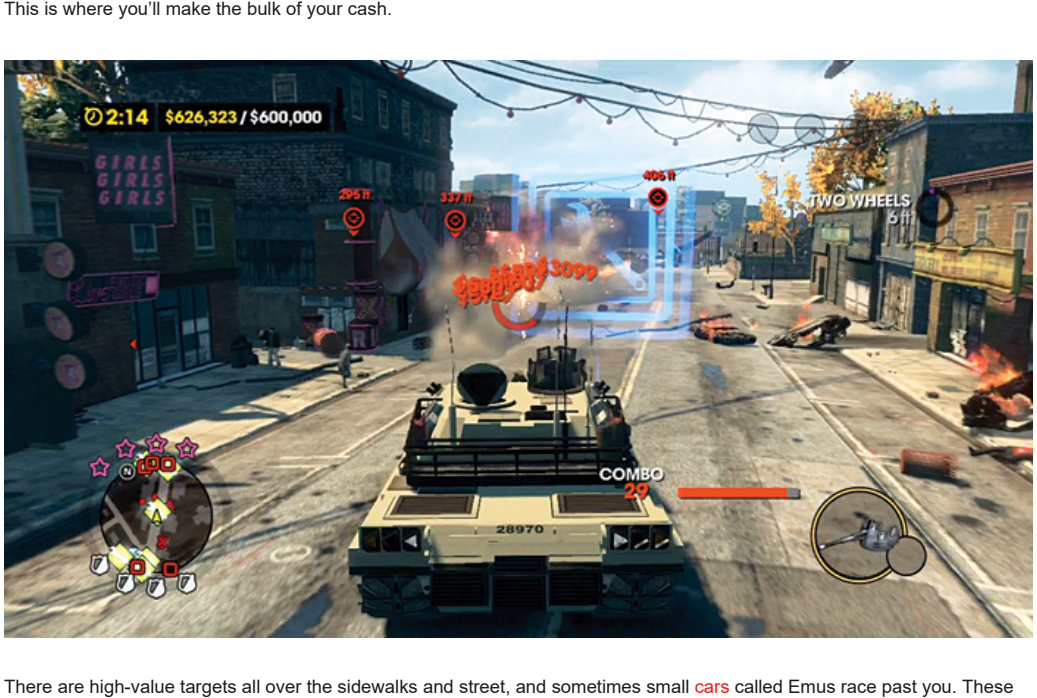
Clear out the area surrounding the tank when you begin. After that, follow the starting street until you have the choice to make a left or right.


2:56
$247,256 / $600,000
$438,541
$750
COMBO

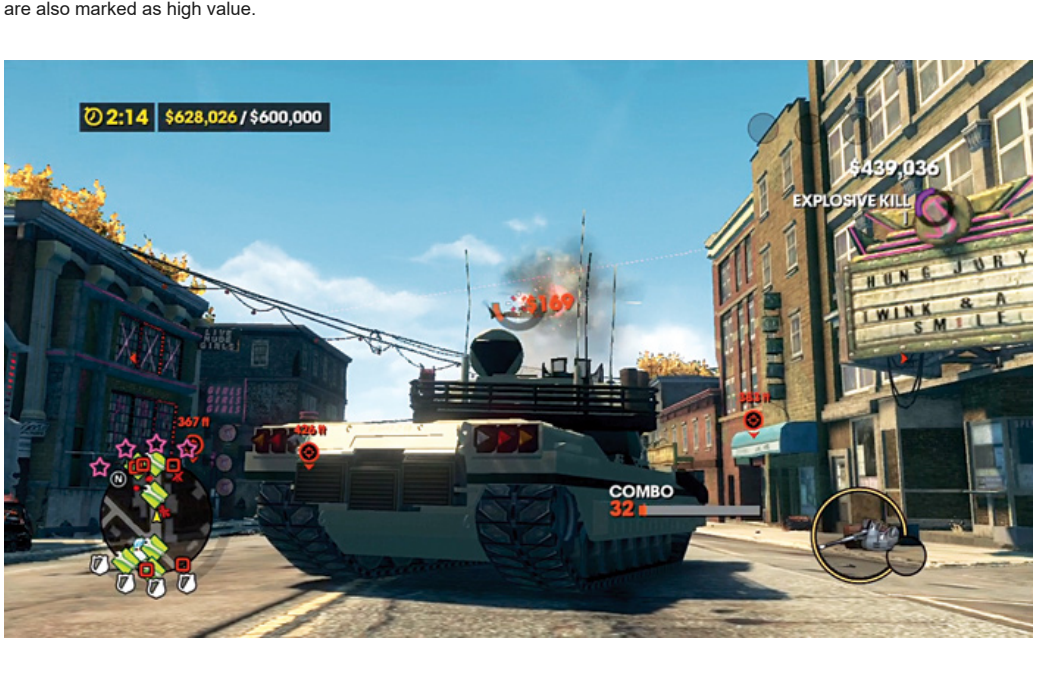
At that intersection, take out the high-value targets on the right, but take a left once that is done.

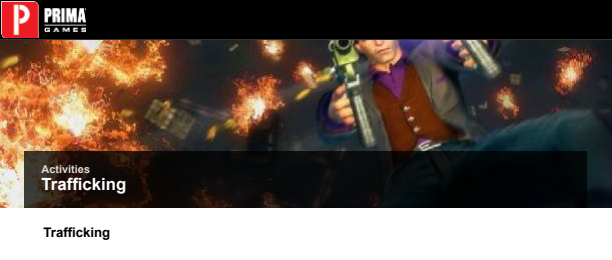

2:23
$458,100 / $600,000
$2308
COMBO

This is where you'll make the bulk of your cash.


2:14
$626,323 / $600,000
GIRLS GIRLS GIRLS
TWO WHEELS
COMBO

There are high-value targets all over the sidewalks and street, and sometimes small cars called Emus race past you. These are also marked as high value.

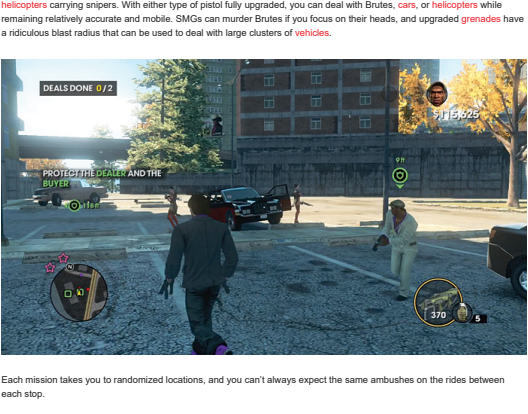

2:14
$628,026 / $600,000
$439,036
EXPLOSIVE KILL
HUNG JURY
WINK & A SMILE
COMBO



Trafficking

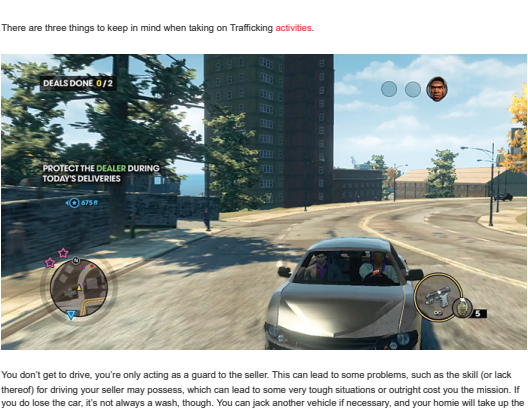
Trafficking activities all play out in similar fashion. You don't get to drive, and are expected to hold off whatever the gangs or law enforcement send out to greet you. Whatever your inventory was going into the activity, you don't get to take with you, and the game assigns you weapons. Fortunately, you can still grant yourself an advantage by upgrading your weapons at a gun shop, as you do get to keep those enhancements.

As the difficulty increases for these missions, you will need to match it by upgrading your character's resilience to damage, or upgrading the weapons you mean to use most. For the Hard difficulty, high-level pistols, SMGs, and upgraded frag grenades increase your chances of success, as you'll be contending with not only regular gang members and cops, but Brutes and helicopters carrying snipers. With either type of pistol fully upgraded, you can deal with Brutes, cars, or helicopters while remaining relatively accurate and mobile. SMGs can murder Brutes if you focus on their heads, and upgraded grenades have a ridiculous blast radius that can be used to deal with large clusters of vehicles.

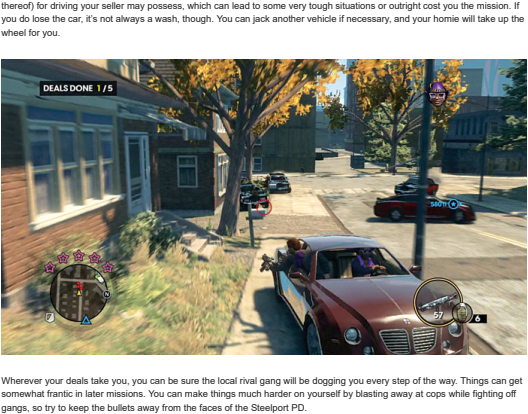

DEALS DONE 0/2
$115,625
PROTECT THE DEALER AND THE BUYER

Each mission takes you to randomized locations, and you can't always expect the same ambushes on the rides between each stop.

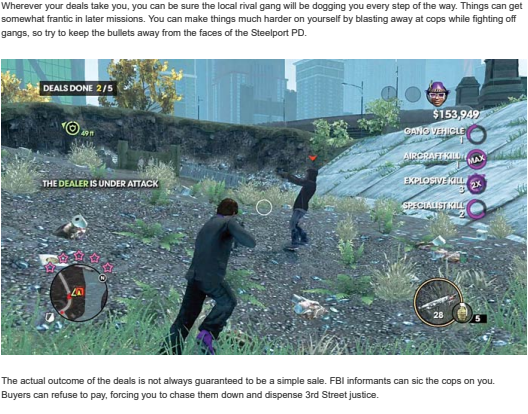
There are three things to keep in mind when taking on Trafficking activities.


DEALS DONE 0/2
PROTECT THE DEALER DURING TODAY'S DELIVERIES

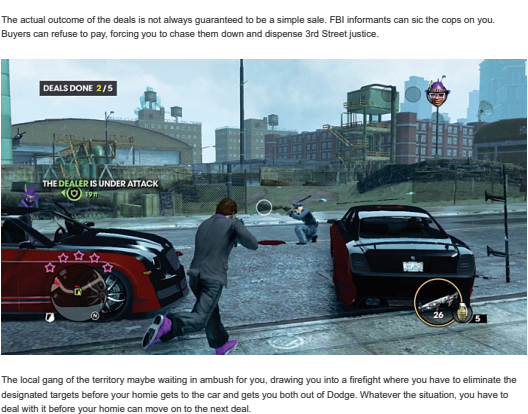
You don't get to drive, you're only acting as a guard to the seller. This can lead to some problems, such as the skill (or lack thereof) for driving your seller may possess, which can lead to some very tough situations or outright cost you the mission. If you do lose the car, it's not always a wash, though. You can jack another vehicle if necessary, and your homie will take up the wheel for you.


DEALS DONE 1/5

Wherever your deals take you, you can be sure the local rival gang will be dogging you every step of the way. Things can get somewhat frantic in later missions. You can make things much harder on yourself by blasting away at cops while fighting off gangs, so try to keep the bullets away from the faces of the Steelport PD.


DEALS DONE 2/5
$153,949
GANG VEHICLE
AIRCRAFT KILL
EXPLOSIVE KILL
SPECIALIST KILL
THE DEALER IS UNDER ATTACK

The actual outcome of the deals is not always guaranteed to be a simple sale. FBI informants can sic the cops on you. Buyers can refuse to pay, forcing you to chase them down and dispense 3rd Street justice.


DEALS DONE 2/5
THE DEALER IS UNDER ATTACK

The local gang of the territory maybe waiting in ambush for you, drawing you into a firefight where you have to eliminate the designated targets before your homie gets to the car and gets you both out of Dodge. Whatever the situation, you have to deal with it before your homie can move on to the next deal.

Trafficking Merch 1 (#45)

Location: Henry Steel Mills

Difficulty: Easy

Time to Complete: 3:00

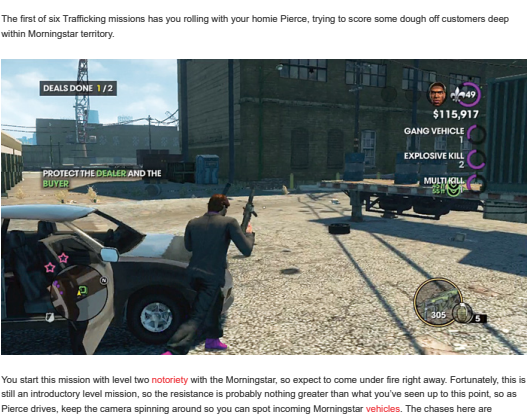
Deals Needed: 2

Cash Earned: $2,000

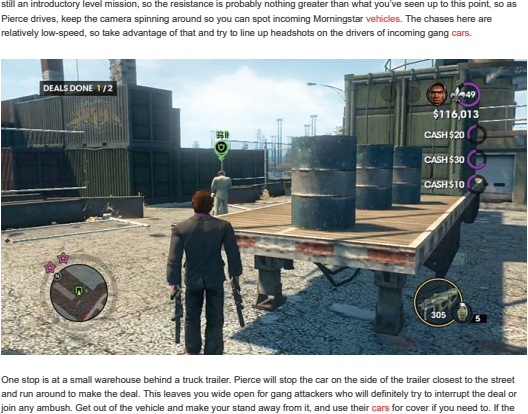
Respect Earned: 200

Rewards: 5% Morningstar Gang District Control—$92 per hour

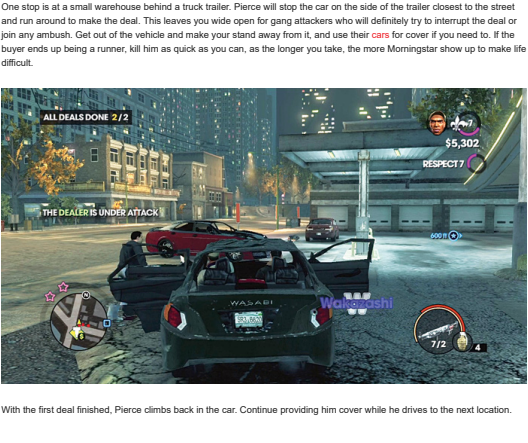
The first of six Trafficking missions has you rolling with your homie Pierce, trying to score some dough off customers deep within Morningstar territory.


DEALS DONE 1/2
$115,917
GANG VEHICLE
EXPLOSIVE KILL
MULTIKILL
PROTECT THE DEALER AND THE BUYER

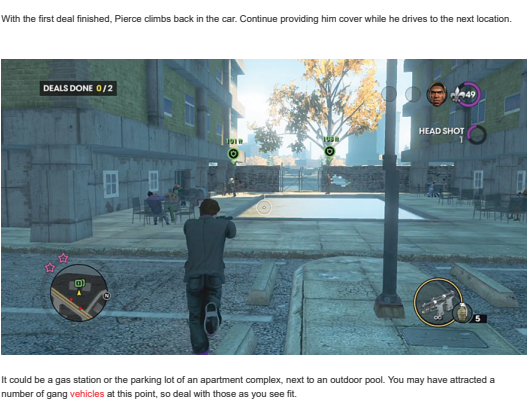
You start this mission with level two notoriety with the Morningstar, so expect to come under fire right away. Fortunately, this is still an introductory level mission, so the resistance is probably nothing greater than what you've seen up to this point, so as Pierce drives, keep the camera spinning around so you can spot incoming Morningstar vehicles. The chases here are relatively low-speed, so take advantage of that and try to line up headshots on the drivers of incoming gang cars.


DEALS DONE 1/2
$116,013
CASH 120
CASH 130
CASH 110

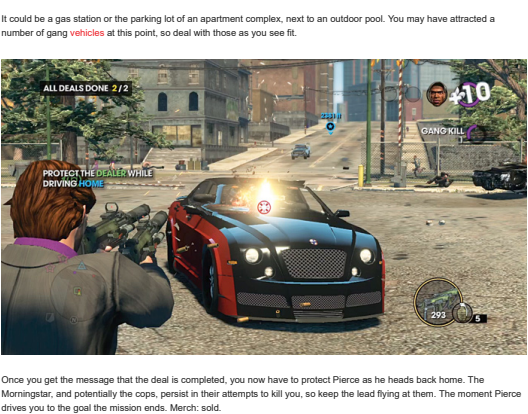
One stop is at a small warehouse behind a truck trailer. Pierce will stop the car on the side of the trailer closest to the street and run around to make the deal. This leaves you wide open for gang attackers who will definitely try to interrupt the deal or join any ambush. Get out of the vehicle and make your stand away from it, and use their cars for cover if you need to. If the buyer ends up being a runner, kill him as quick as you can, as the longer you take, the more Morningstar show up to make life difficult.


ALL DEALS DONE 2/2
$5,302
RESPECT 7
THE DEALER IS UNDER ATTACK

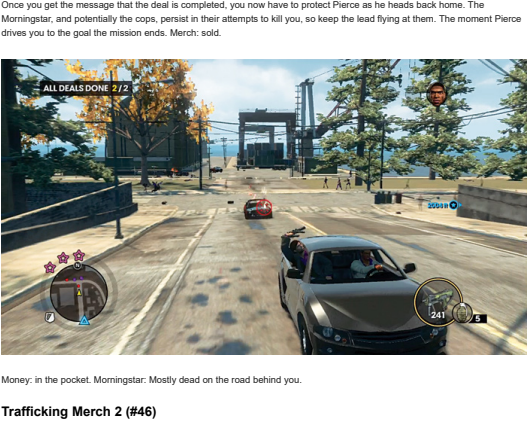
With the first deal finished, Pierce climbs back in the car. Continue providing him cover while he drives to the next location.


DEALS DONE 0/2
HEAD SHOT

It could be a gas station or the parking lot of an apartment complex, next to an outdoor pool. You may have attracted a number of gang vehicles at this point, so deal with those as you see fit.


ALL DEALS DONE 2/2
+10
PROTECT THE DEALER WHILE DRIVING HOME

Once you get the message that the deal is completed, you now have to protect Pierce as he heads back home. The Morningstar, and potentially the cops, persist in their attempts to kill you, so keep the lead flying at them. The moment Pierce drives you to the goal the mission ends. Merch: sold.


ALL DEALS DONE 2/2

Money in the pocket. Morningstar: Mostly dead on the road behind you.

Trafficking Merch 2 (#46)

Location: Loren Square

Difficulty: Medium

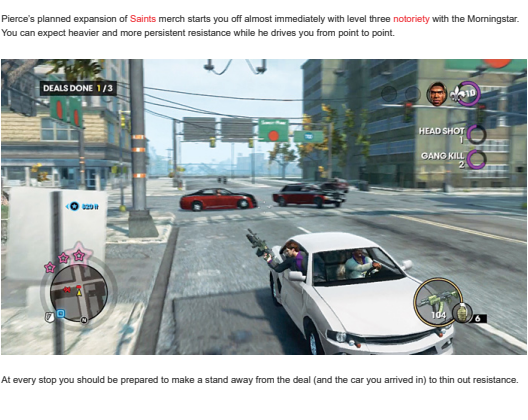
Deals Needed: 3

Cash Earned: $4,000

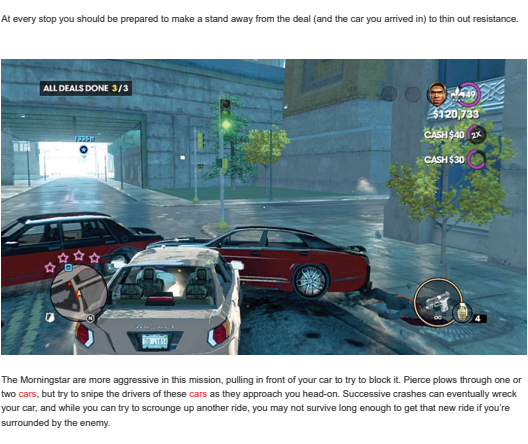
Respect Earned: 400

Rewards: 2% Morningstar Gang District Control—$29 per hour

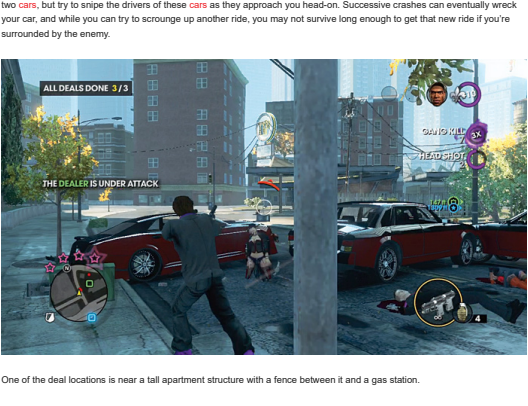
Pierce's planned expansion of Saints merch starts you off almost immediately with level three notoriety with the Morningstar. You can expect heavier and more persistent resistance while he drives you from point to point.


DEALS DONE 1/3
HEAD SHOT

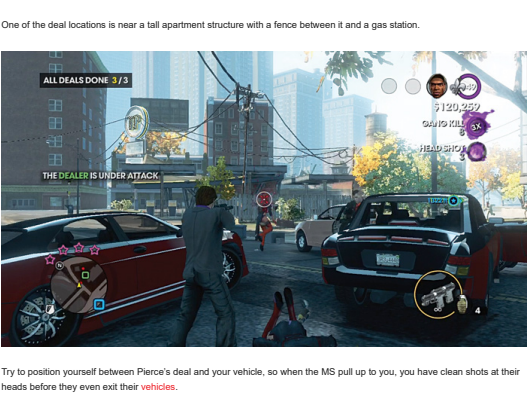
At every stop you should be prepared to make a stand away from the deal (and the car you arrived in) to thin out resistance.


ALL DEALS DONE 3/3

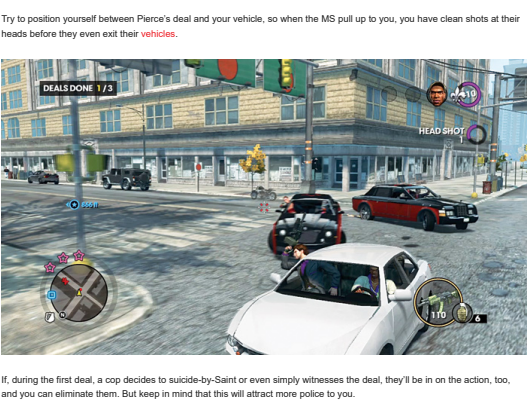
The Morningstar are more aggressive in this mission, pulling in front of your car to try to block it. Pierce plows through one or two cars, but try to snipe the drivers of these cars as they approach you head-on. Successive crashes can eventually wreck your car, and while you can try to scrounge up another ride, you may not survive long enough to get that new ride if you're surrounded by the enemy.


ALL DEALS DONE 3/3
THE DEALER IS UNDER ATTACK

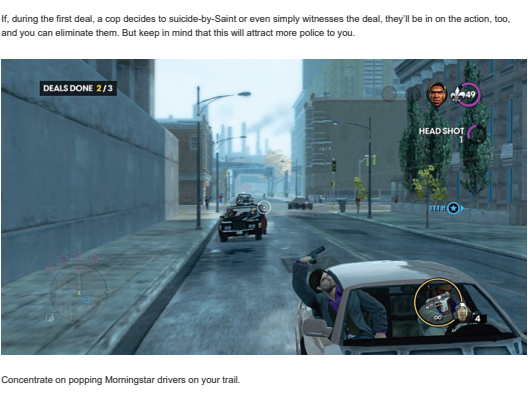
One of the deal locations is near a tall apartment structure with a fence between it and a gas station.


ALL DEALS DONE 3/3
THE DEALER IS UNDER ATTACK

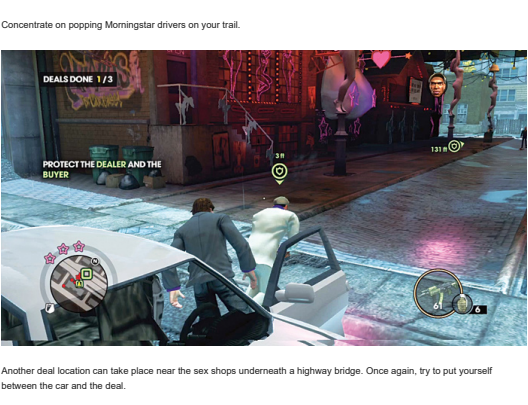
Try to position yourself between Pierce's deal and your vehicle, so when the MS pull up to you, you have clean shots at their heads before they even exit their vehicles.


DEALS DONE 1/3

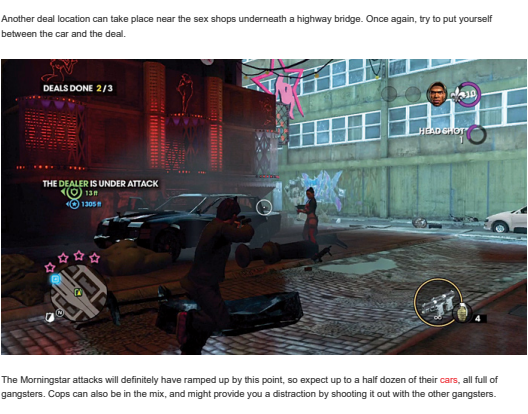
If, during the first deal, a cop decides to suicide-by-Saint or even simply witnesses the deal, they'll be in on the action, too, and you can eliminate them. But keep in mind that this will attract more police to you.


DEALS DONE 2/3
HEAD SHOT

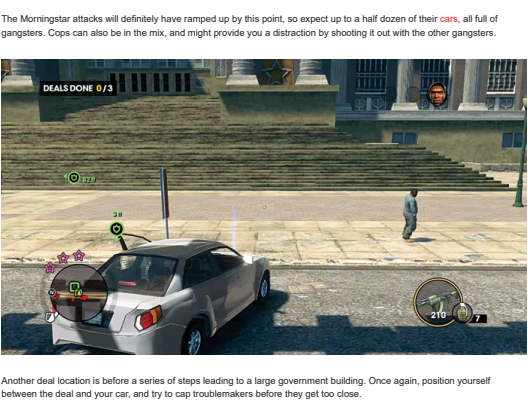
Concentrate on popping Morningstar drivers on your trail.


DEALS DONE 1/3
PROTECT THE DEALER AND THE BUYER

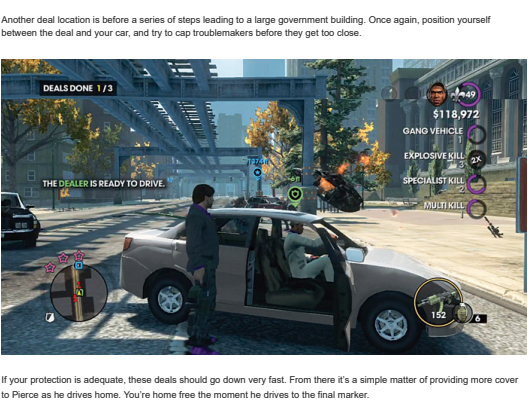
Another deal location can take place near the sex shops underneath a highway bridge. Once again, try to put yourself between the car and the deal.


DEALS DONE 2/3
THE DEALER IS UNDER ATTACK

The Morningstar attacks will definitely have ramped up by this point, so expect up to a half dozen of their cars, all full of gangsters. Cops can also be in the mix, and might provide you a distraction by shooting it out with the other gangsters.


DEALS DONE 0/3

Another deal location is before a series of steps leading to a large government building. Once again, position yourself between the deal and your car, and try to cap troublemakers before they get too close.


DEALS DONE 1/3
$114,972
GANG VEHICLE
EXPLOSIVE KILL
SPECIALIST KILL
MULTIKILL
THE DEALER IS READY TO DRIVE

If your protection is adequate, these deals should go down very fast. From there it's a simple matter of providing more cover to Pierce as he drives home. You're home free the moment he drives to the final marker.

Trafficking Merch 3 (#47)

Location: Sunset Park

Difficulty: Hard

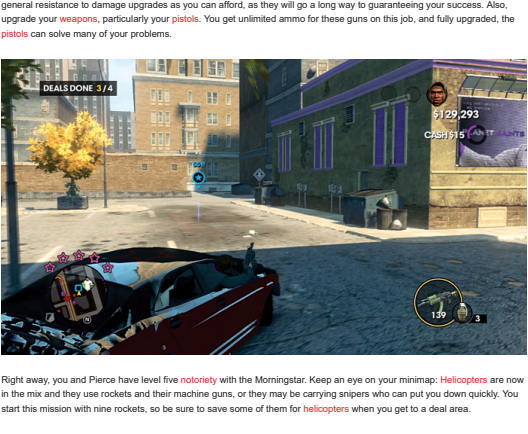
Deals Needed: 4

Cash Earned: $6,000

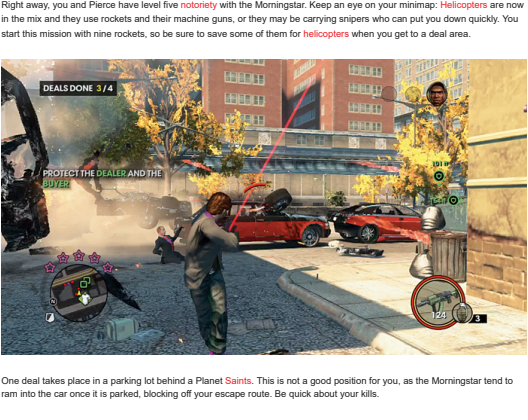
Respect Earned: 600

Reward: 2% Morningstar Gang District Control—$68 per hour

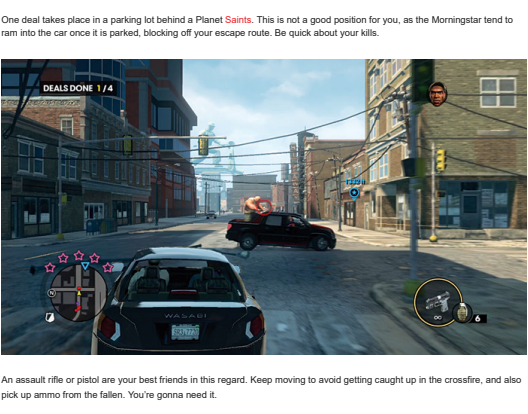
Hard missions demand a lot of your combat and survival skills. If you want to make things a bit easier for yourself, upgrade your character (and your homies) to have increased health. You also want to take health regen upgrades, and as many general resistance to damage upgrades as you can afford, as they will go a long way to guaranteeing your success. Also, upgrade your weapons, particularly your pistols. You get unlimited ammo for these guns on this job, and fully upgraded, the pistols can solve many of your problems.


DEALS DONE 0/4
$124,293

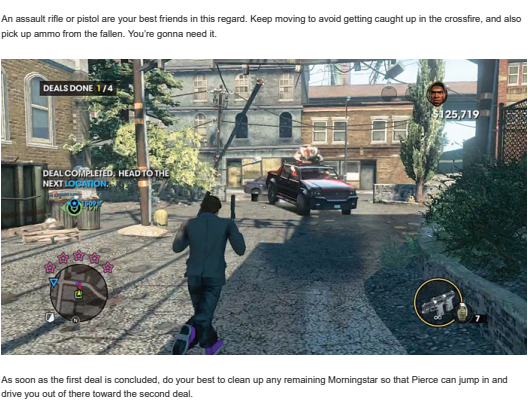
Right away, you and Pierce have level five notoriety with the Morningstar. Keep an eye on your minimap: Helicopters are now in the mix and they use rockets and their machine guns, or they may be carrying snipers who can put you down quickly. You start this mission with nine rockets, so be sure to save some of them for helicopters when you get to a deal area.


DEALS DONE 0/4
PROTECT THE DEALER AND THE BUYER

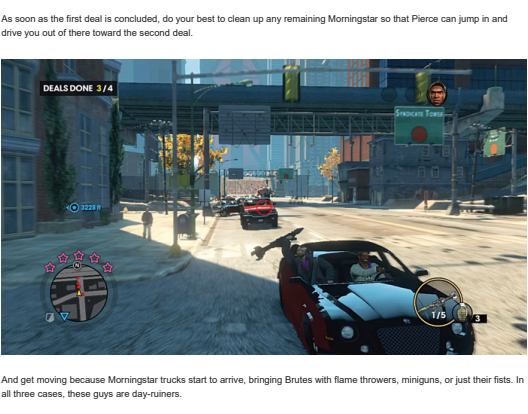
One deal takes place in a parking lot behind a Planet Saints. This is not a good position for you, as the Morningstar tend to ram into the car once it is parked, blocking off your escape route. Be quick about your kills.


DEALS DONE 1/4

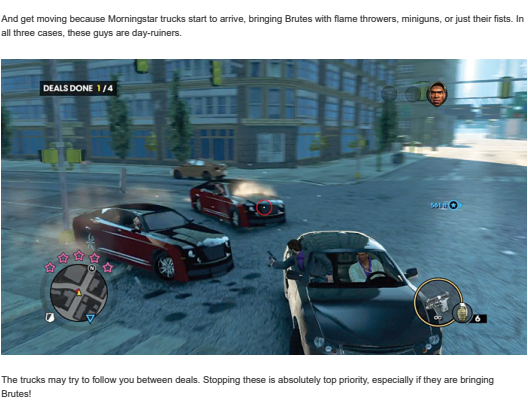
An assault rifle or pistol are your best friends in this regard. Keep moving to avoid getting caught up in the crossfire, and also pick up ammo from the fallen. You're gonna need it.


DEALS DONE 1/4
$125,719
DEAL COMPLETED. HEAD TO THE NEXT LOCATION.

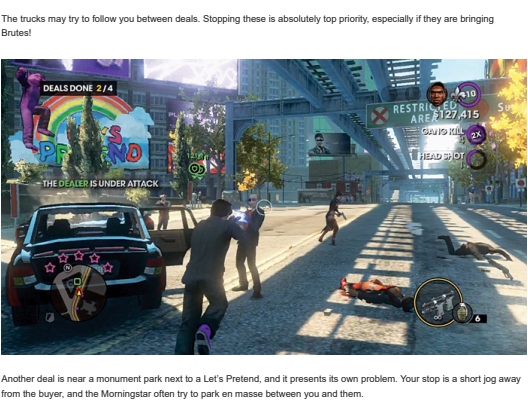
As soon as the first deal is concluded, do your best to clean up any remaining Morningstar so that Pierce can jump in and drive you out of there toward the second deal.


DEALS DONE 1/4

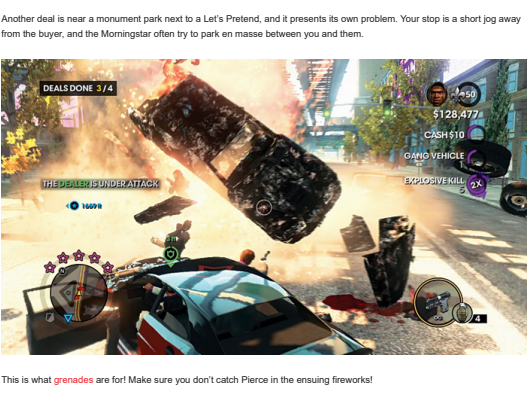
And get moving because Morningstar trucks start to arrive, bringing Brutes with flame throwers, miniguns, or just their fists. In all three cases, these guys are day-ruiners.


DEALS DONE 1/4

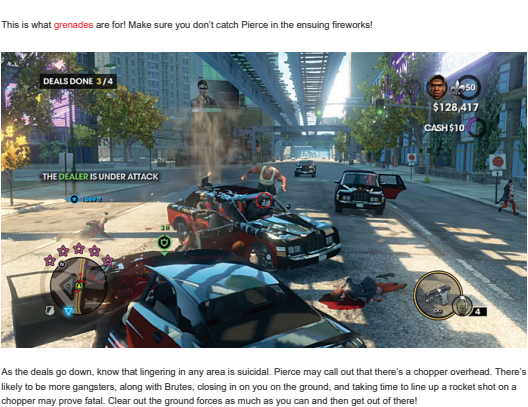
The trucks may try to follow you between deals. Stopping these is absolutely top priority, especially if they are bringing Brutes!


DEALS DONE 2/4
$127,415
THE DEALER IS UNDER ATTACK

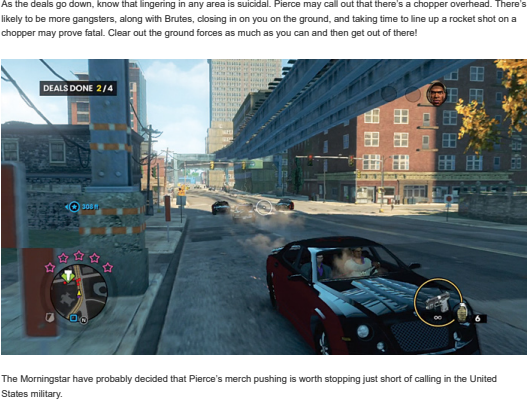
Another deal is near a monument park next to a Let's Pretend, and it presents its own problem. Your stop is a short jog away from the buyer, and the Morningstar often try to park en masse between you and them.


DEALS DONE 3/4
THE DEALER IS UNDER ATTACK

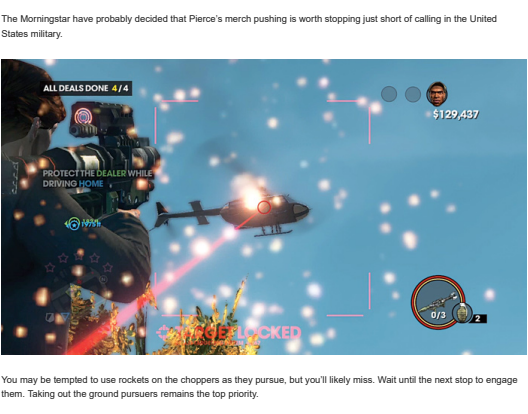
This is what grenades are for! Make sure you don't catch Pierce in the ensuing fireworks!


DEALS DONE 3/4
$128,417
CASH 130
THE DEALER IS UNDER ATTACK

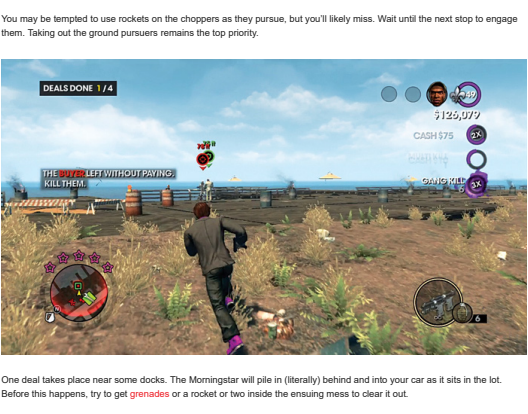
As the deals go down, know that lingering in any area is suicidal. Pierce may call out that there's a chopper overhead. There's likely to be more gangsters, along with Brutes, closing in on you on the ground, and taking time to line up a rocket shot on a chopper may prove fatal. Clear out the ground forces as much as you can and then get out of there!


DEALS DONE 3/4

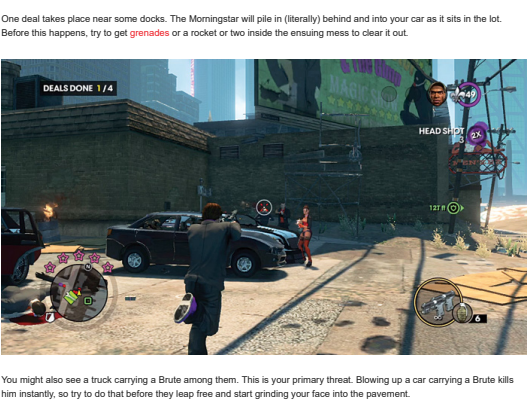
The Morningstar have probably decided that Pierce's merch pushing is worth stopping just short of calling in the United States military.


ALL DEALS DONE 4/4

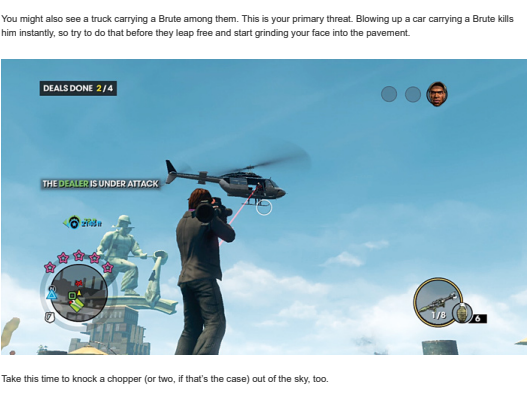
You may be tempted to use rockets on the choppers as they pursue, but you'll likely miss. Wait until the next stop to engage them. Taking out the ground pursuers remains the top priority.


DEALS DONE 1/4

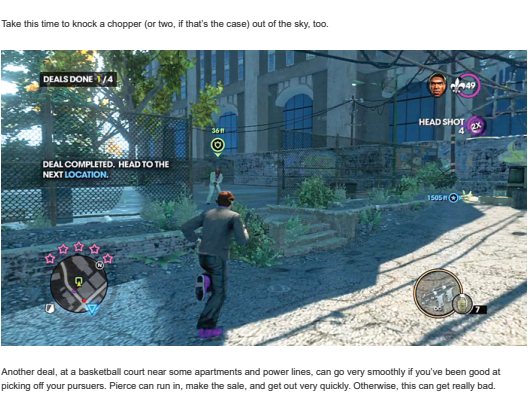
One deal takes place near some docks. The Morningstar will pile in (literally) behind and into your car as it sits in the lot. Before this happens, try to get grenades or a rocket or two inside the ensuing mess to clear it out.


DEALS DONE 1/4
HEAD SHOT

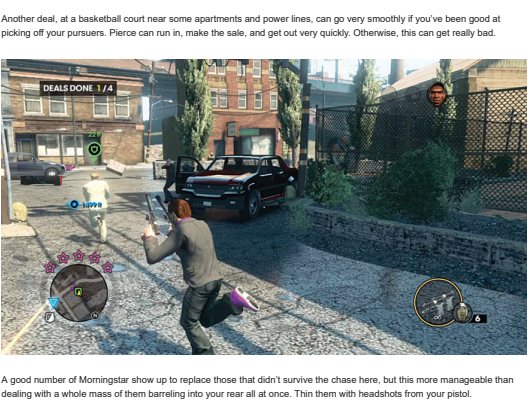
You might also see a truck carrying a Brute among them. This is your primary threat. Blowing up a car carrying a Brute kills him instantly, so try to do that before they leap free and start grinding your face into the pavement.


DEALS DONE 2/4
THE DEALER IS UNDER ATTACK

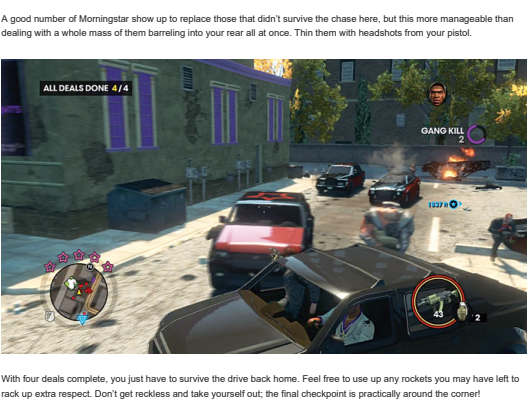
Take this time to knock a chopper (or two, if that's the case) out of the sky, too.


DEALS DONE 2/4
HEAD SHOT
DEAL COMPLETED. HEAD TO THE NEXT LOCATION.

Another deal, at a basketball court near some apartments and power lines, can go very smoothly if you've been good at picking off your pursuers. Pierce can run in, make the sale, and get out very quickly. Otherwise, this can get really bad.


DEALS DONE 3/4

A good number of Morningstar show up to replace those that didn't survive the chase here, but this more manageable than dealing with a whole mass of them barreling into your rear all at once. Thin them with headshots from your pistol.


ALL DEALS DONE 4/4
GANG KILL

With four deals complete, you just have to survive the drive back home. Feel free to use up any rockets you may have left to rack up extra respect. Don't get reckless and take yourself out; the final checkpoint is practically around the corner!

Trafficking Hos 1 (#48)

Location: Rosen Oaks

Difficulty: Easy

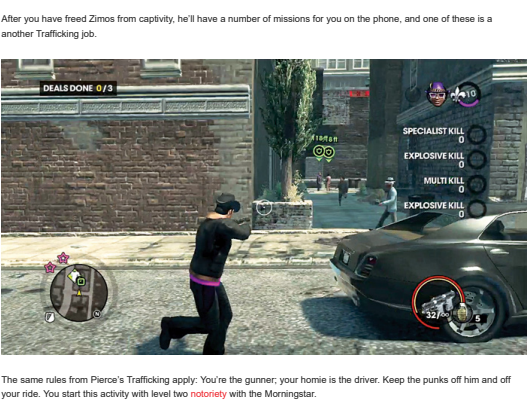
Deals Needed: 3

Cash Earned: $2,000

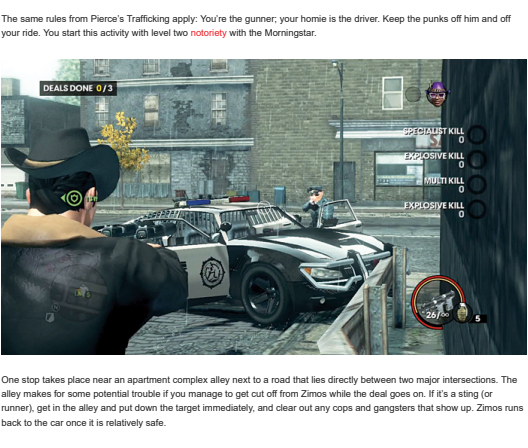
Respect Earned: 200

Rewards: 1% Morningstar Gang District Control—$47 per hour

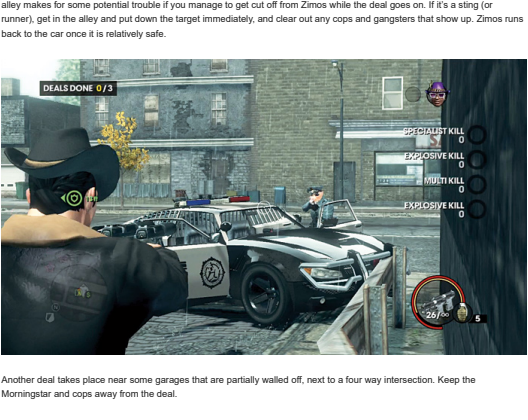
After you have freed Zimos from captivity, he'll have a number of missions for you on the phone, and one of these is a another Trafficking job.


DEALS DONE 0/3
SPECIALIST KILL
EXPLOSIVE KILL
MULTIKILL
EXPLOSIVE KILL

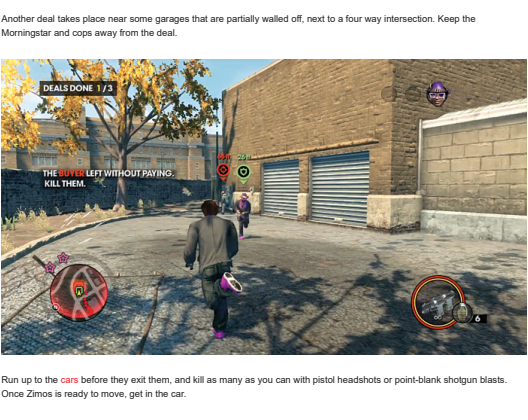
The same rules from Pierce's Trafficking apply: You're the gunner; your homie is the driver. Keep the punks off him and off your ride. You start this activity with level two notoriety with the Morningstar.


DEALS DONE 0/3

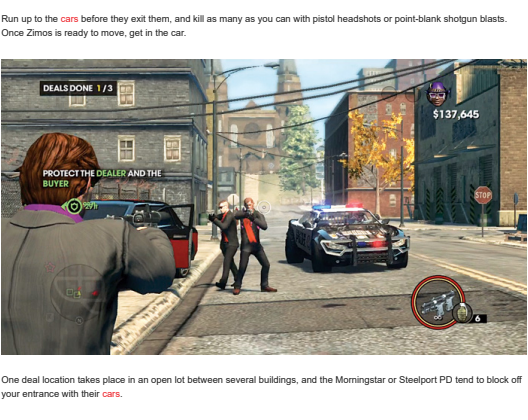
One stop takes place near an apartment complex alley next to a road that ties directly between two major intersections. The alley makes for some potential trouble if you manage to get cut off from Zimos while the deal goes on. If it's a sting (or runner), get in the alley and put down the target immediately, and clear out any cops and gangsters that show up. Zimos runs back to the car once it is relatively safe.


DEALS DONE 0/3

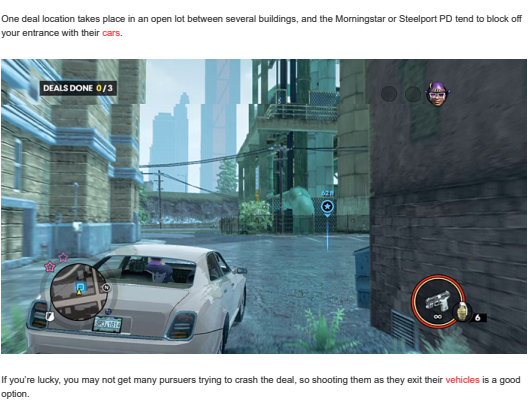
Another deal takes place near some garages that are partially walled off, next to a four way intersection. Keep the Morningstar and cops away from the deal.


DEALS DONE 1/3
LEFT WITHOUT PAYING! KILL THEM.

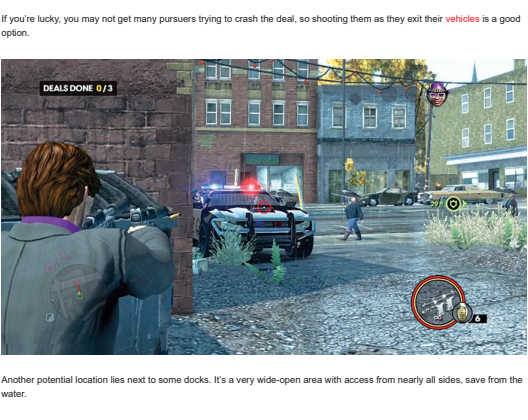
Run up to the cars before they exit them, and kill as many as you can with pistol headshots or point-blank shotgun blasts. Once Zimos is ready to move, get in the car.


DEALS DONE 1/3
$137,445
PROTECT THE DEALER AND THE BUYER

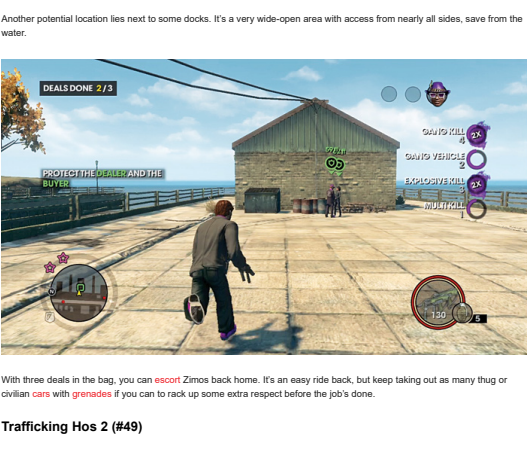
One deal location takes place in an open lot between several buildings, and the Morningstar or Steelport PD tend to block off your entrance with their cars.


DEALS DONE 0/3

If you're lucky, you may not get many pursuers trying to crash the deal, so shooting them as they exit their vehicles is a good option.


DEALS DONE 0/3

Another potential location lies next to some docks. It's a very wide-open area with access from nearly all sides, save from the water.


DEALS DONE 2/3
PROTECT THE DEALER AND THE BUYER

With three deals in the bag, you can escort Zimos back home. It's an easy ride back, but keep taking out as many thug or civilian cars with grenades if you can to rack up some extra respect before the job's done.

Trafficking Hos 2 (#49)

Location: Espina

Difficulty: Medium

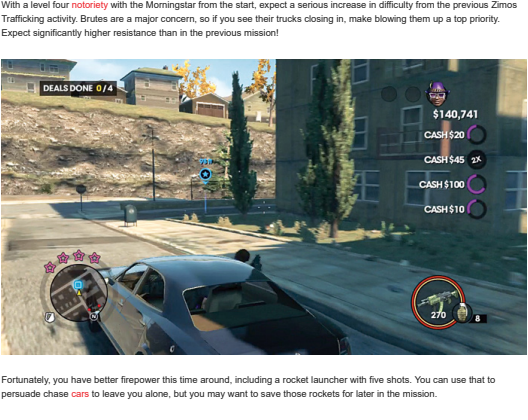
Deals Needed: 4

Cash Earned: $4,000

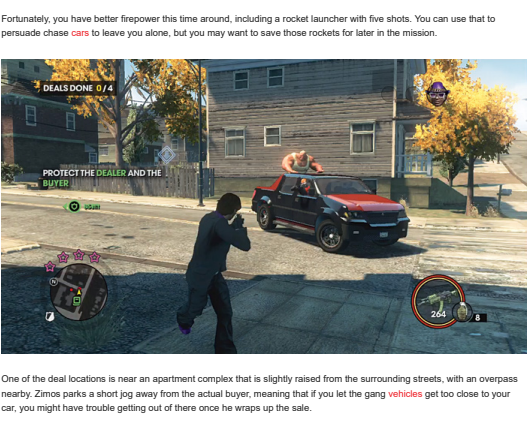
Respect Earned: 400

Reward: 3% Morningstar Gang District Control—$80 per hour

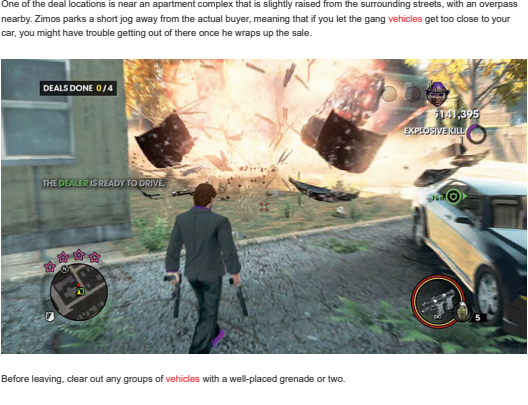
With a level four notoriety with the Morningstar from the start, expect a serious increase in difficulty from the previous Zimos Trafficking activity. Brutes are a major concern, so if you see their trucks closing in, make blowing them up a top priority. Expect significantly higher resistance than in the previous mission!


DEALS DONE 0/4
$140,741
CASH 120
CASH 140
CASH 130
CASH 110

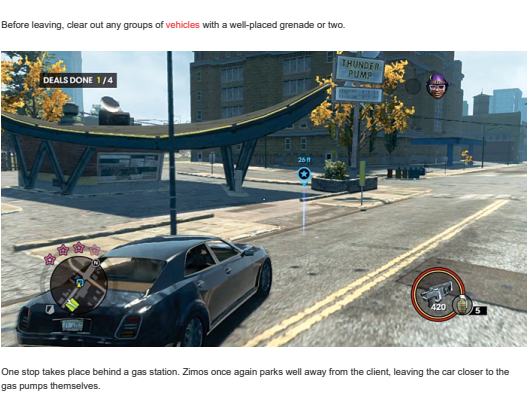
Fortunately, you have better firepower this time around, including a rocket launcher with five shots. You can use that to persuade chase cars to leave you alone, but you may want to save those rockets for later in the mission.


DEALS DONE 0/4
PROTECT THE DEALER AND THE BUYER

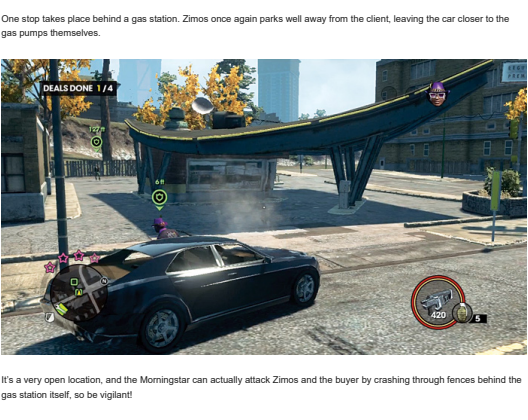
One of the deal locations is near an apartment complex that is slightly raised from the surrounding streets, with an overpass nearby. Zimos parks a short jog away from the actual buyer, meaning that if you let the gang vehicles get too close to your car, you might have trouble getting out of there once he wraps up the sale.


DEALS DONE 0/4

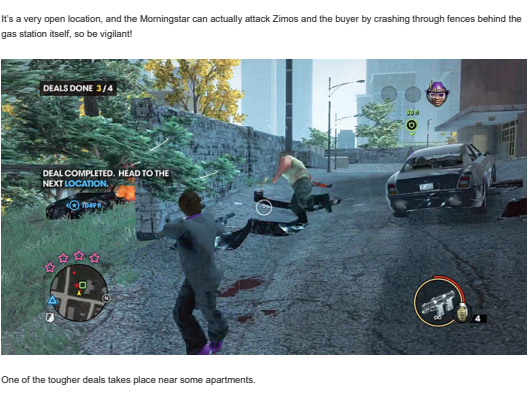
Before leaving, clear out any groups of vehicles with a well-placed grenade or two.


DEALS DONE 1/4

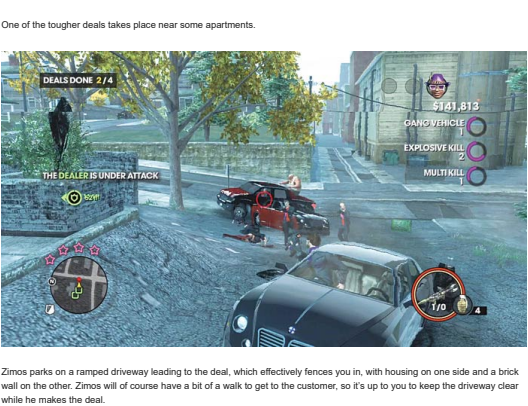
One stop takes place behind a gas station. Zimos once again parks well away from the client, leaving the car closer to the gas pumps themselves.


DEALS DONE 1/4

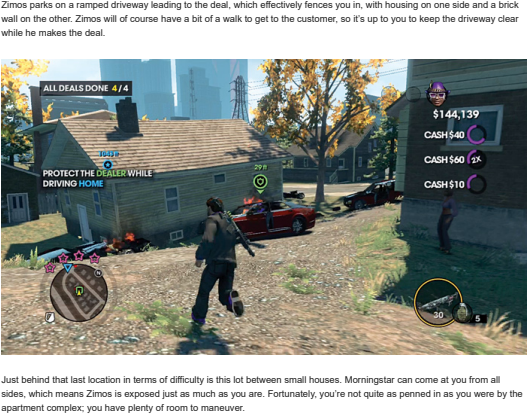
It's a very open location, and the Morningstar can actually attack Zimos and the buyer by crashing through fences behind the gas station itself, so be vigilant!


DEALS DONE 2/4
HEAD SHOT
DEAL COMPLETED. HEAD TO THE NEXT LOCATION.

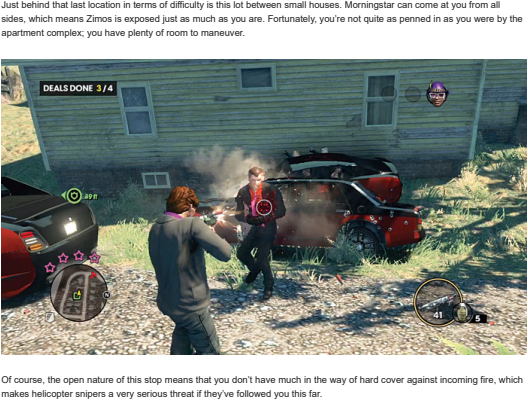
One of the tougher deals takes place near some apartments.


DEALS DONE 2/4
$141,413
GANG VEHICLE
EXPLOSIVE KILL
MULTIKILL
THE DEALER IS UNDER ATTACK

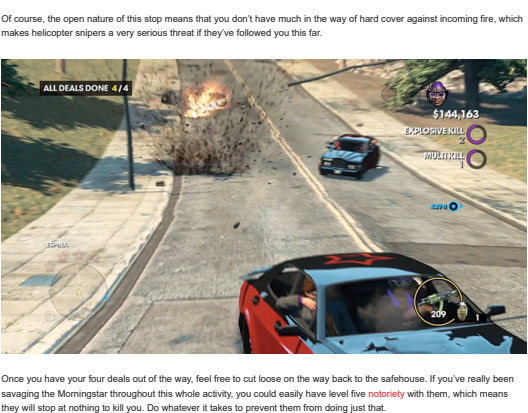
Zimos parks on a ramped driveway leading to the deal, which effectively fences you in, with housing on one side and a brick wall on the other. Zimos will of course have a bit of a walk to get to the customer, so it's up to you to keep the driveway clear while he makes the deal.


ALL DEALS DONE 4/4
$144,139
CASH 140
CASH 140
CASH 110
PROTECT THE DEALER WHILE DRIVING HOME

Just behind that last location in terms of difficulty is this lot between small houses. Morningstar can come at you from all sides, which means Zimos is exposed just as much as you are. Fortunately, you're not quite as penned in as you were by the apartment complex, you have plenty of room to maneuver.


DEALS DONE 3/4

Of course, the open nature of this stop means that you don't have much in the way of hard cover against incoming fire, which makes helicopter snipers a very serious threat if they've followed you this far.


ALL DEALS DONE 4/4

Once you have your four deals out of the way, feel free to cut loose on the way back to the safehouse. If you've really been savaging the Morningstar throughout this whole activity, you could easily have level five notoriety with them, which means they will stop at nothing to kill you. Do whatever it takes to prevent them from doing just that.

Trafficking Hos 3 (#50)

Location: Espina

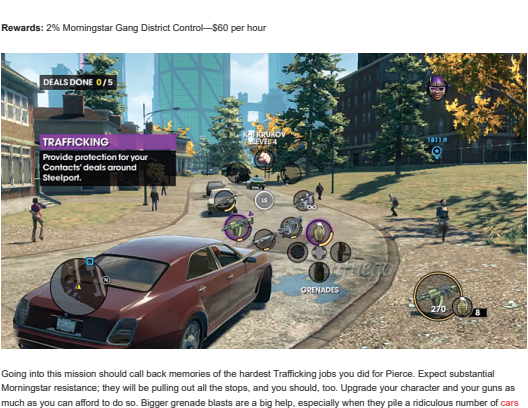
Difficulty: Hard

Deals Needed: 5

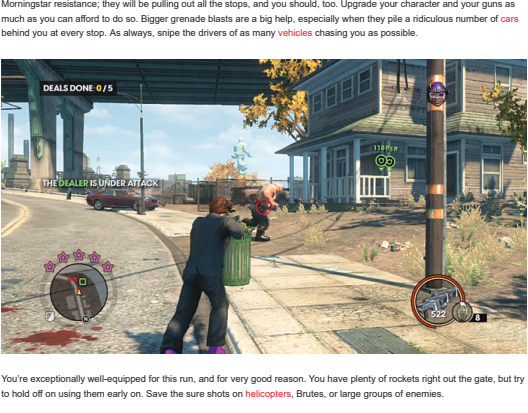
Cash Earned: $6,000

Respect Earned: 600

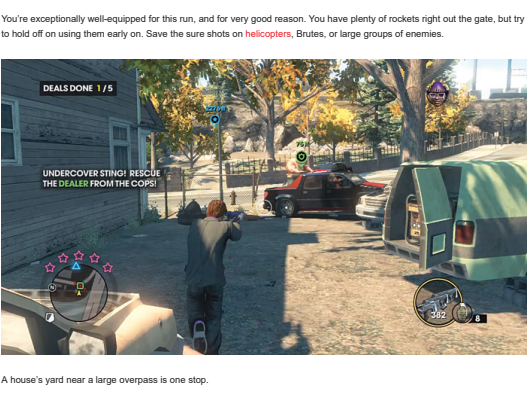
Rewards: 2% Morningstar Gang District Control—$60 per hour


DEALS DONE 0/5
TRAFFICKING
Provide protection for your Contacts' deals around Steelport.

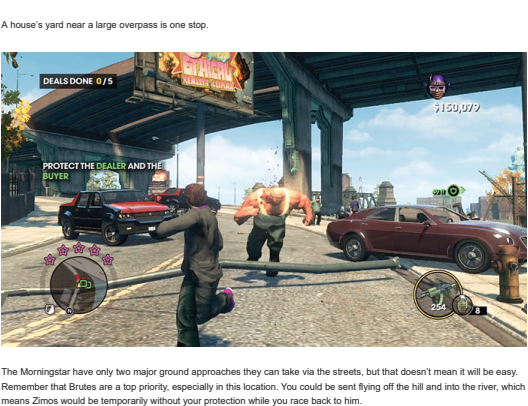
Going into this mission should call back memories of the hardest Trafficking jobs you did for Pierce. Expect substantial Morningstar resistance; they will be pulling out all the stops, and you should, too. Upgrade your character and your guns as much as you can afford to do so. Bigger grenade blasts are a big help, especially when they pile a ridiculous number of cars behind you at every stop. As always, snipe the drivers of as many vehicles chasing you as possible.


DEALS DONE 0/5
THE DEALER IS UNDER ATTACK

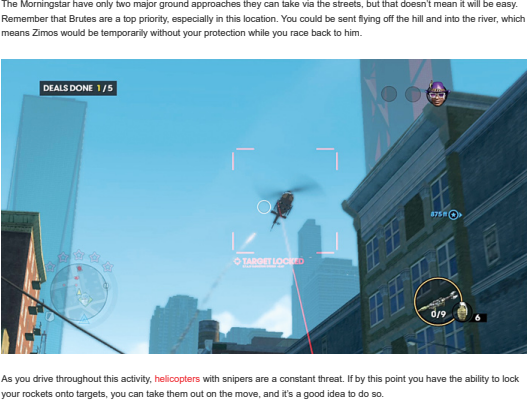
You're exceptionally well-equipped for this run, and for very good reason. You have plenty of rockets right out the gate, but try to hold off on using them early on. Save the sure shots on helicopters, Brutes, or large groups of enemies.


DEALS DONE 1/5
UNDERCOVER STING! BEAT THE DEALER FROM THE COPS

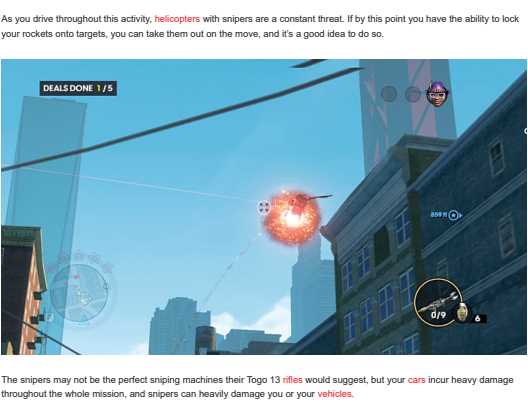
A house's yard near a large overpass is one stop.


DEALS DONE 0/5
PROTECT THE DEALER AND THE BUYER

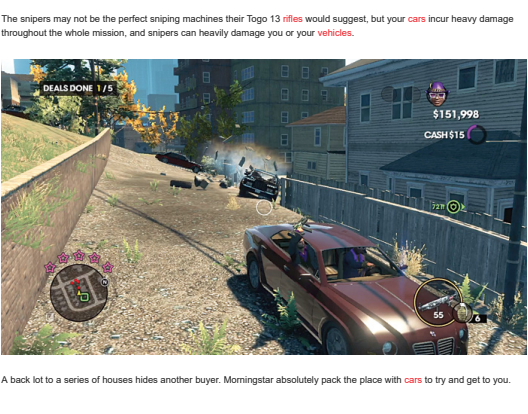
The Morningstar have only two major ground approaches they can take via the streets, but that doesn't mean it will be easy. Remember that Brutes are a top priority, especially in this location. You could be sent flying off the hill and into the river, which means Zimos would be temporarily without your protection while you race back to him.


DEALS DONE 1/5

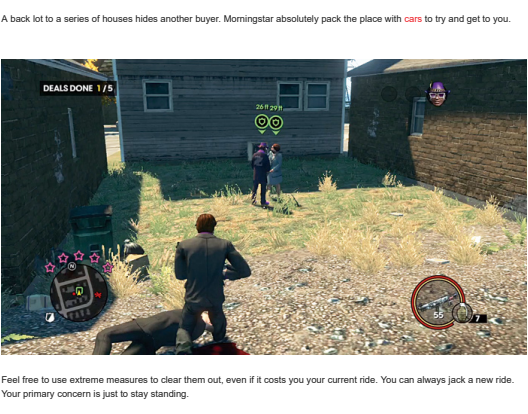
As you drive throughout this activity, helicopters with snipers are a constant threat. If by this point you have the ability to lock your rockets onto targets, you can take them out on the move, and it's a good idea to do so.


DEALS DONE 1/5

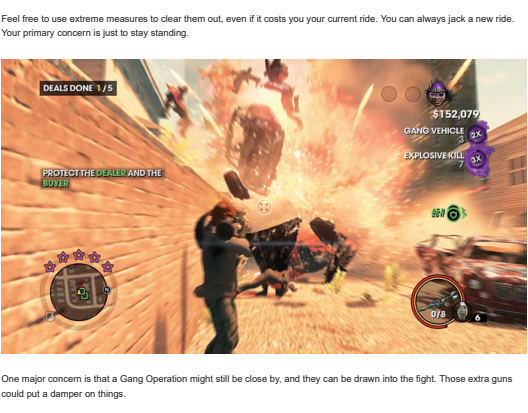
The snipers may not be the perfect sniping machines their Tyga 13 rifles would suggest, but your cars may incur heavy damage throughout the whole mission, and snipers can heavily damage you or your vehicles.


DEALS DONE 1/5
$151,998
CASH 115

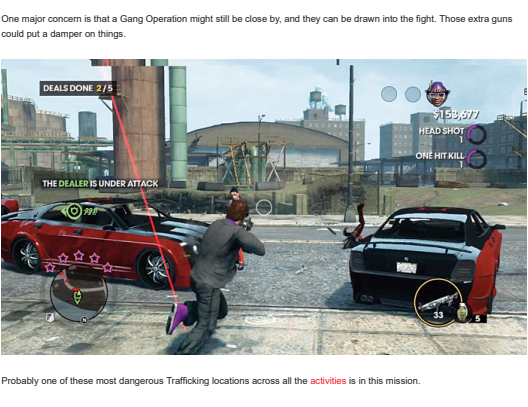
A back lot to a series of houses hides another buyer. Morningstar absolutely pack the place with cars to try and get to you.


DEALS DONE 1/5

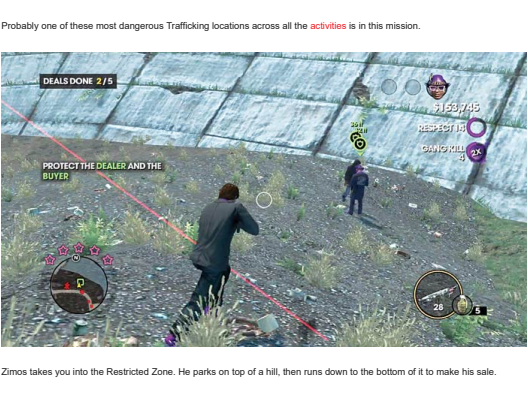
Feel free to use extreme measures to clear them out, even if it costs you your current ride. You can always jack a new ride. Your primary concern is just to stay standing.


DEALS DONE 1/5
$152,079
GANG VEHICLE
EXPLOSIVE KILL
PROTECT THE DEALER AND THE BUYER

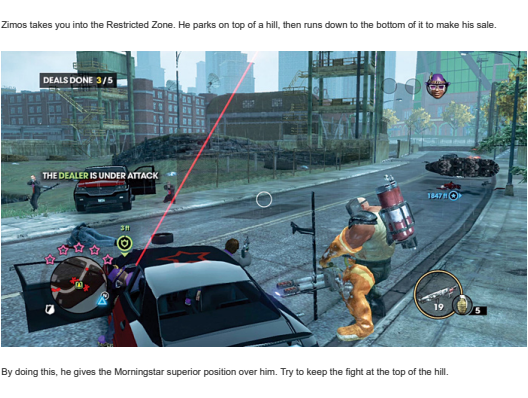
One major concern is that a Gang Operation might still be close by, and they can be drawn into the fight. Those extra guns could put a damper on things.


DEALS DONE 2/5
$152,677
HEAD SHOT
ONE HIT KILL
THE DEALER IS UNDER ATTACK

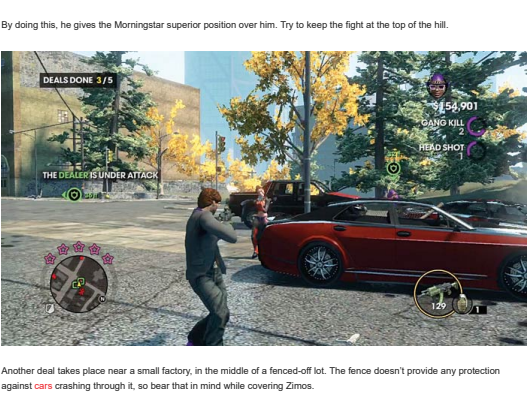
Probably one of these most dangerous Trafficking locations across all the activities is in this mission.


DEALS DONE 2/5
HEAD SHOT
GANG KILL
PROTECT THE DEALER AND THE BUYER

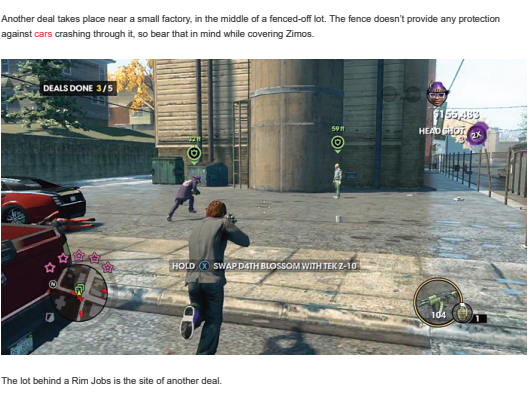
Zimos takes you into the Restricted Zone. He parks on top of a hill, then runs down to the bottom of it to make his sale.


DEALS DONE 3/5
THE DEALER IS UNDER ATTACK

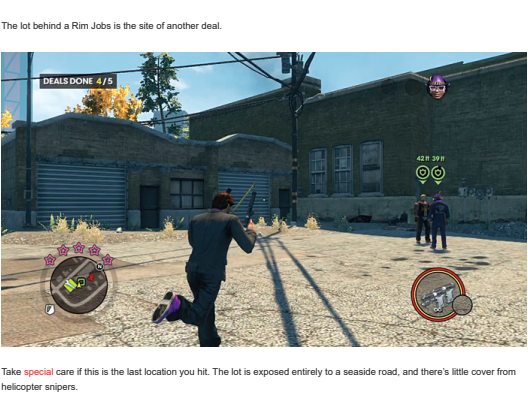
By doing this, he gives the Morningstar superior position over him. Try to keep the fight at the top of the hill.


DEALS DONE 3/5
$154,901
GANG KILL
HEAD SHOT
THE DEALER IS UNDER ATTACK

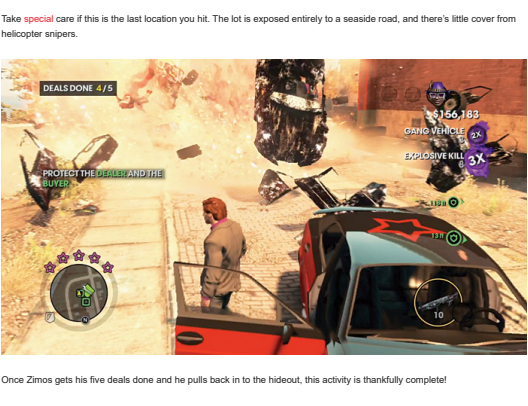
Another deal takes place near a small factory, in the middle of a fenced-off lot. The fence doesn't provide any protection against cars crashing through it, so bear that in mind while covering Zimos.


DEALS DONE 3/5
HEAD SHOT
HOLD SWAP DEATH BLOSSOM WITH TEK Z-10

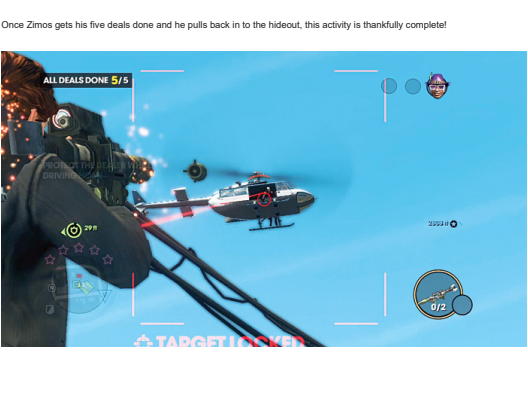
The lot behind a Rim Jobs is the site of another deal.

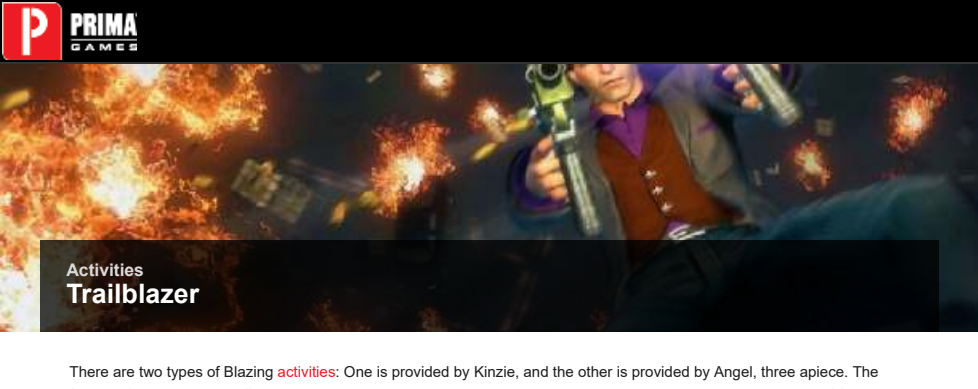

DEALS DONE 4/5

Take special care if this is the last location you hit. The lot is exposed entirely to a seaside road, and there's little cover from helicopter snipers.


DEALS DONE 4/5
GANG VEHICLE
EXPLOSIVE KILL
PROTECT THE DEALER AND THE BUYER

Once Zimos gets his five deals done and he pulls back in to the hideout, this activity is thankfully complete!

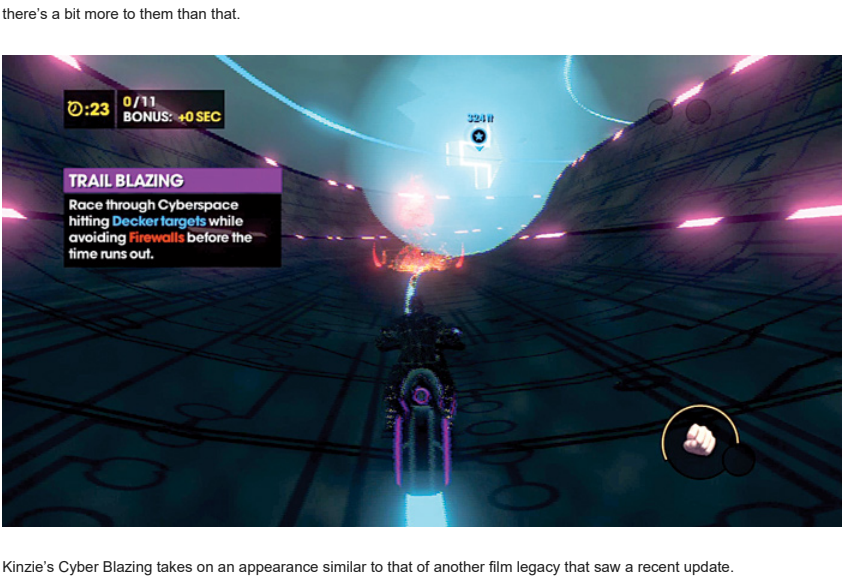

ALL DEALS DONE 5/5
TARGET LOCKED



Activities

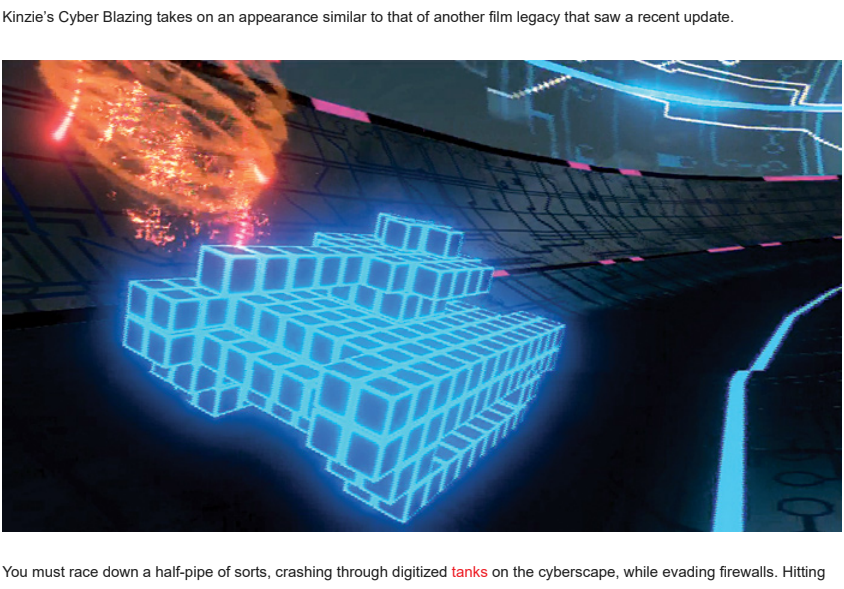
Trailblazer

There are two types of Blazing activities: One is provided by Kinzie, and the other is provided by Angel, three apiece. The flavors of both are quite different, but both ultimately involve running into some things while avoiding other things. Of course, there's a bit more to them than that.


:23
0/11
BONUS: +0 SEC

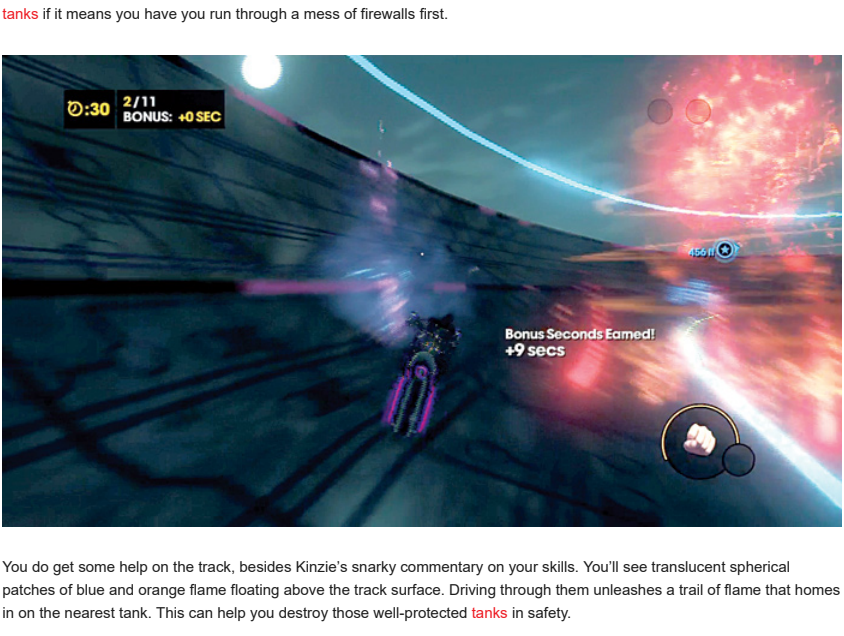
TRAIL BLAZING
Race through Cyberspace hitting Decker targets while avoiding Firewalls before the time runs out.

Kinzie's Cyber Blazing takes on an appearance similar to that of another film legacy that saw a recent update.

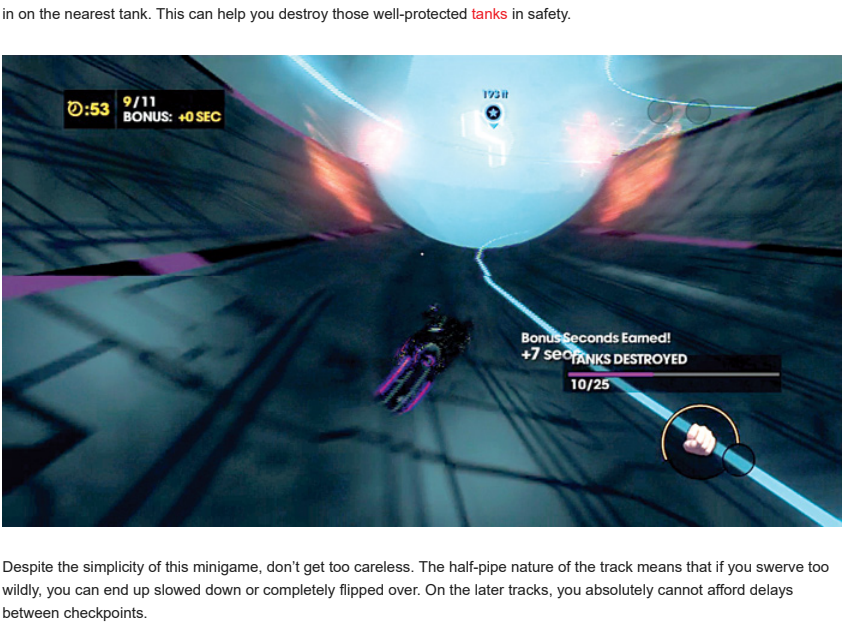


You must race down a half-pipe of sorts, crashing through digitized tanks on the cyberscape, while evading firewalls. Hitting the tanks improves your time bonus by 2 seconds, which adds to your time limit as you reach each checkpoint.

The checkpoints add 7 (8 on the Hard difficulty) seconds to the clock before the time bonus is added. Hitting a firewall takes 2 seconds off the clock, and the tracks sometimes bury tanks among firewalls. Use your best judgment and avoid going for tanks if it means you have you run through a mess of firewalls first.

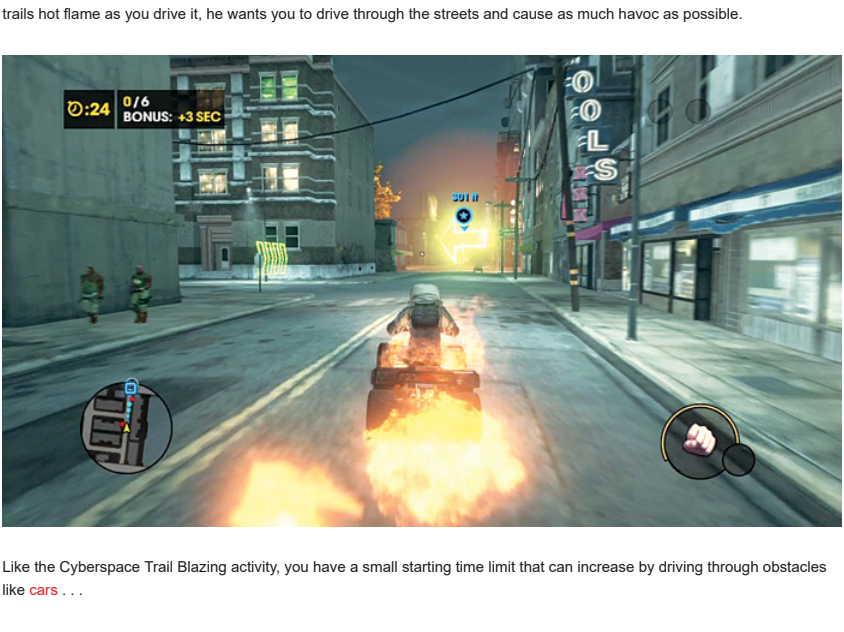

:30
2/11
BONUS: +0 SEC
Bonus Seconds Earned!
+9 secs

You do get some help on the track, besides Kinzie's snarky commentary on your skills. You'll see translucent spherical patches of blue and orange flame floating above the track surface. Driving through them unleashes a trail of flame that homes in on the nearest tank. This can help you destroy those well-protected tanks in safety.


:53
9/11
BONUS: +0 SEC
Bonus Seconds Earned!
+7 secs
TANKS DESTROYED
10/25

Despite the simplicity of this minigame, don't get too careless. The half-pipe nature of the track means that if you swerve too wildly, you can end up slowed down or completely flipped over. On the later tracks, you absolutely cannot afford delays between checkpoints.

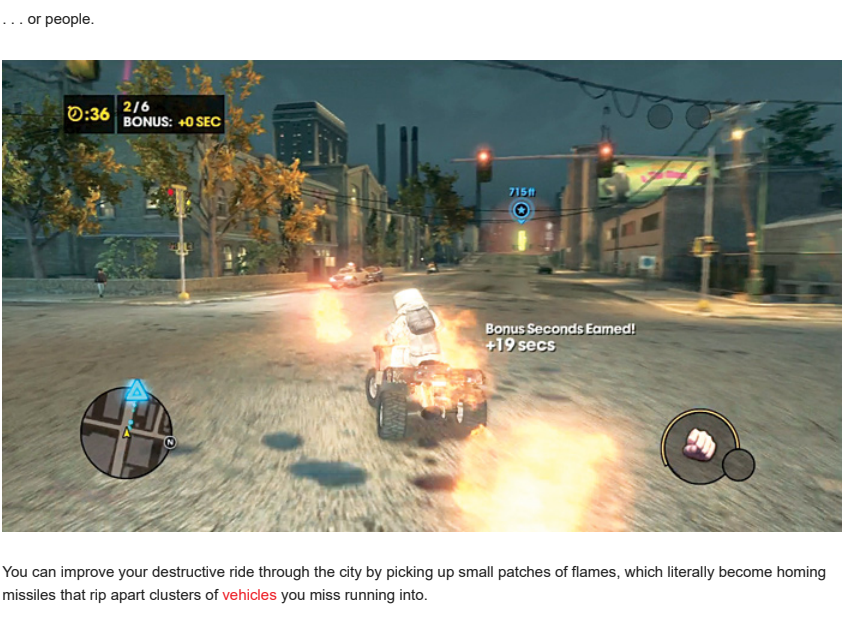
And then there's Angel De LaMuerte. He believes you are still not bad enough to handle the Luchadores, so he has a special training session in mind for you. After equipping you with a heat-resistant space suit, and sticking you on a quad bike that trails hot flame as you drive it, he wants you to drive through the streets and cause as much havoc as possible.


:24
0/6
BONUS: +3 SEC

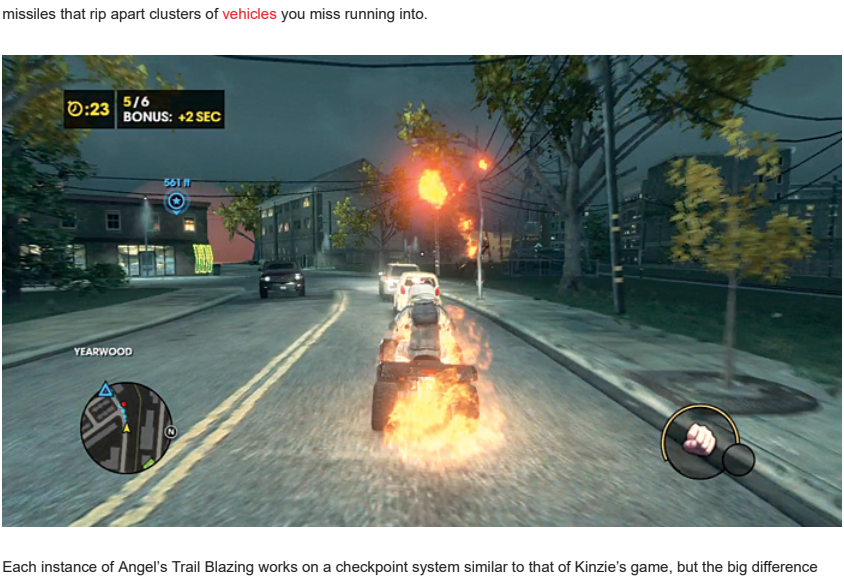
Like the Cyberspace Trail Blazing activity, you have a small starting time limit that can increase by driving through obstacles like cars . . .

:26
1/12
BONUS: +2 SEC

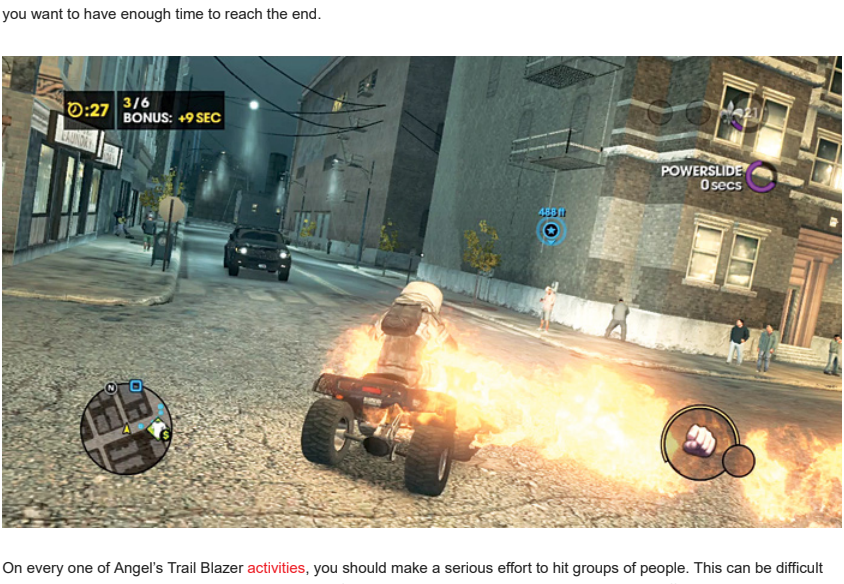
. . . or people.


:36
2/6
BONUS: +0 SEC
Bonus Seconds Earned!
+19 secs

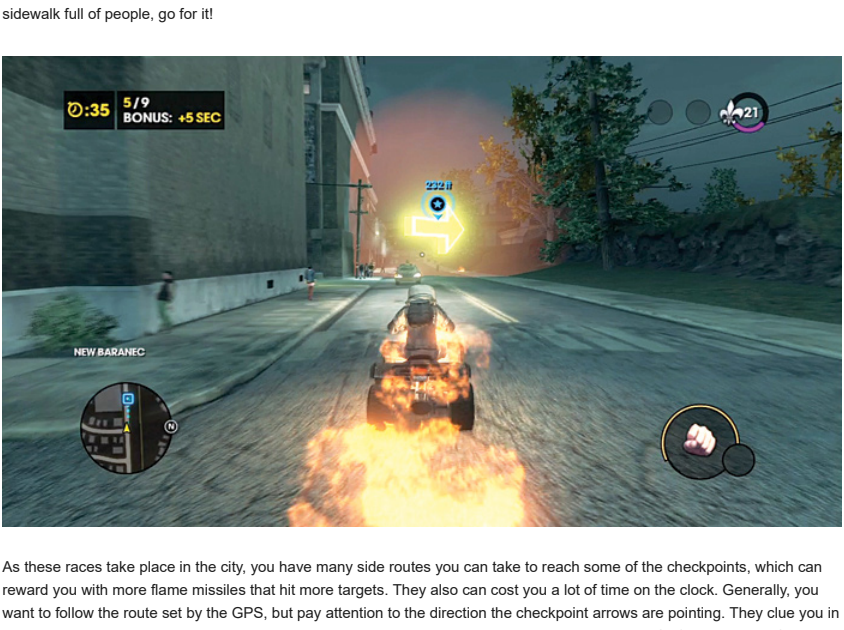
You can improve your destructive ride through the city by picking up small patches of flames, which literally become homing missiles that rip apart clusters of vehicles you miss running into.


:23
5/6
BONUS: +2 SEC
YEARWOOD

Each instance of Angel's Trail Blazing works on a checkpoint system similar to that of Kinzie's game, but the big difference here is that you're in the city and have much more space to play in. Each checkpoint is marked by arrows that basically tell you in what direction you should travel to get to the next checkpoint. A big difference is that once you get to a checkpoint in this mode, you get your time bonus, and it is reset to zero, meaning you must keep up the destruction between checkpoints if you want to have enough time to reach the end.


:27
3/6
BONUS: +9 SEC
POWERSLIDE
0 secs

On every one of Angel's Trail Blazer activities, you should make a serious effort to hit groups of people. This can be difficult as sidewalk obstacles, combined with the impact of the bodies, can slow you down and knock you off course and into a wall, but the time bonus you get from hitting a pedestrian is two seconds, compared to the one second per car. Any time you see a sidewalk full of people, go for it!


:35
5/9
BONUS: +5 SEC
21
NEW BARANEC

As these races take place in the city, you have many side routes you can take to reach some of the checkpoints, which can reward you with more flame missiles that hit more targets. They also can cost you a lot of time on the clock. Generally, you want to follow the route set by the GPS, but pay attention to the direction the checkpoint arrows are pointing. They clue you in to where checkpoint is, assuming you could drive through everything completely unhindered. The GPS has a habit of pointing out the most direct road route to a checkpoint, which isn't necessarily the fastest. Feel free to pause the game to map out a route if necessary

Trail Blazer 1—Kinzie: Cyber (#51)

Location: Salander

Difficulty: Easy

Checkpoints: 11

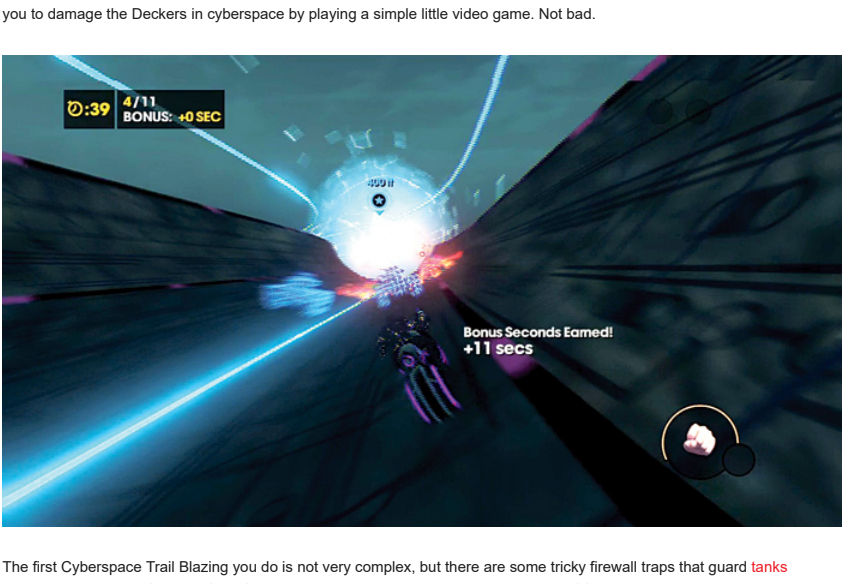
Starting Time Limit: 0:25

Cash Earned: $2,000

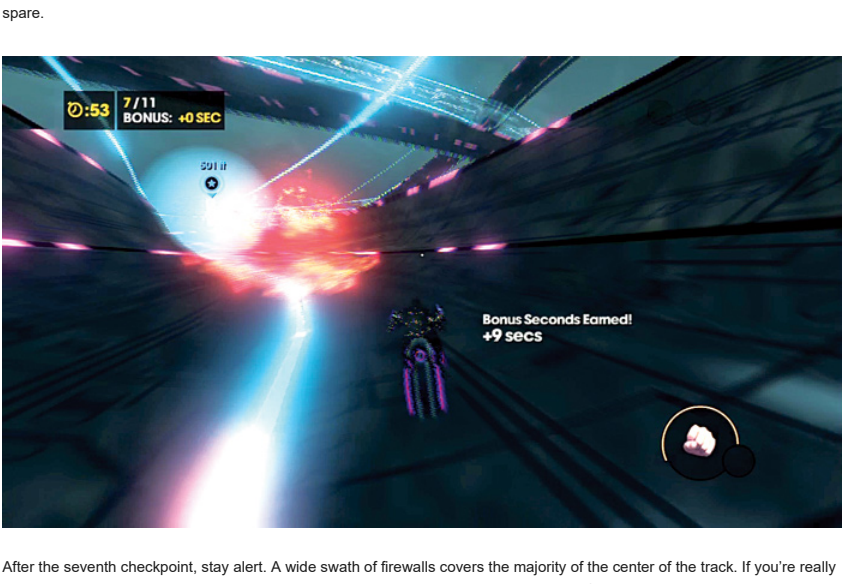
Respect Earned: 200

Rewards: 5% Deckers Gang District Control—$197 per hour

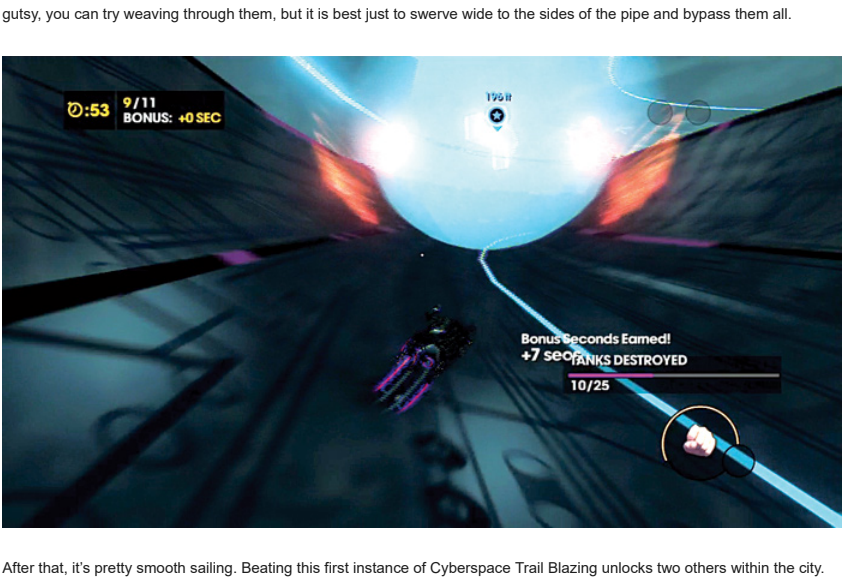
When you call Kinzie up for this activity, she claims she needs help with boxes. The boss of the Saints is decidedly less than amused, but Kinzie does manage to salvage your interest by telling you of a neat little program she's developed that will allow you to damage the Deckers in cyberspace by playing a simple little video game. Not bad.


:39
4/11
BONUS: +0 SEC
Bonus Seconds Earned!
+11 secs

The first Cyberspace Trail Blazing you do is not very complex, but there are some tricky firewall traps that guard tanks between checkpoints four and five. If you're willing to risk it, you can graze the sides of firewalls and not incur a penalty. But what really counts the most on this and any future Cyber Trail Blazing missions is maintaining good speed through the whole track. You can miss many tanks, but as long as you're evading the firewalls, you can make it to each checkpoint with time to spare.


:53
7/11
BONUS: +0 SEC
Bonus Seconds Earned!
+9 secs

After the seventh checkpoint, stay alert. A wide swath of firewalls covers the majority of the center of the track. If you're really gutsy, you can try weaving through them, but it is best just to swerve wide to the sides of the pipe and bypass them all.


:53
9/11
BONUS: +0 SEC
Bonus Seconds Earned!
+7 secs
TANKS DESTROYED
10/25

After that, it's pretty smooth sailing. Beating this first instance of Cyberspace Trail Blazing unlocks two others within the city.

Trail Blazer 2—Kinzie: Cyber (#52)

Location: Burns Hill

Difficulty: Medium

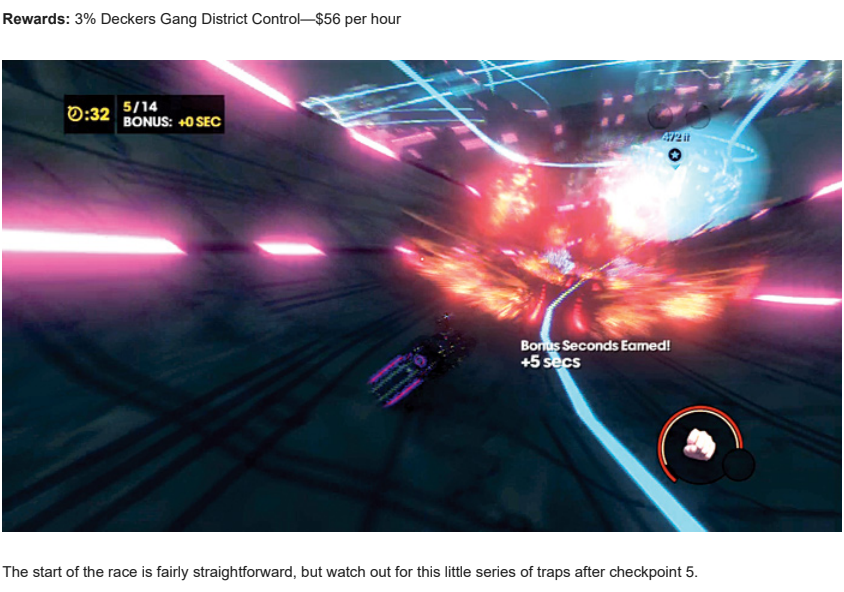
Checkpoints: 14

Starting Time Limit: 0:30

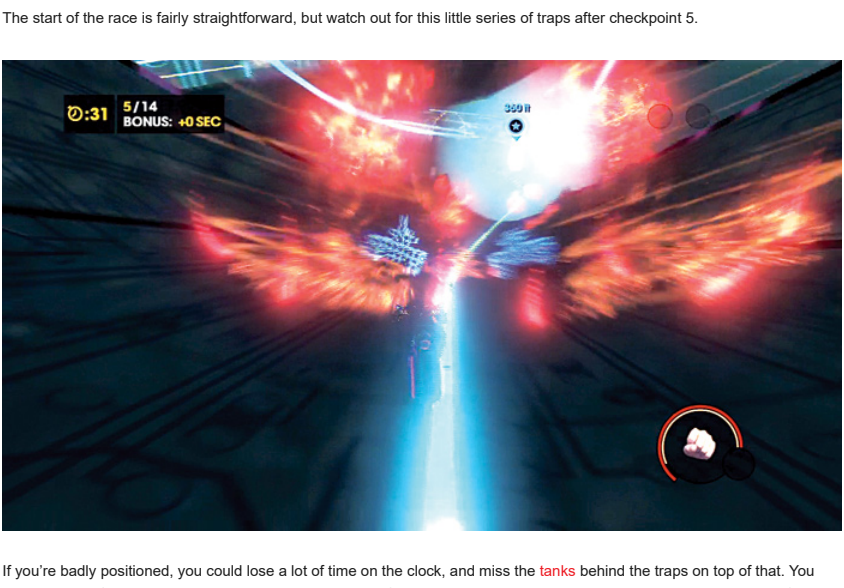
Cash Earned: $4,000

Respect Earned: 400

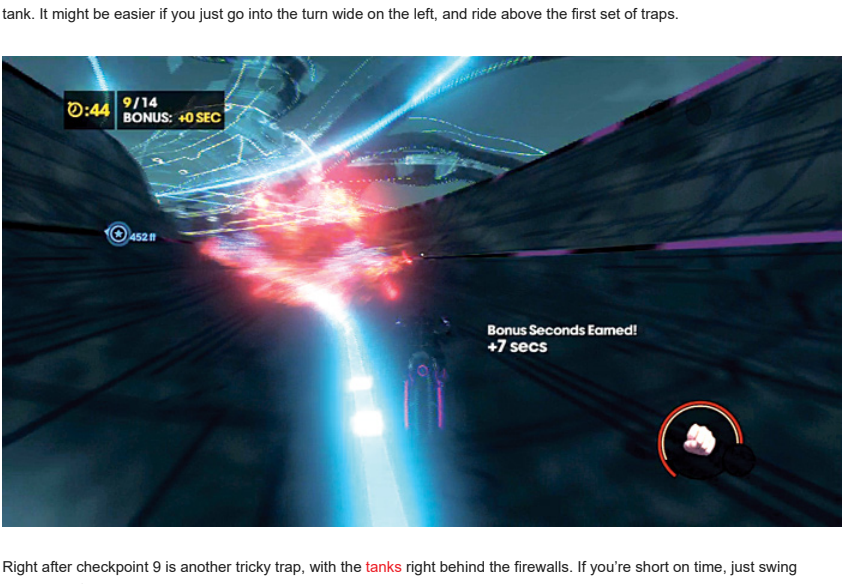
Rewards: 3% Deckers Gang District Control—$56 per hour


:32
5/14
BONUS: +0 SEC
Bonus Seconds Earned!
+5 secs

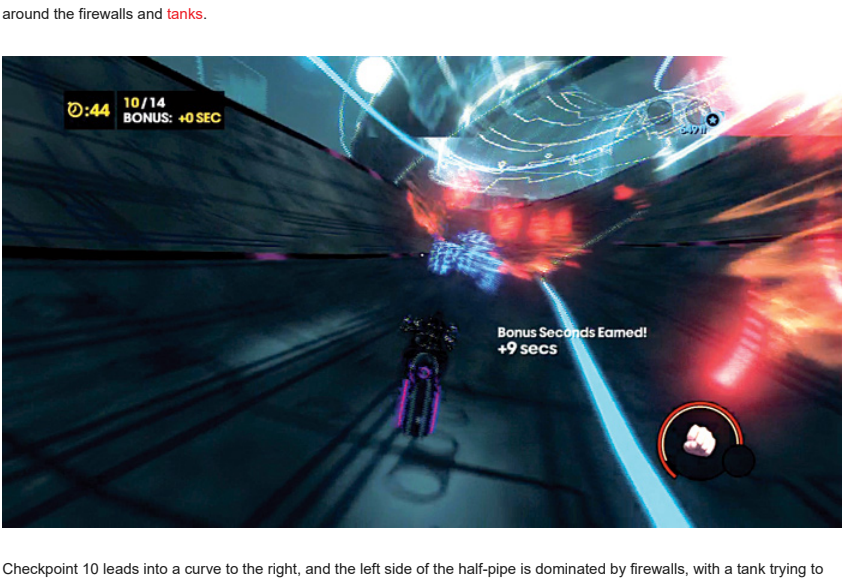
The start of the race is fairly straightforward, but watch out for this little series of traps after checkpoint 5.


:31
5/14
BONUS: +0 SEC

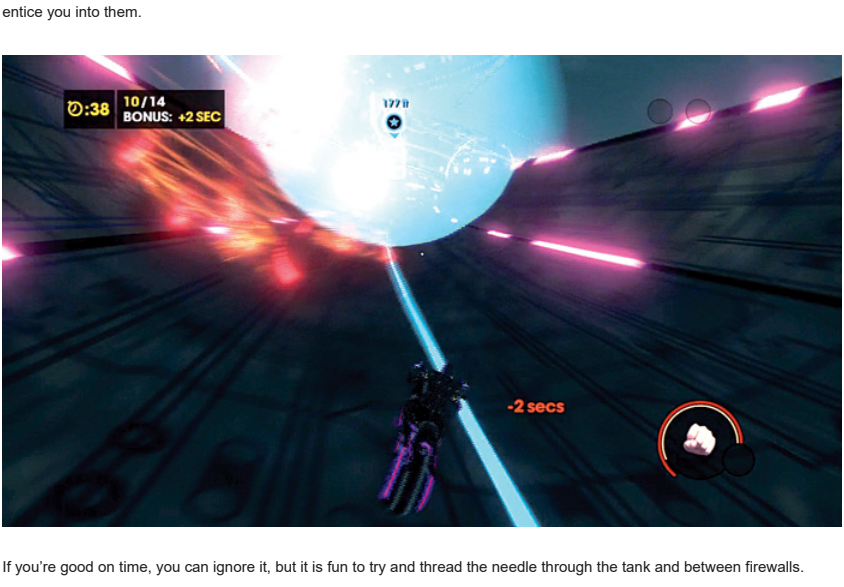
If you're badly positioned, you could lose a lot of time on the clock, and miss the tanks behind the traps on top of that. You could try to knife through the gap in the center, then cut left or right to evade the last trap in the middle, while gunning for a tank. It might be easier if you just go into the turn wide on the left, and ride above the first set of traps.


:44
9/14
BONUS: +0 SEC
452 ft
Bonus Seconds Earned!
+7 secs

Right after checkpoint 9 is another tricky trap, with the tanks right behind the firewalls. If you're short on time, just swing around the firewalls and tanks.


:44
10/14
BONUS: +0 SEC
Bonus Seconds Earned!
+9 secs

Checkpoint 10 leads into a curve to the right, and the left side of the half-pipe is dominated by firewalls, with a tank trying to entice you into them.


:38
10/14
BONUS: +2 SEC
177 ft
-2 secs

If you're good on time, you can ignore it, but it is fun to try and thread the needle through the tank and between firewalls.

Trail Blazer 3—Kinzie: Cyber (#53)

Location: Ashwood

Difficulty: Hard

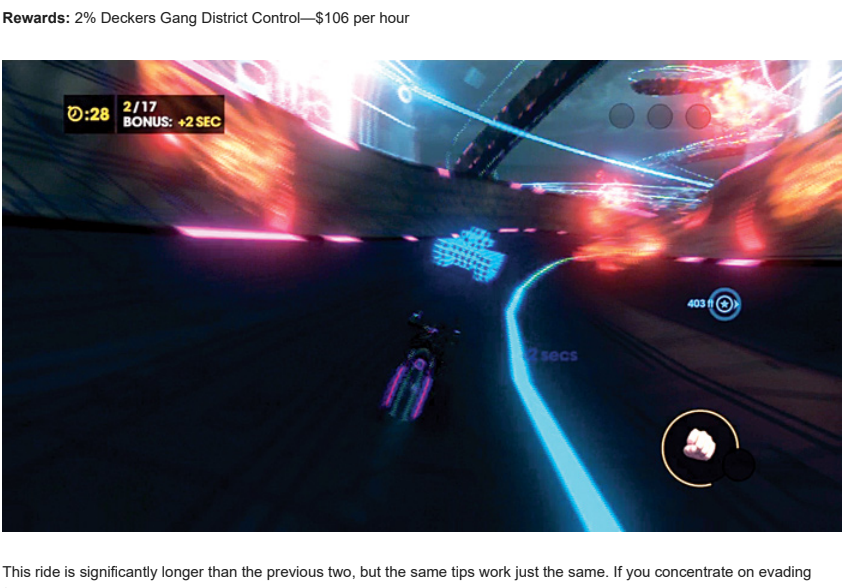
Checkpoints: 17

Starting Time Limit: 0:30

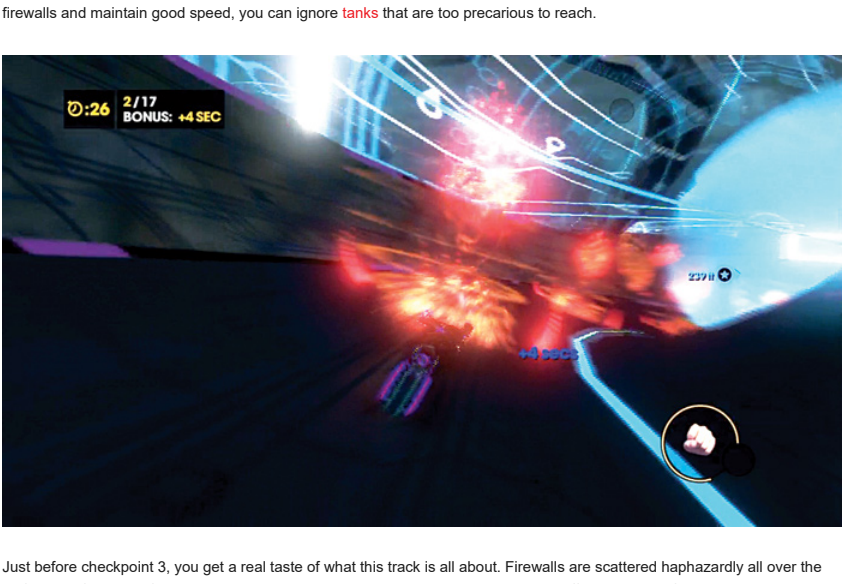
Cash Earned: $6,000

Respect Earned: 600

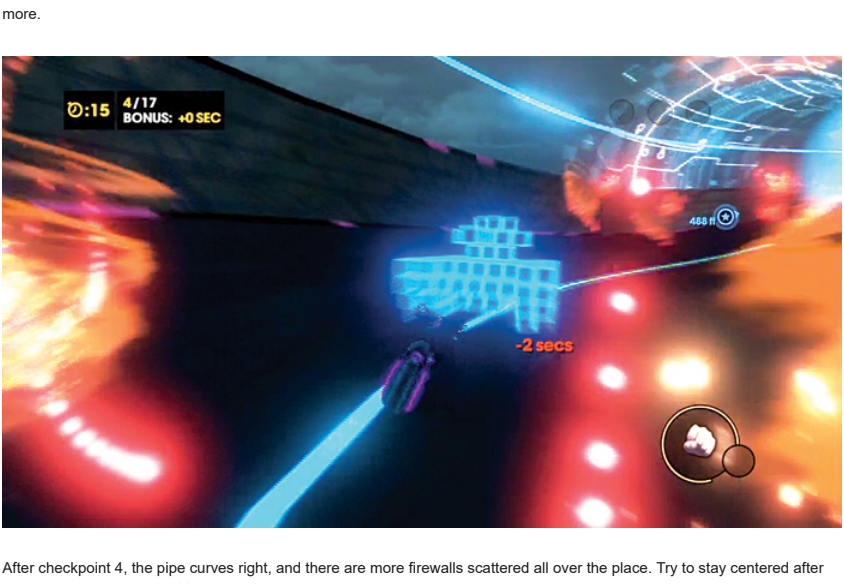
Rewards: 2% Deckers Gang District Control—$106 per hour


:28
2/17
BONUS: +2 SEC
403 ft

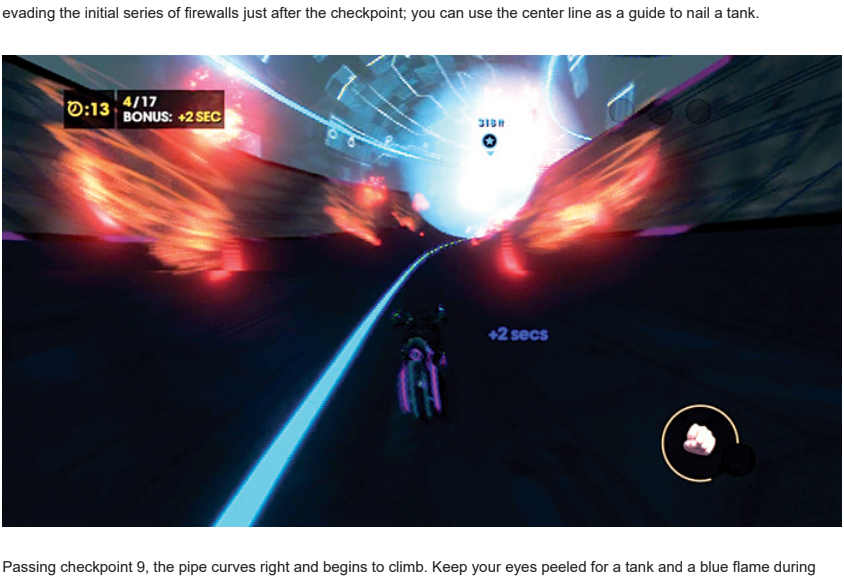
This ride is significantly longer than the previous two, but the same tips work just the same. If you concentrate on evading firewalls and maintain good speed, you can ignore tanks that are too precarious to reach.


:26
2/17
BONUS: +4 SEC
237 ft

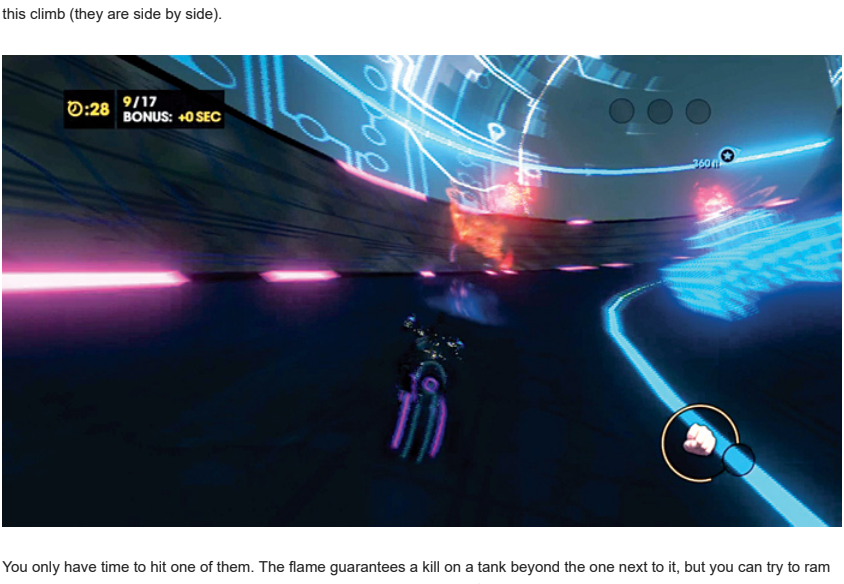
Just before checkpoint 3, you get a real taste of what this track is all about. Firewalls are scattered haphazardly all over the half-pipe before and after the checkpoint, and the racing line to get through them is difficult to reach if you've been hugging the center. You can afford to hit a couple of firewalls, but try not to swerve so wildly that you lose control and keep hitting more.


:15
4/17
BONUS: +0 SEC
408 ft
-2 secs

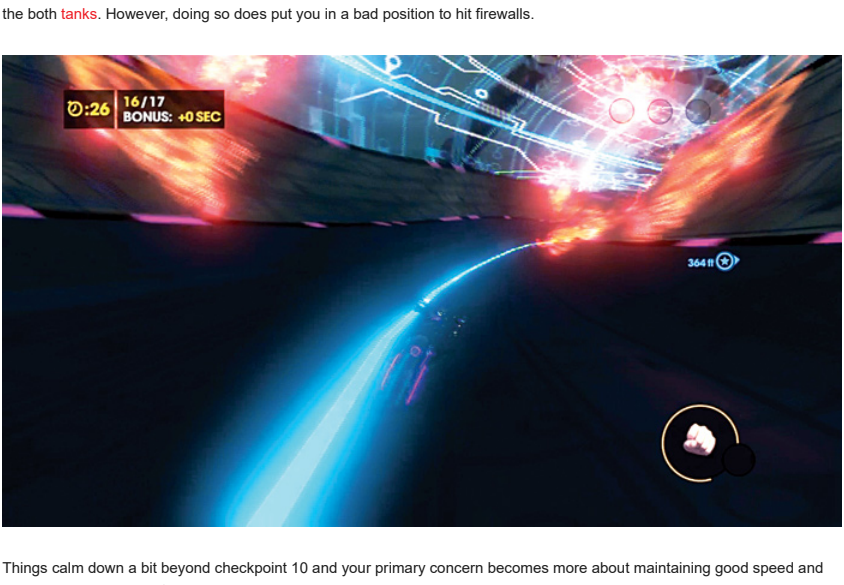
After checkpoint 4, the pipe curves right, and there are more firewalls scattered all over the place. Try to stay centered after evading the initial series of firewalls just after the checkpoint; you can use the center line as a guide to nail a tank.


:13
4/17
BONUS: +2 SEC
318 ft
+2 secs

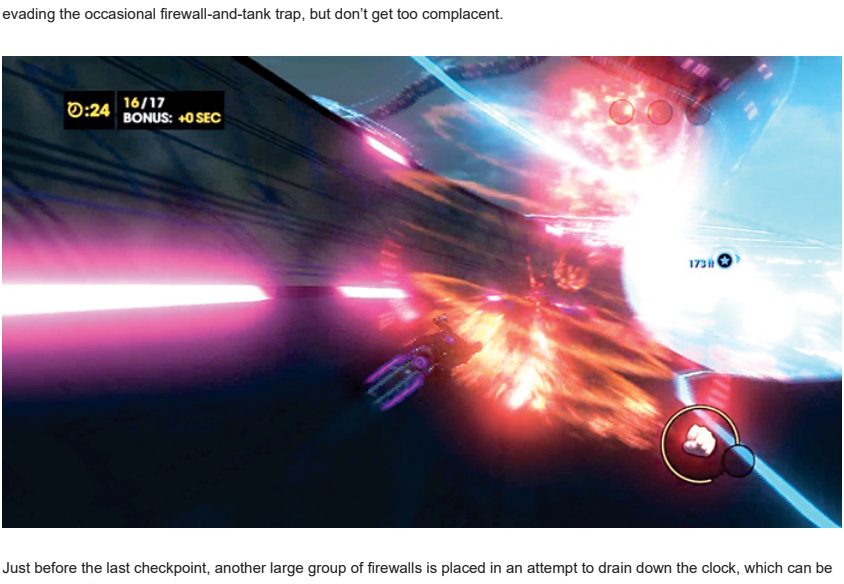
Passing checkpoint 9, the pipe curves right and begins to climb. Keep your eyes peeled for a tank and a blue flame during this climb (they are side by side).


:28
9/17
BONUS: +0 SEC
360 ft

You only have time to hit one of them. The flame guarantees a kill on a tank beyond the one next to it, but you can try to ram the both tanks. However, doing so does put you in a bad position to hit firewalls.


:26
16/17
BONUS: +0 SEC
364 ft

Things calm down a bit beyond checkpoint 10 and your primary concern becomes more about maintaining good speed and evading the occasional firewall-and-tank trap, but don't get too complacent.


:24
16/17
BONUS: +0 SEC
173 ft

Just before the last checkpoint, another large group of firewalls is placed in an attempt to drain down the clock, which can be devastating if you're already short on time.

Trail Blazer 1—Angel: Fire (#54)

Location: Bridgeport

Difficulty: Easy

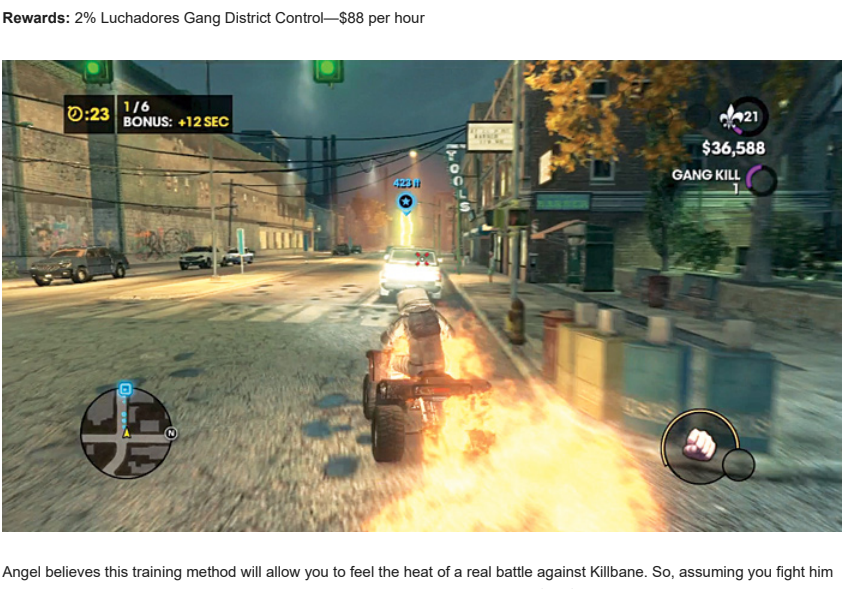
Checkpoints: 6

Starting Time Limit: 0:30

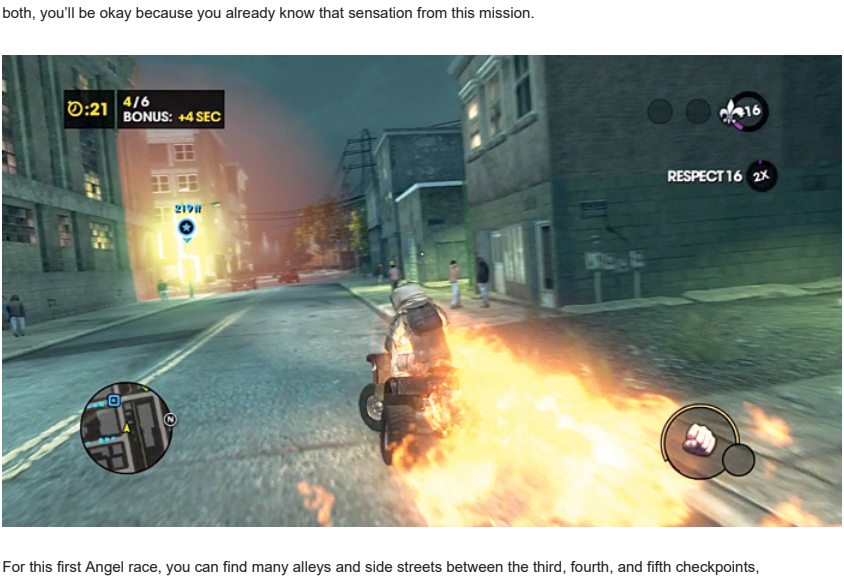
Cash Earned: $2,000

Respect Earned: 200

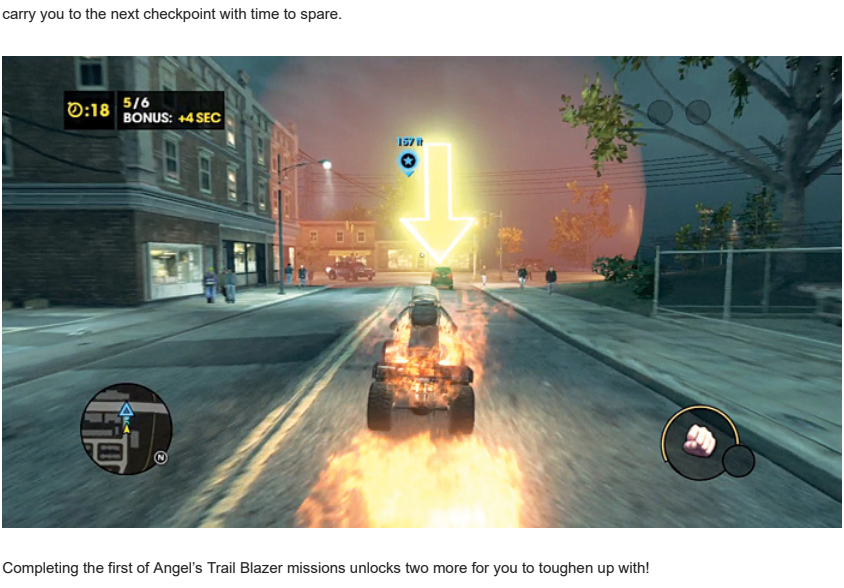
Rewards: 2% Luchadores Gang District Control—$88 per hour


:23
1/6
BONUS: +12 SEC
21
$36,588
GANG KILL

Angel believes this training method will allow you to feel the heat of a real battle against Killbane. So, assuming you fight him in an underground lava cavern and he's hitting you with a sledgehammer ripped free from the very rocks surrounding you both, you'll be okay because you already know that sensation from this mission.


:21
4/6
BONUS: +4 SEC
219 ft
16
RESPECT 16
2X

For this first Angel race, you can find many alleys and side streets between the third, fourth, and fifth checkpoints, respectively, but you can still reach the goal in this and all other Trail Blazer missions by sticking to the main path. As long as you take the time to hit as many targets as possible between each checkpoint, your time bonus will be large enough to help carry you to the next checkpoint with time to spare.


:18
5/6
BONUS: +4 SEC
157 ft

Completing the first of Angel's Trail Blazer missions unlocks two more for you to toughen up with!

Trail Blazer 2—Angel: Fire (#55)

Location: The Grove

Difficulty: Medium

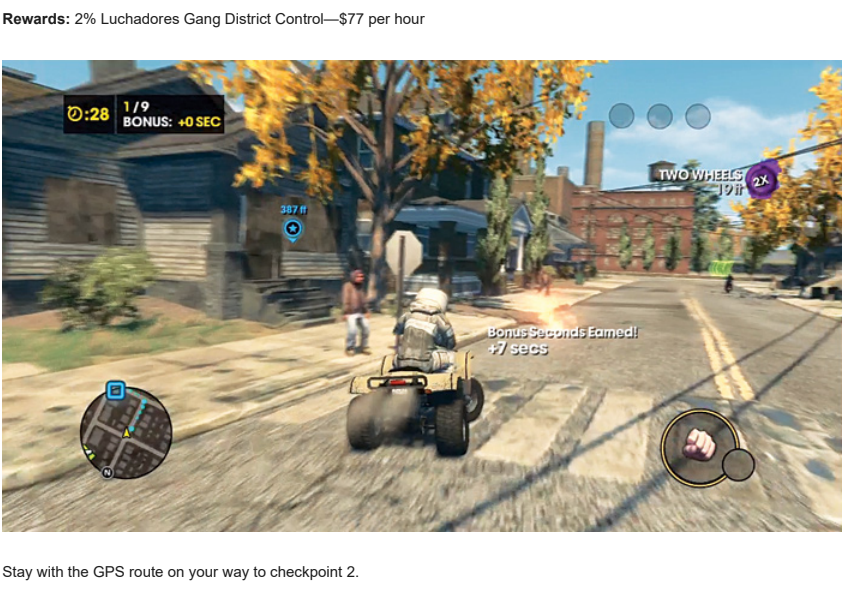
Checkpoints: 9

Starting Time Limit: 0:30

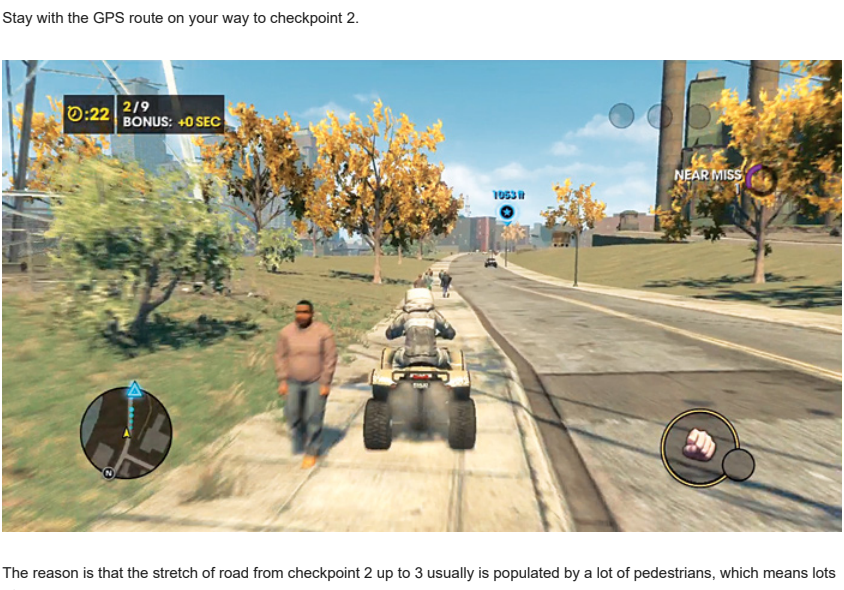
Cash Earned: $4,000

Respect Earned: 400

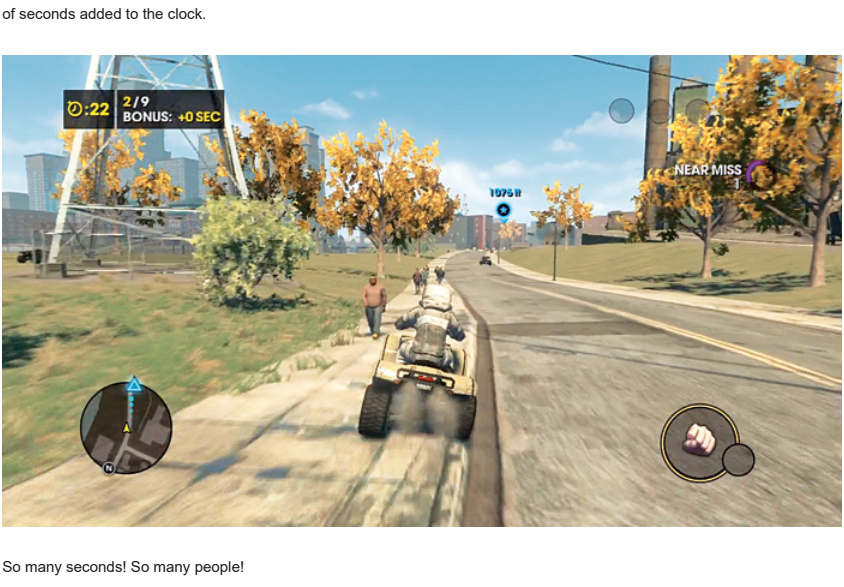
Rewards: 2% Luchadores Gang District Control—$77 per hour


:28
1/9
BONUS: +0 SEC
TWO WHEELS
2X
Bonus Seconds Earned!
+7 secs

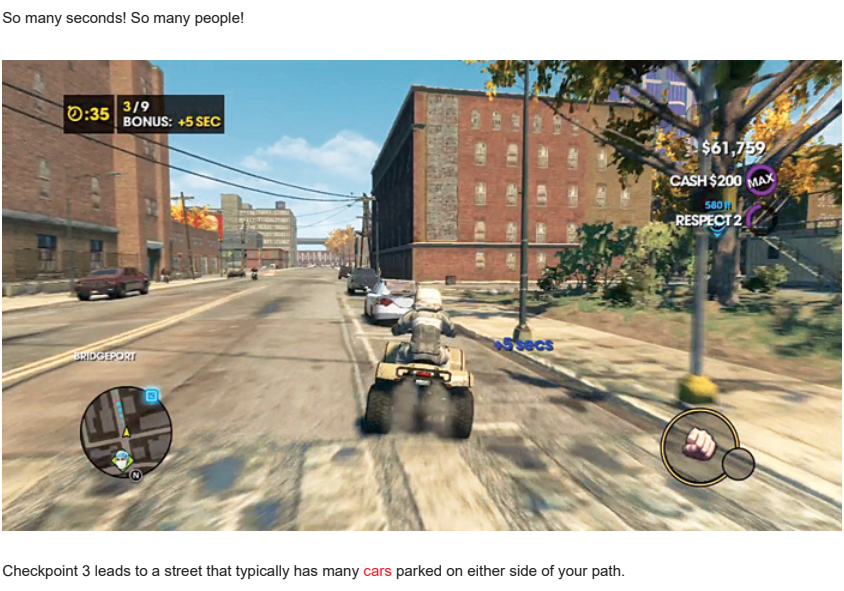
Stay with the GPS route on your way to checkpoint 2.


:22
2/9
BONUS: +0 SEC
1053 ft
NEAR MISS

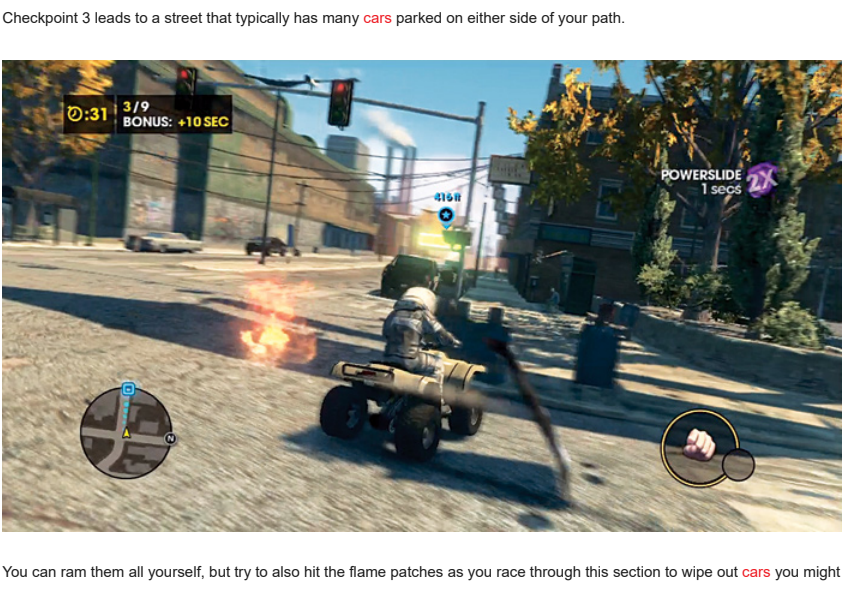
The reason is that the stretch of road from checkpoint 2 up to 3 usually is populated by a lot of pedestrians, which means lots of seconds added to the clock.


:22
2/9
BONUS: +0 SEC
1076 ft
NEAR MISS

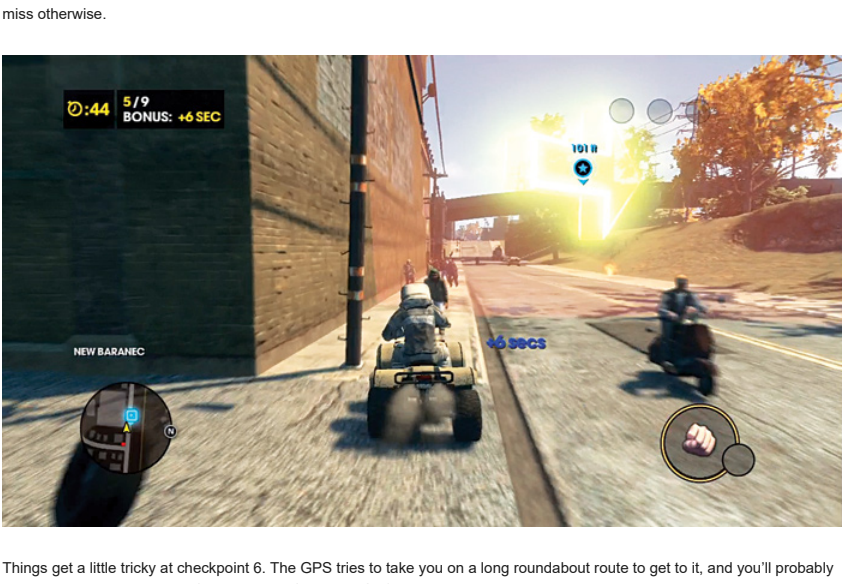
So many seconds! So many people!


:35
3/9
BONUS: +5 SEC
$61,759
CASH $200
MAX
RESPECT 2
BRIDGEPORT

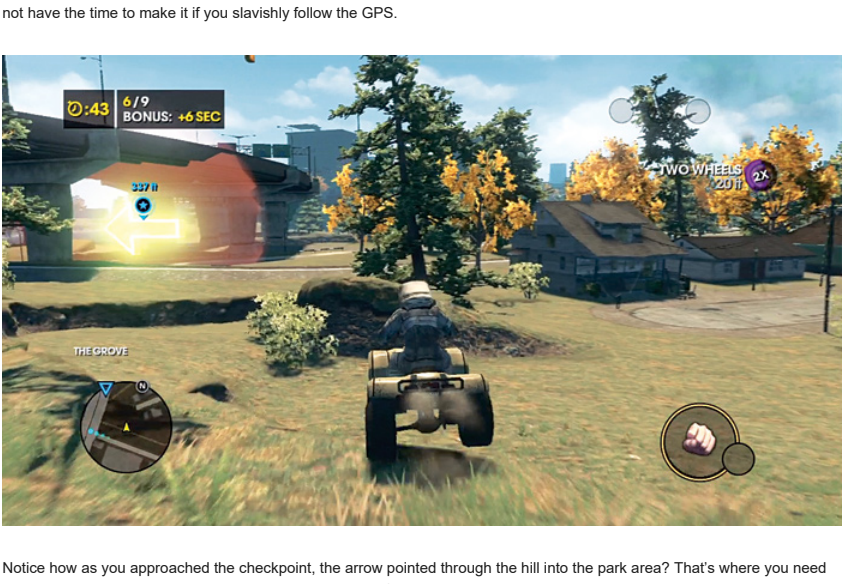
Checkpoint 3 leads to a street that typically has many cars parked on either side of your path.


:31
3/9
BONUS: +10 SEC
416 ft
POWERSLIDE
1 secs
2X

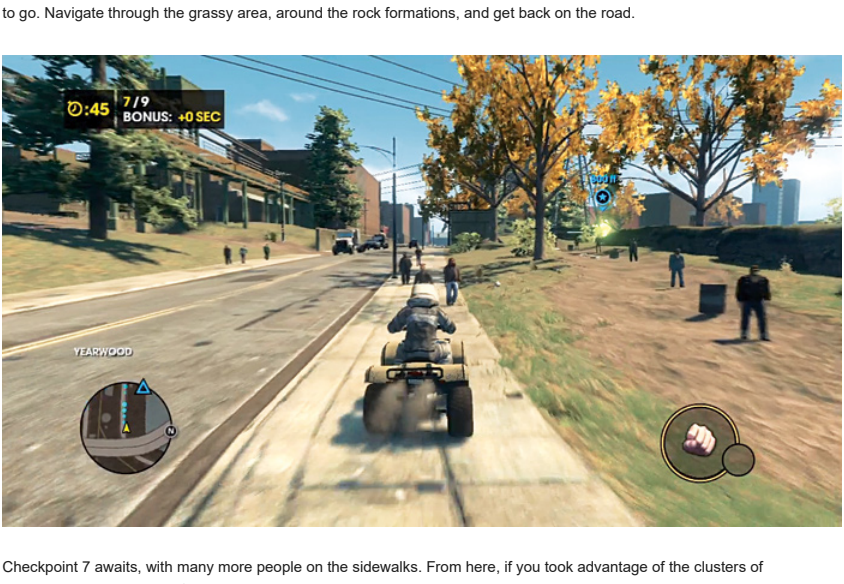
You can ram them all yourself, but try to also hit the flame patches as you race through this section to wipe out cars you might miss otherwise.


:44
5/9
BONUS: +6 SEC
191 ft
NEW BARANEC
+6 secs

Things get a little tricky at checkpoint 6. The GPS tries to take you on a long roundabout route to get to it, and you'll probably not have the time to make it if you slavishly follow the GPS.


:43
6/9
BONUS: +6 SEC
TWO WHEELS
20 ft
2X
THE GROVE

Notice how as you approached the checkpoint, the arrow pointed through the hill into the park area? That's where you need to go. Navigate through the grassy area, around the rock formations, and get back on the road.


:45
7/9
BONUS: +0 SEC
YEARWOOD

Checkpoint 7 awaits, with many more people on the sidewalks. From here, if you took advantage of the clusters of pedestrians early on and after checkpoint 7, you should have enough time to make it to the end.

Follow the GPS route from checkpoint 8, and you'll get there with time to spare.

Trail Blazer 3—Angel: Fire (#56)

Location: Yearwood

Difficulty: Hard

Checkpoints: 12

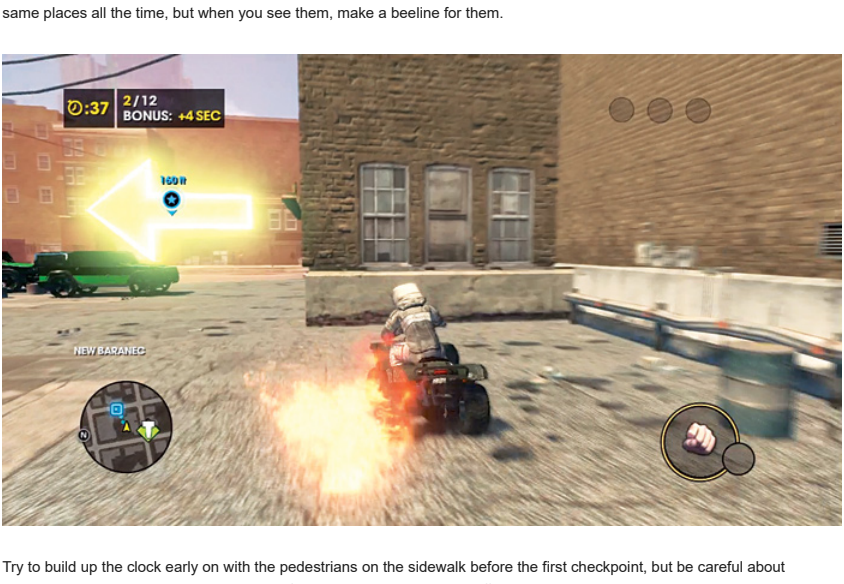
Starting Time Limit: 0:30

Cash Earned: $6,000

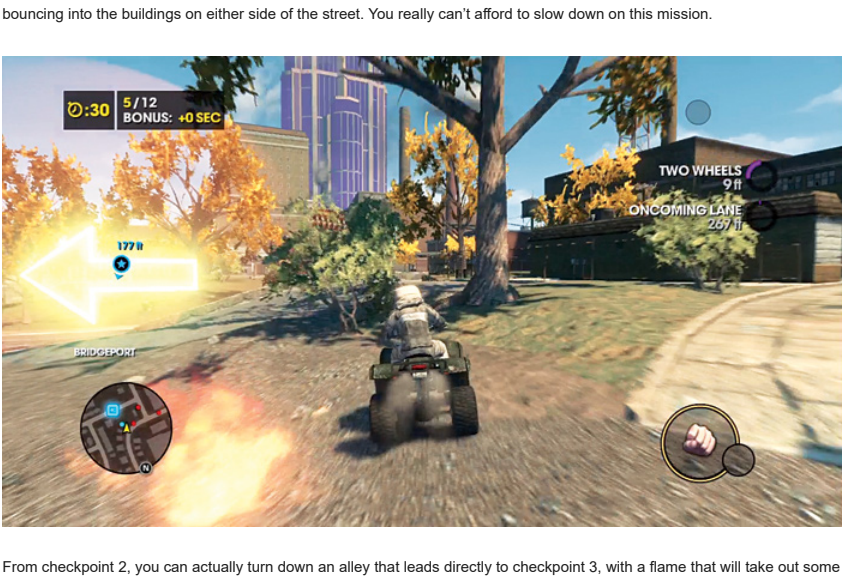
Respect Earned: 600

Rewards: 2% Luchadores Gang District Control—$71 per hour

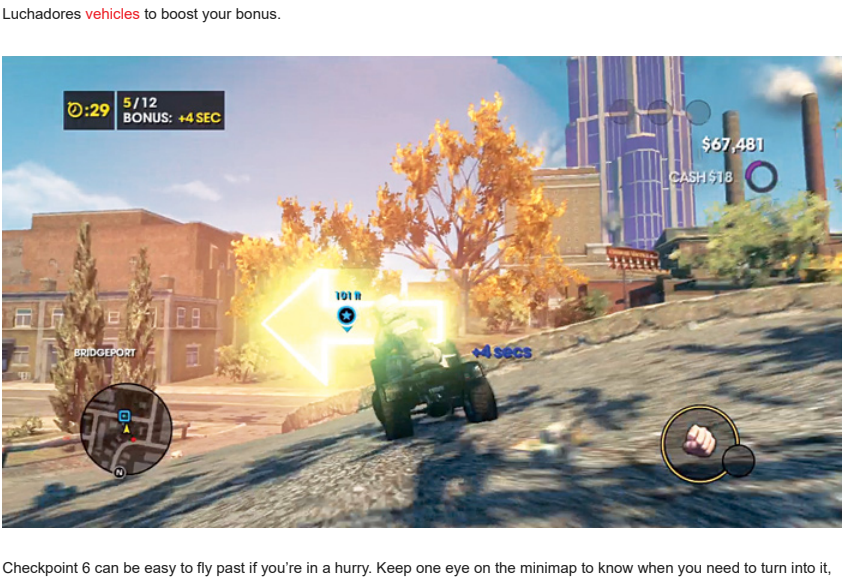
This activity is actually rather difficult. There are many twists and turns deep in the suburbs, and it's easy to get distracted and miss a turn, which can cost you the win if you haven't been able to build up a good time bonus between checkpoints. You don't necessarily want to drive slow, but you do want to check the GPS once you pass a checkpoint to have a better idea of where you are going. Otherwise you can waste time turning around to get back to a missed point. Because this race has larger gaps between checkpoints, you want to hit any large groups of people you can find. They don't reliably appear in the same places all the time, but when you see them, make a beeline for them.


:37
2/12
BONUS: +4 SEC
NEW BARANEC

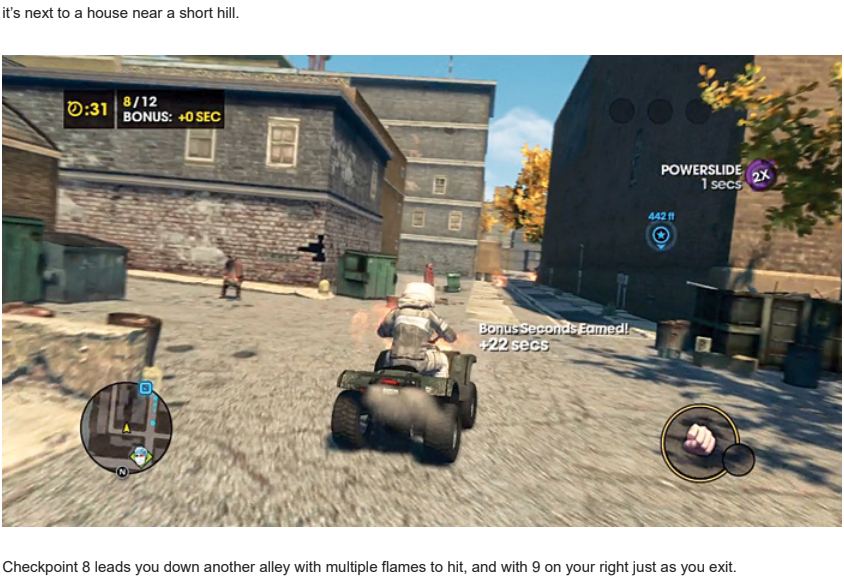
Try to build up the clock early on with the pedestrians on the sidewalk before the first checkpoint, but be careful about bouncing into the buildings on either side of the street. You really can't afford to slow down on this mission.


:30
5/12
BONUS: +0 SEC
177 ft
TWO WHEELS
9 ft
ONCOMING LANE
BRIDGEPORT

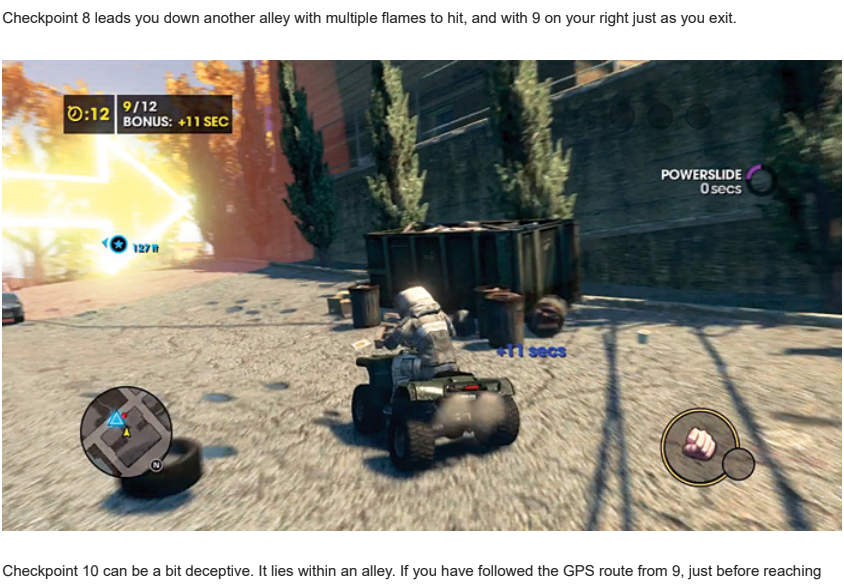
From checkpoint 2, you can actually turn down an alley that leads directly to checkpoint 3, with a flame that will take out some Luchadores vehicles to boost your bonus.


:29
5/12
BONUS: +4 SEC
$67,481
CASH $18
191 ft
+4 secs
BRIDGEPORT

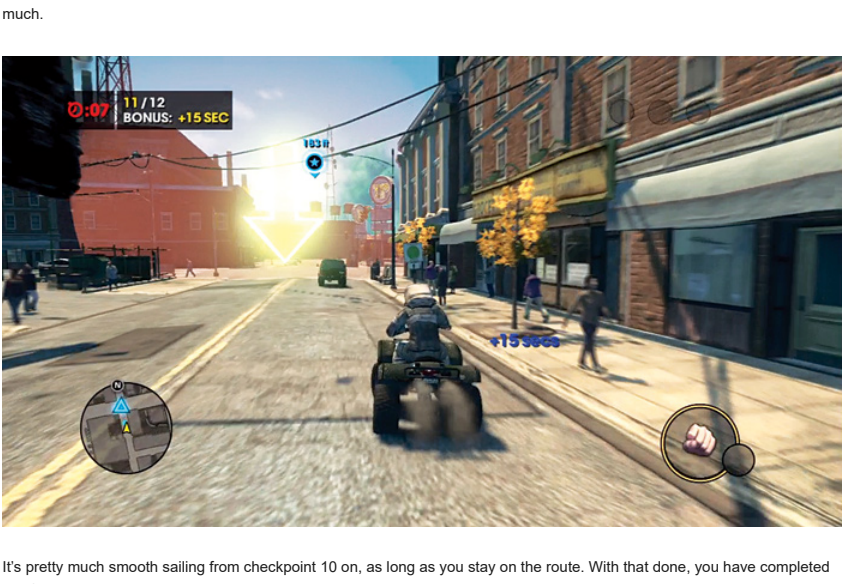
Checkpoint 6 can be easy to fly past if you're in a hurry. Keep one eye on the minimap to know when you need to turn into it, it's next to a house near a short hill.


:31
8/12
BONUS: +0 SEC
POWERSLIDE
1 secs
2X
442 ft
Bonus Seconds Earned!
+22 secs

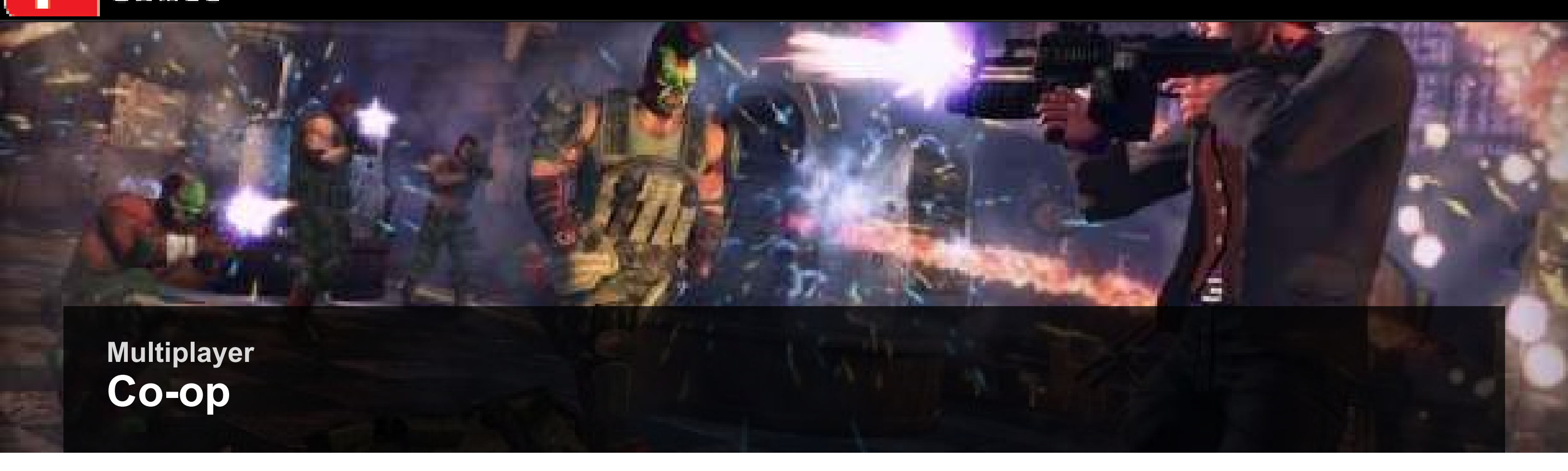
Checkpoint 8 leads you down another alley with multiple flames to hit, and with 9 on your right just as you exit.


:12
9/12
BONUS: +11 SEC
POWERSLIDE
0 secs
127 ft
+11 secs

Checkpoint 10 can be a bit deceptive. It lies within an alley. If you have followed the GPS route from 9, just before reaching the turn it tells you to take, duck into a small lot on the right, pass 10, and be back on the main path without slowing down much.


:07
11/12
BONUS: +15 SEC
153 ft
+15 secs

It's pretty much smooth sailing from checkpoint 10 on, as long as you stay on the route. With that done, you have completed all of Angel's special training and might stand a chance against Killbane!



Multiplayer

Co-op

During cooperative play, both players work together to gain control over the host player's city. Think of this gameplay as calling in a very special homie to enhance the experience of trying to conquer Steelport. Two players may play the entire single-player Campaign from start to finish.

SUBMERGE CONTAINERS 0/3
$93,974
10
ADANGER
STOP
10/∞
∞

They are both given full, unrestricted access to the entire world and are free to cooperatively utilize all the vehicles, weapons and options however they wish in their struggle to take over the city. Players that participate in a co-op game will retain weapons, guns, cars, and anything else they collect. These items can then be taken back to their own city and put to their own use in single-player.

Playing with a partner will also yield subtle differences in gameplay. All of the differences below show how one Activity may be different when you're taking on the city in tandem.

CO-OP differences

Trafficking has one of the co-op partners driving.

Snatch only allows each player to have one Homie to recruit.

Escort has one of the CO-OP partners in the back of the car having to input commands separate from the other player who drives.

Insurance Fraud, Mayhem, Tank Mayhem, and Genki have different money values to reach in CO-OP.

In Trail Blazing, whoever does not trigger this activity rides on the back of the vehicle. In Cyber Trail Blazing Activities, the rider shoots the cyber weapon, while in the Angel's Fire Trail Blazing Activities, the rider throws Molotovs.

Also, some missions will have differences as well. For example:

Mission 35 – One of the users will point the laser at the news van.

Mission 42 – The host player controls the RC weapon while the visiting player flies the helicopter.

Mission 44 – Both players switch in and out of the ring for tag team fighting.

COURAGE
ANIMAL RAGE
YEARWOOD
∞

Other CO-OP differences include:

During Vehicle Thefts, you do not get credit if you are not the one that has this Diversion activated, each player must do this on their own.

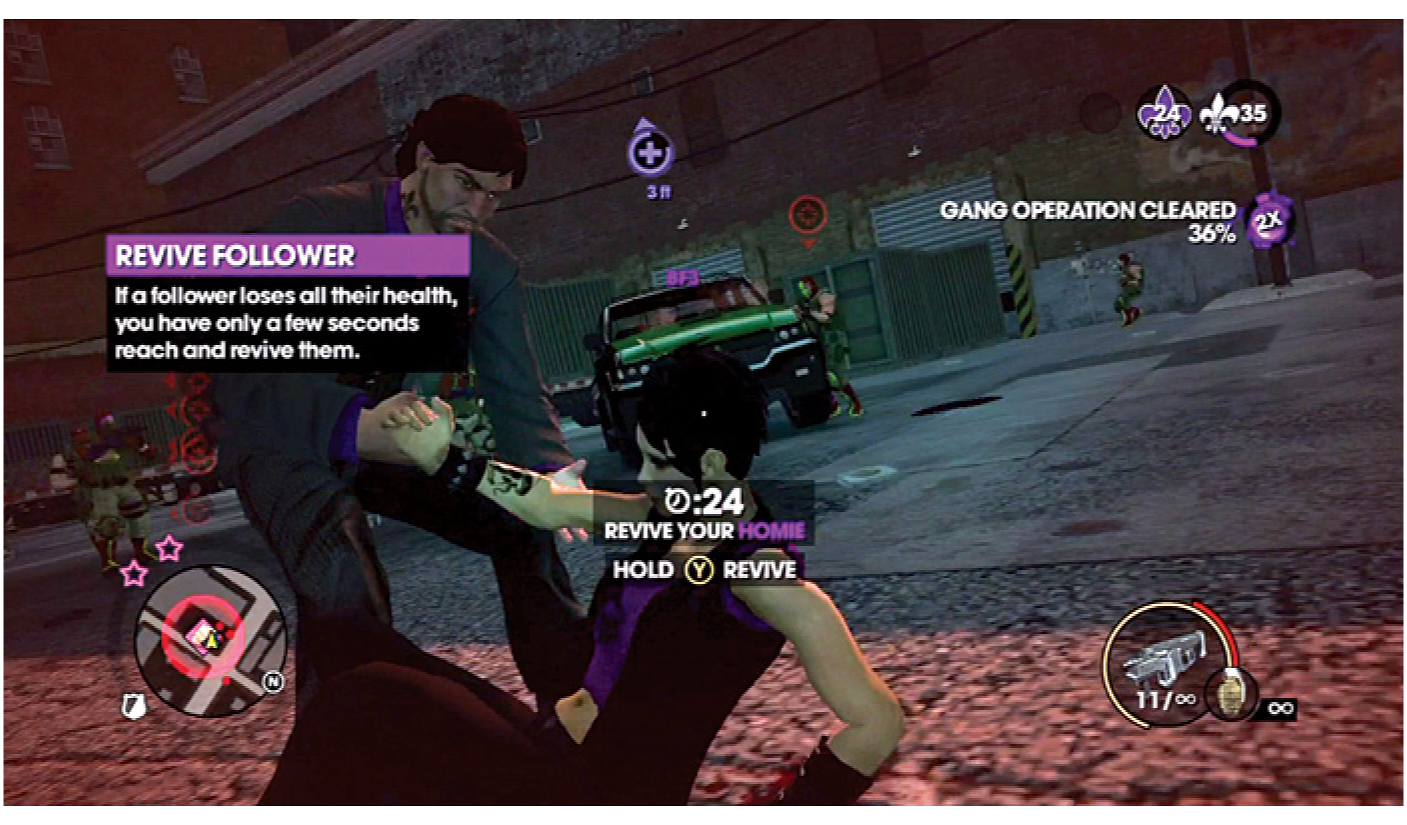
During Assassinations, whoever has the assassination selected will get the credit – make sure both players have this activated for both to get credit.

Whoever picks up a Collectible gets credit for it.

During Gang Operations and Survival both players need to be in range of the event radius to get money, both will get credit regardless.

Stores may be purchased by both players in the same game.

To reduce notoriety, both players have to go to a store that they, themselves, own.



The visiting player may not buy cribs or upgrade cribs or do any gang customization in the host player's game.

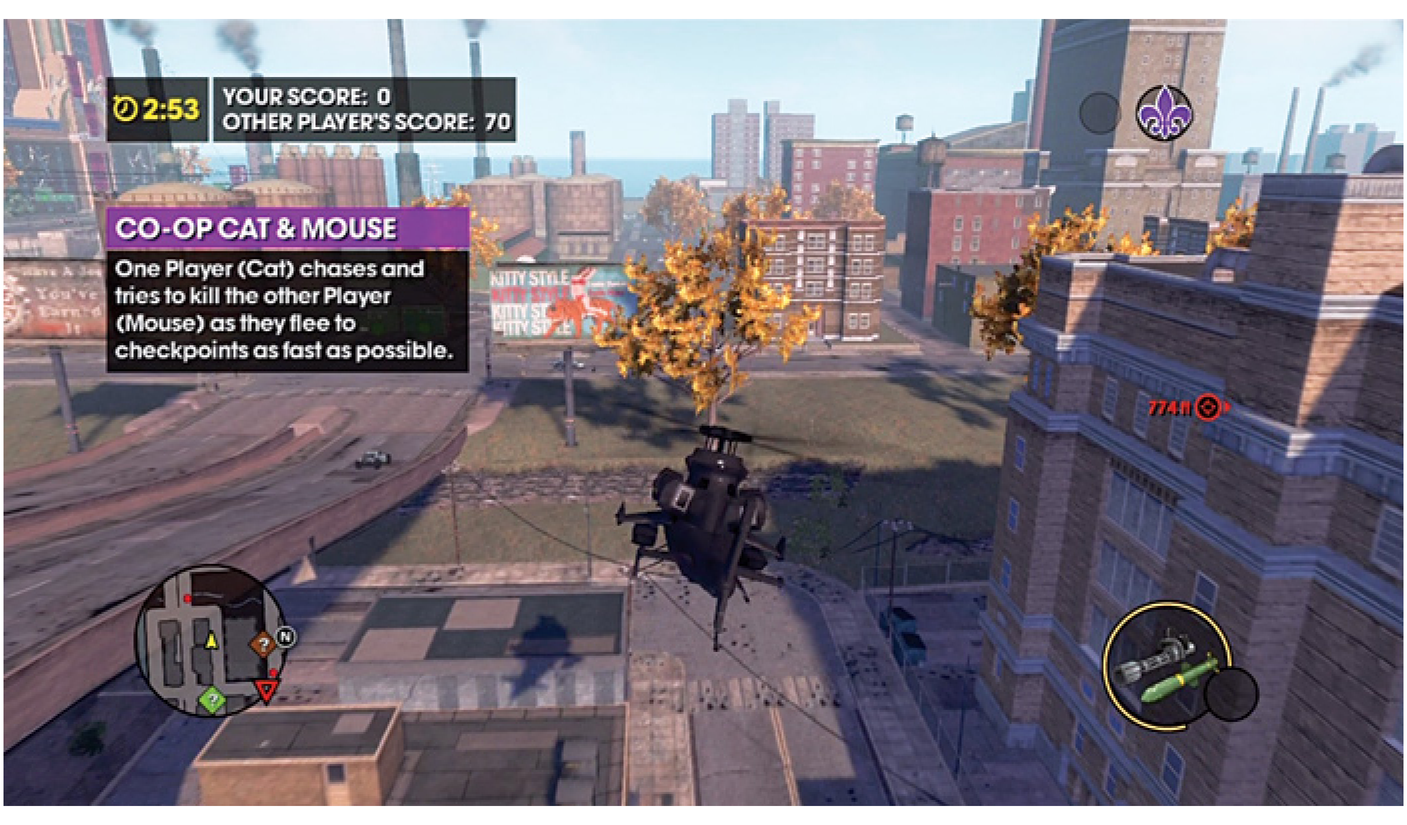
Since having a CO-OP partner counts as having a Homie, only two Homies or followers can be recruited at a time. Some missions have an exception to this for story characters.

The host player's voice will primarily be heard throughout the game for story-related lines, so the host should choose the favored voice.

Working Together

Victory or failure is judged upon the actions of both players in these modes, and if one player causes the mission to fail both will lose. Failure also occurs if either player dies without being revived by his partner within an allowed time limit. Having the ability to revive your fallen partner is one of key ways cooperative play differs from the single-player experience. In addition, co-op players will notice that mission gameplay is enhanced to provide a greater challenge, and that having two human players creates countless new tactical possibilities. Both players are required to work together when playing missions and activities. However, outside of the confines of a structured task, they are free to do their own thing through the entire city. One of the greatest advantages of a co-op game is that playing with a friend who has progressed farther in the game is a great way to gain access to more advanced weapons and vehicles. Also, one player can help mentor the other and get the partner through tough spots with their experience and resources.

Cat and Mouse


2:53
YOUR SCORE: 0
OTHER PLAYER'S SCORE: 70
CO-OP CAT & MOUSE
One Player (Cat) chases and tries to kill the other Player (Mouse) as they flee to checkpoints as fast as possible.
KITTY STYLE
774 ft

The goal of co-op is to work together to take the city from the Syndicate. The player hosting the co-op game has the option to set the damage taken from friendly fire. It can be completely turned off or set all the way up to full damage. If the damage option is set to on, Players can not only damage each other, they can also trigger a new minigame called Cat and Mouse. This competitive gameplay is activated when one player kills another and does not revive their fallen comrade. At that point, one of several versions of this mini-game begins. Cat and Mouse consists of one player (the cat) chasing the other (the mouse) while they flee.

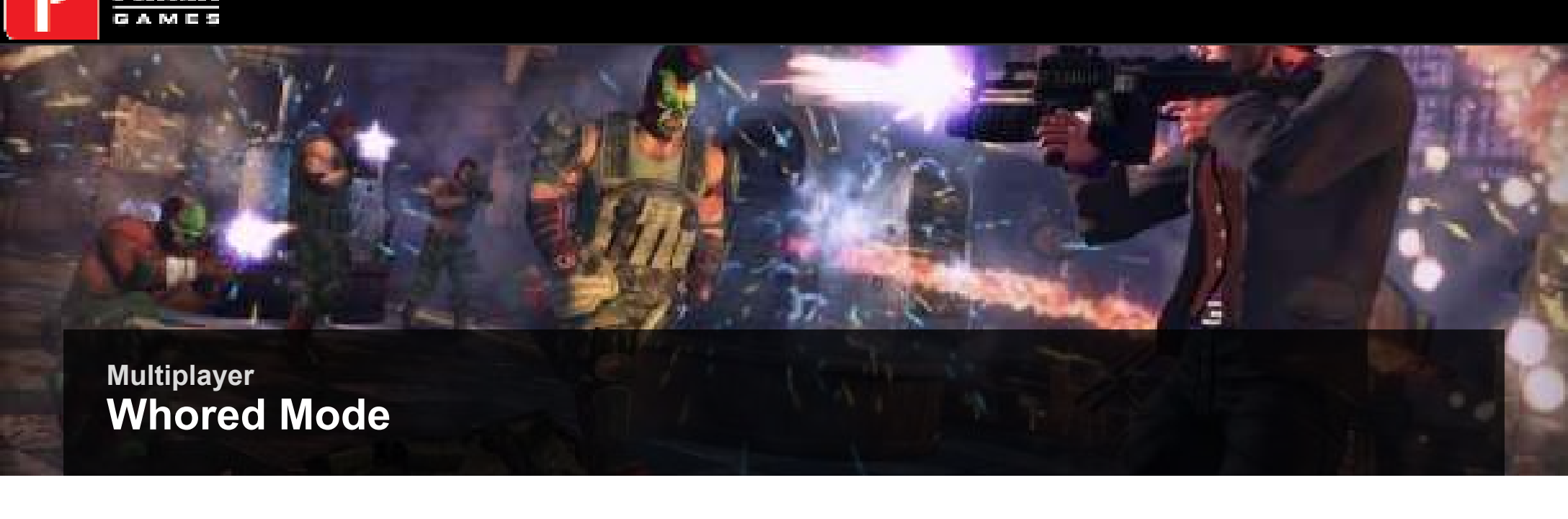
0:36
YOUR SCORE: 3430
OTHER PLAYER'S SCORE: 880
49 ft
777 ft
∞

The cat's goal is to kill the mouse as quickly as possible, while the mouse tries to rack up points by going through as many checkpoints as possible. The round is concluded if the cat kills the mouse or the 3-minute timer runs out. Once the first round is complete, each player changes roles, and when that round is complete, a final tally of all points is shown. This scenario can be replayed as many times as you wish once it is activated. Also, there are several variations to this game of Cat and Mouse, including:

Version 1: The mouse gets a fast vehicle and the cat gets an aircraft to destroy the mouse with.

Version 2: This cat starts out in a tank while the mouse in stuck with a golf cart.

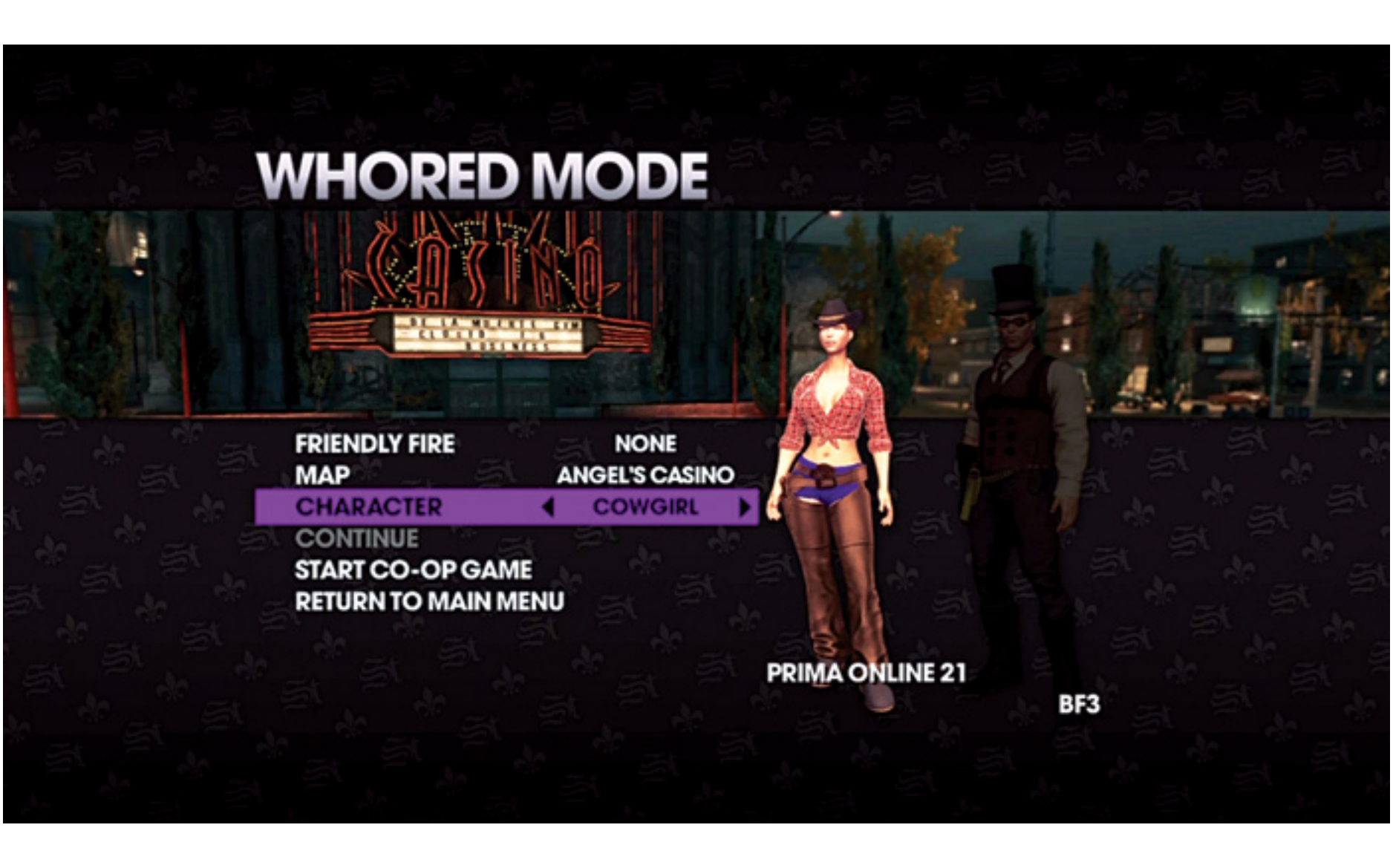
Version 3: This version gives the cat a STAG jet bike, the Specter!



Multiplayer

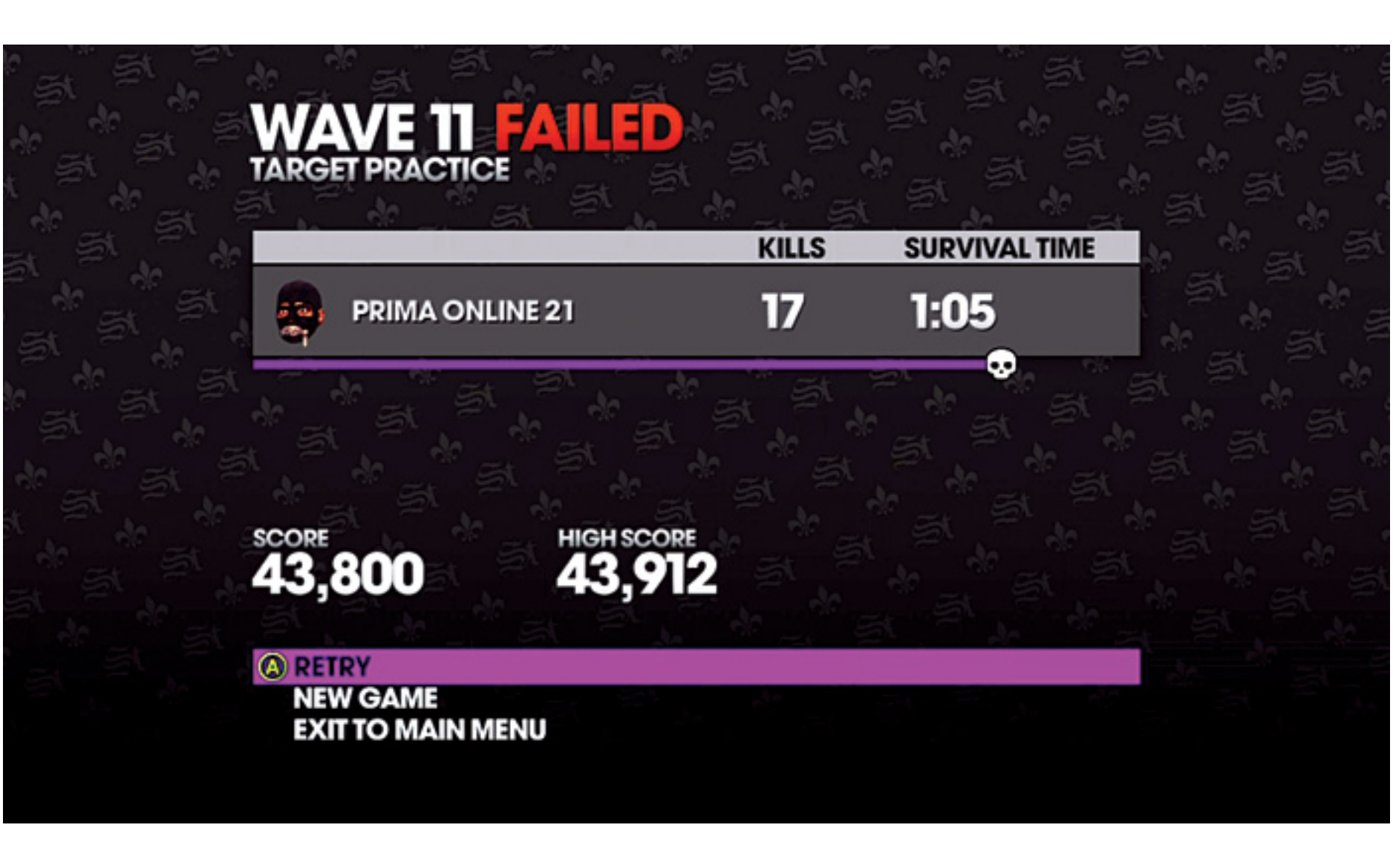
Whored Mode

One or two players can tackle this form of survival that is made up of 30 waves for each map. Chose from three different maps and five characters for some insane and hilarious challenges.



If you thought some of Activities and Diversions were funny, this mode takes the cake and shoves it in your face. This mode is not to be missed, as it features some new enemies and hilarious variations of other foes. Best of all, it saves your progress for each map so you can jump in at any time! Also, if you fail any mission it shows a progress bar to indicate how close you were to completion.

Outside of the special parameters for each wave, normal gameplay rules will apply. The biggest difference between this and the Campaign and other Activities are the numerous power-ups.



Gift-wrapped boxes and various weapons are strewn about the environment during these waves and the payoff can be anything from unlimited clips, to no reload or invincibility. Overall, the same tactics that get you through the Campaign can be applied here. Here are a few general tips:

It's fun to charge into battle, but use cover if you are seriously outgunned or outnumbered.

Retreat to safety or run away to give yourself time to regenerate health.

Protect your flank and make the enemies come to you.

Go out of your way to collect the boxes and power-ups. These have a huge impact on your ability to complete each wave.

Use stairways or small alcoves to control the influx of incoming hordes.

Don't forget about your grenades! There are tons of guns and lots of ammo, but a well-placed explosive can take out many enemies fast.

Zombie Island

WAVE 5
HOW ROMANTIC
SCORE
21,800
KILL COUNT
0/2

This is the largest area for Whored Mode, as it takes place on the entire island of Arapice. There is plenty of room to run around and hide so use this to your advantage. If the action gets too hot, sprint behind barricades and other obstacles to regain your health. The streets are wide open, if that suits your playing style, and the pillars and cylindrical towers are a great place to take cover if you prefer.

WAVE 8
10 CENTS BACK
SCORE
29,150
KILL COUNT
15/30

Wave	Name	Description	Objective	Kill Count	Weapon
1	TOPS AND BOTTOMS	It's good to be a top.	Kill all enemies with the dildo bat.	16	Penetrator
2	BDSM	Don't feel bad, they paid for this.	Melee enemies to death.	24	Melee
3	ONE SIDED	This really isn't fair.	Kill all enemies using the tank.	30	Tank
4	HANK EAST	He's covered wars, ya know.	Kill all zombies using the chain saw.	36	Woodsman
5	HOW ROMANTIC	Rockets are a girl's best friend.	Kill the Brutes using the rocket launcher.	2	Annihilator
6	supersized	No one needs this much caffeine.	Kill all enemies. Beware the giant Saints Flow mascot.	11	Default Weapon
7	RITA	MAKE MY MONSTER GROW!	Kill all enemies using fists only. You are supersized during this wave.	16	Melee
8	10 CENTS BACK	Collect those cans.	Kill all enemies using the turret or by running them over.	30	Turret
9	START 'EM YOUNG	Start with toes, work up to brains.	Kill all mini zombies using the shotgun. You have no sprint.	36	AS3 Ultimax
10	THEME PARK MASSACRE	No, I DON'T want a picture.	Kill all enemies using the Apoca-Fists.	16	Apoca-Fists
11	ERECTILE DYSFUNCTION	It can happen to anybody.	Kill all gimps.	24	Default Weapon
12	MURDER BENDER	What HAPPENED last night?	Kill all beer bottles using rockets only. Each kills raises your drunk level.	24	Annihilator
13	COMMUNITY SERVICE	Don't need to be a ho to be a pro.	Kill all enemies using the grenade launcher.	16	GL G20 Only
14	SURVIVAL HORROR	No herbs around here.	Kill all zombies.	16	Default Weapon
15	FOOD TRUCK NIGHTMARE	Flay 'em.	Kill all food mascots using the sword. You are miniature.	20	Sword
16	OUTMATCHED	Think fast.	Kill the Flamethrower Brutes.	2	Default Weapon
17	ANGEL DE LAMUERTE	Wrong angel of death…	Kill all sniper hos.	12	McManus 2015
18	AGRIZOOPHOBIA	It's a big problem.	Kill all enemies. They are supersized.	6	Default Weapon
19	UNDEAD MARATHON	Zombies on the run.	Kill all zombies.	40	Default Weapon
20	HORS D'OEUVRES	Who doesn't love those little hotdogs?	Kill all mascots. Some are mini.	46	Dual TEK-Z 10s
21	GROUP RATE	This session fee is through the roof.	Kill all gimps using Shock Hammer.	24	Shock Hammer
22	SHE'S BIG BONED	We really mean it.	Kill all hos. Beware the mega ho carrying a rocket launcher.	9	Default Weapon
23	STREET SWEEPING	Start mowing them down.	Kill all enemies using the guns or by running them over.	30	Tank
24	ROLL OVER	Stay dead.	Kill all zombies.	40	Default Weapon
25	KIRBY'S BACHELOR PARTY	Send 'em to dream land.	Punch or touch enemies to make them explode into stars. You have super sprinting.	20	Melee
26	VEGAN NIGHTMARE	Stop the meat-pocalypse.	Kill all enemies using the Sonic Boom gun.	30	Sonic Boom
27	Brute ACTION FIGURES	We're toying with you.	Kill all mini Brutes using dual SMGs.	4	Dual TEK-Z 10s
28	GIRLS NIGHT OUT	The lady's are cutting loose.	Kill all enemies. Beware mega grenadier hos.	23	Default Weapon
29	TEXAS ZOMBIES	I guess the saying IS true . . .	Kill all zombies. Beware the zombie Brute.	25	Default Weapon
30	GAT'S WET DREAM	We went there.	Kill EVERYTHING.	62	Default Weapon

Angel's Casino

WAVE 9
PESTS
SCORE
29,250
KILL COUNT
3/24

This is the smallest map for Whored Mode but it provides a lot of precise combat and tactics. The main area of the casino has two levels that can be great assets. From upstairs, you can snipe enemies on the lower level without much concern for retaliation. However, the biggest advantage of starting upstairs is that you can camp by the stairwell and waste enemies as they come flowing up. This is especially useful when you have some type of explosive weapon.

WAVE 13
ICON
SCORE
45,100
KILL COUNT
18/28
$114

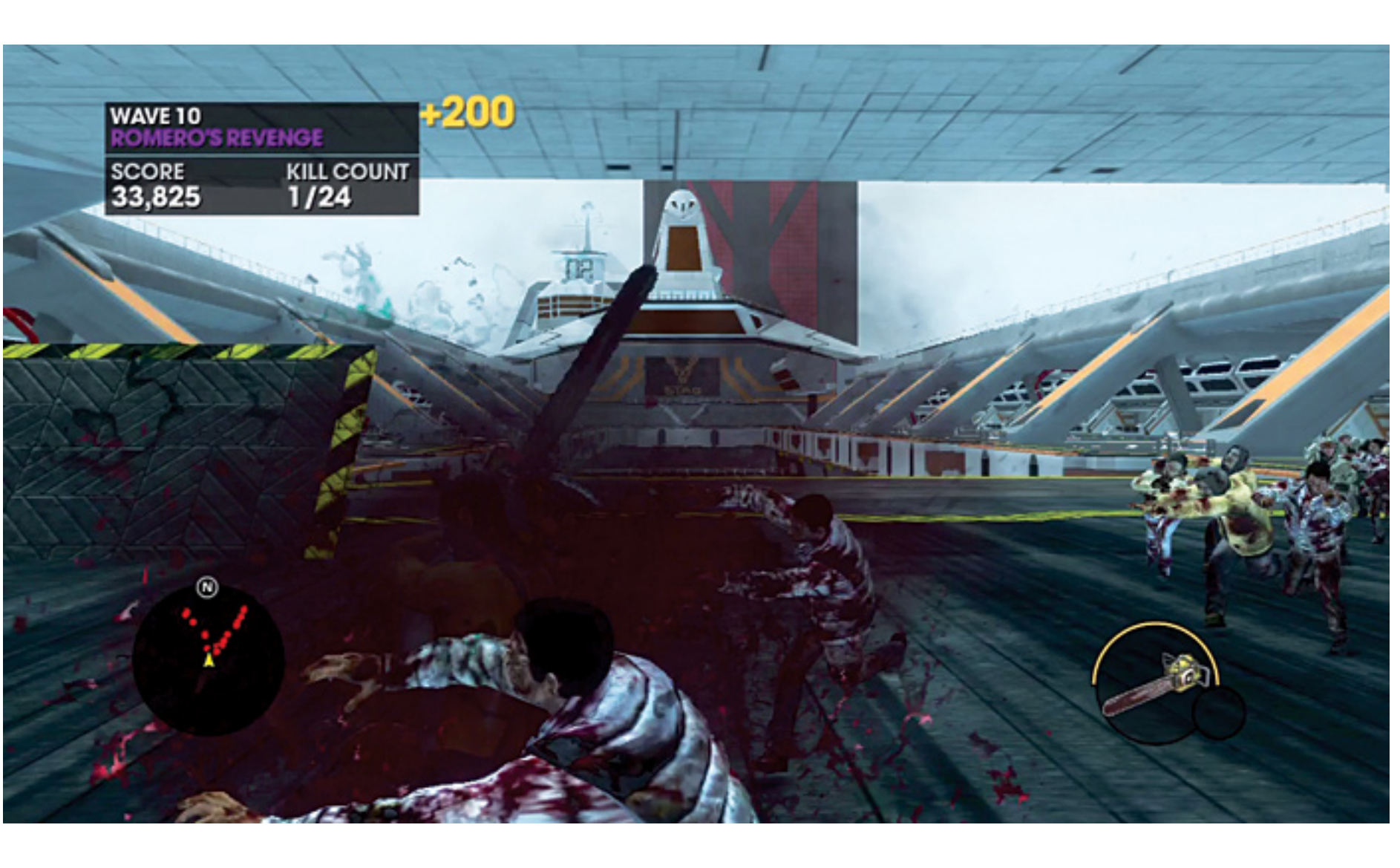
Also, if the fighting gets too fierce, jump down and scramble around the slot machines. Use the stairs and small nooks to control the flow of enemies. If you need to regain health, run around the perimeter of the casino or try changing levels to get a fresh start.

Wave	Name	Description	Objective	Kill Count	Weapon
1	HAMMER TIME	It's obvious, but it's wave 1 . . .	Kill all enemies with the Shock Hammer.	18	Shock Hammer
2	COYOTE UGLY	Time to sober up quick.	Kill all enemies. Each kill lowers your drunk level.	12	Default Weapon
3	SELF-CONSCIOUS	People say size doesn't matter…	Kill all enemies. Your size and damage dealt is lowered.	12	Default Weapon
4	CONSCRIPTED	Service continues even after death.	Kill all zombies using the chain saw. No sprint during this wave.	24	Woodsman
5	T BIRD'S WAVE	Fire it up! Fire it up!	Kill all enemies. Weapons are upgraded and enemies explode at your touch.	18	Default Weapon
6	GOOD VIBRATIONS	Strap it on.	Kill all gimps using the dildo bat.	21	Penetrator
7	MEAN GIRLS	There's always one queen bee.	Kill all enemies. Beware the mega ho carrying a rocket launcher.	11	Default Weapon
8	GENKI GAMES	Super Ethical Reality Explosions Funtime Go!	Kill all enemies using the satchel charges. Throw them with primary attack and detonate with the grenade button.	30	Satchel Charges
9	PESTS	They're everywhere!	Kill all mini zombies using the sonic boom. You have no sprint.	24	Sonic Boom
10	PUNCH DRUNK	Make Marcellus proud.	Kill all enemies using fists only. The more you kill the drunker you get.	14	Melee
11	AW, NUTS	You wanna take someone down? Aim for the junk.	Kill all enemies. Aim for their groin to kill.	10	Default Weapon
12	BOOM, HEADSHOT	Bullet in the brain. It's the only way to be sure.	Kill all enemies. Aim for their face to kill.	8	Default Weapon
13	ICON	He's larger than life.	Kill all enemies. All weapons are upgraded and enemies explode at your touch. Player is in a Johnny Gat costume.	28	Default Weapon
14	TANK!	We're gonna need a bigger boat.	Kill all zombies. Beware the mega zombie.	19	Default Weapon
15	RECYCLE	See? Our game has a positive message.	Kill all enemies using the Shock Hammer.	15	Shock Hammer
16	EYE OF THE BEHOLDER	Don't ask about her weight.	Kill all enemies. Beware the Brutella.	15	Default Weapon
17	APEX PREDATOR	Show 'em who's on top of the food chain.	Kill all enemies using blowup shark.	14	Blowup Shark
18	FISTING	It's a skill.	Kill all enemies using the Apoca-Fist.	15	Apoca-Fist
19	VINTAGE HORROR	You're fighting zombies using a gun with infinite ammo. You have no sprint or regenerating health.	Kill all zombies with only a shotgun. You have no sprint or regenerating health.	24	AS3 Ultimax
20	WELL DONE	The best way to enjoy meat.	Kill all enemies using a flamethrower.	21	Flamethrower
21	TINY PROBLEMS	They can be hard to deal with.	Kill all enemies. Beware the mini Brutellas.	8	Default Weapon
22	LEAF BLOWER	Clean up this place.	Kill all mascots using the Sonic Boom.	20	Sonic Boom
23	LITTLE NIKITA	Sexy and deadly.	Kill all enemies using the sniper. Enemies are mini.	6	McManus 2015
24	KEEP AWAY	These zombies like to go boom.	Kill all zombies. Beware exploding zombies.	24	Default Weapon
25	THAT'S THE STEELPORT WAY	He pulls a dildo, you pull a knife.	Kill all enemies using the sword.	19	Sword
26	BATH TOY	Better than a rubber ducky.	Kill all enemies using the blowup doll.	23	Blowup Doll
27	AY DIOS MIO!	The spirit of lucha libre!	Kill all enemies. Beware mini Luchadores and the two deadly Grenadiers.	16	Default Weapon
28	4TH OF JULY	Rockets. Booze. It's a national pastime.	Kill all enemies. The more you kill the more drunk you become.	28	Annihilator
29	WRATH OF THE CARDINAL	Show Nyte Blayde how it's done.	Kill all zombies. ALL OF THEM.	77	Sword, Dual 45 Shepherd, Dual TEK-Z 10s
30	ENDING THE DEBATE	Games are art.	Kill EVERYTHING	131	Minigun

Daedalus

WAVE 9
ANKLE BITERS
SCORE
31,025
KILL COUNT
7/20

The impressive STAG battleship is the final map. Large metal beams and crates are your only source of cover. The ship is shaped like a ring, and if you run into trouble, sprint around to the opposite end. Because the flying cruiser is open by design, there aren't many spots to hide or camp. Using the far edges of the perimeter is the safest place in you need to recuperate.



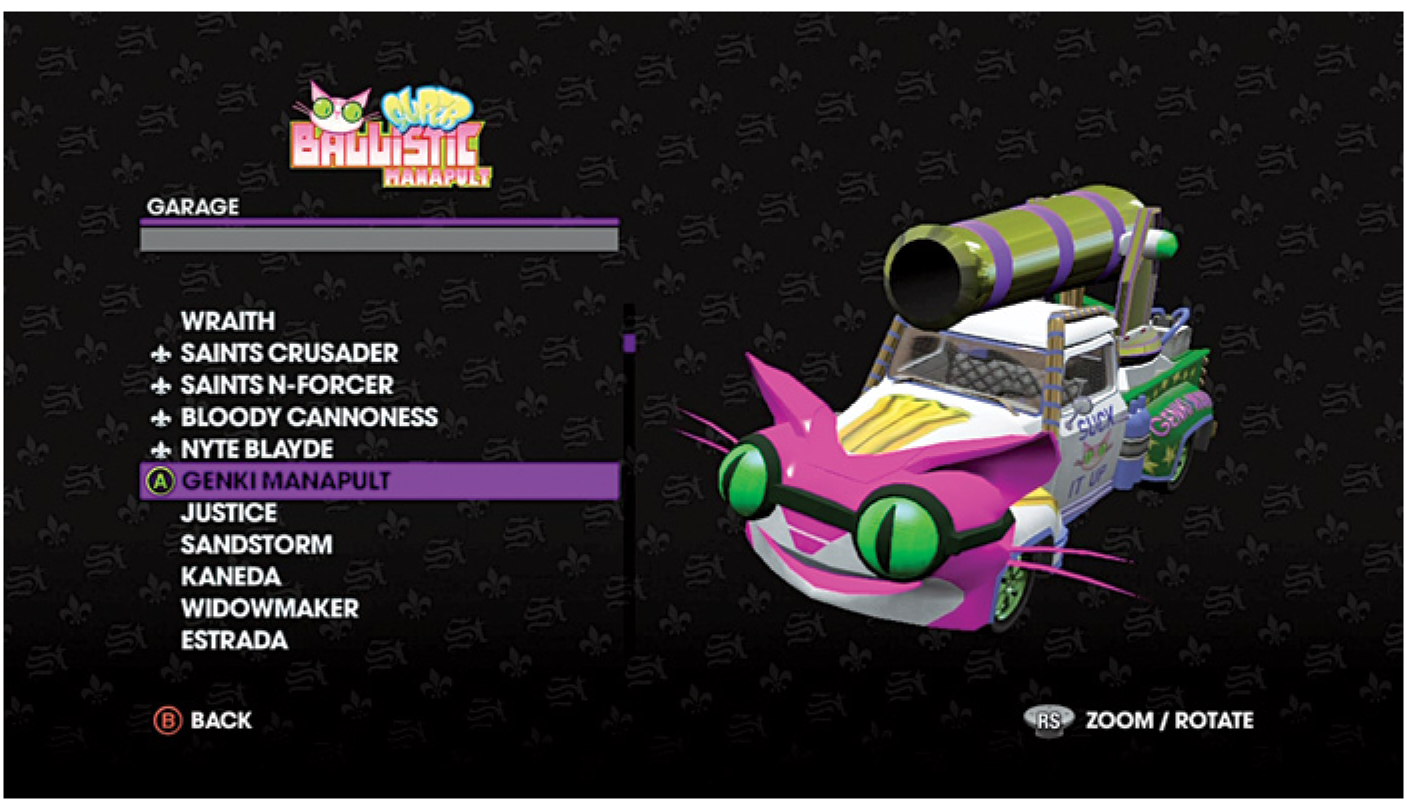
Wave	Name	Description	Objective	Kill Count	Weapon
1	THE REAL GIRL	Make Lars proud.	Kill all enemies using a blowup doll.	20	Blowup Doll
2	SECRET AGENTS	Fight the men of mystery.	Kill all enemies.	20	Dual TEK-Z 10s
3	Y.KANO	3. 2. 1. Let's jam . . .	Kill all enemies while in a tank.	16	Tank
4	SAUSAGE FEST	The safeword is "ow".	Kill all enemies using the Dildo Bat	24	Penetrator
5	CUPID'S ANGELS	They aim for your heart.	Kill all enemy snipers using only a sniper rifle.	12	McManus 2015
6	31 DAYS LATER	Survive the zomb-pocalypse.	Run over the zombies.	24	Driving a Humvee
7	ROLLER HOS	Roller derby will never be the same.	Kill all Rollerbladers using a rocket launcher.	10	Annihilator
8	COUNTING CALORIES	He is coming!	Kill all enemies; beware Mega Can.	11	Default Weapon
9	ANKLE BITERS	Deadly things come in small packages.	Kill all enemies using a sword.	20	Sword
10	ROMERO'S REVENGE	Fun with power tools.	Kill all zombies with a chain saw.	24	Woodsman
11	TARGET PRACTICE	The rural shooting gallery with a modern twist.	Kill all cans with the minigun.	20	Minigun
12	IT'S A TRAP	Strippers incoming!	Kill all enemies with satchel charges.	20	Satchel Charges
13	7TH INNING STRETCH	Redhots, get your redhots!	Kill all enemies using a tank.	22	Tank
14	THE RUNNING DEAD	Always save the last round for yourself.	Kill all zombies.	22	Default Weapon
15	DRINKING GAME	Every time you shoot a beer bottle, take a drink.	Kill all enemies while drunk, the more you kill the more drunk you get.	10	Default Weapon
16	PORKCHOP SANDWICHES	GET THE FUCK OUTTA HERE!	Kill fire Brute.	1	Default Weapon
17	WEENIE ROAST	Start the campfire.	Kill all enemies with the flamethrower.	24	Flamethrower
18	THE STEELPORT CONNECTION	Fist of Furries.	Kill all enemies with grenades only.	14	Grenades
19	ZOMBIE SLAYER	With your holy weapons, you cleanse this world of the undead plague!	Kill all zombies.	37	Duel D4th Blossoms
20	LEAGUE OF THEIR OWN	Look out, Kit.	Kill all enemies with a Baseball Bat.	20	Baseball Bat
21	IRONY	Nothing "mini" about it.	Kill the Minigun Brutes.	2	McManus 2015
22	NORM'S REVENGE	When all you have is a hammer, everyone starts looking like hos.	Kill all enemies with the Shock Hammer.	29	Shock Hammer
23	FEVER DREAM	Things just got surreal.	Kill all enemies with a rocket launcher while drunk.	26	Annihilator
24	TOKYO BEWARE!	There's a little Saint in all of us.	Kill all enemies using fists only. You are supersized during this wave.	20	Fists
25	APOTHEOSIS	Murder Time, Fun Time!	Kill all enemies using the Apoca-Fist.	12	Apoca-Fist
26	BE-GUILED	Where's Charlie when you need him.	Kill all enemies using the Sonic Boom. Push them off the ledge.	2	Sonic Boom
27	LILLIPUTIANS	Little problems need big solutions.	Kill all enemies.	13	Default Weapon
28	OLEG FAMILY REUNION	The gang's all here.	Kill all enemy Brutes.	3	K-8 Kurkov
29	WAVE OF THE LIVING DEAD	When you get bit, there's no turning back.	Kill all zombies.	28	Default Weapon
30	SAINTS ROW DESIGN MEETING	It's an allegory.	Kill all enemies using the Cyber Buster.	92	Cyber Buster

Weapons

Image	Weapon	Damage	Rate of Fire	Reload Speed	Accuracy	Ammo Capacity	Method to Aquire	Description
	Mollusk Launcher	10	2	10	9	3	Funtime Pack	Singing, exploding, cuddly, mind controlled octupi. Yeah it controls enemies and makes them fight for you.

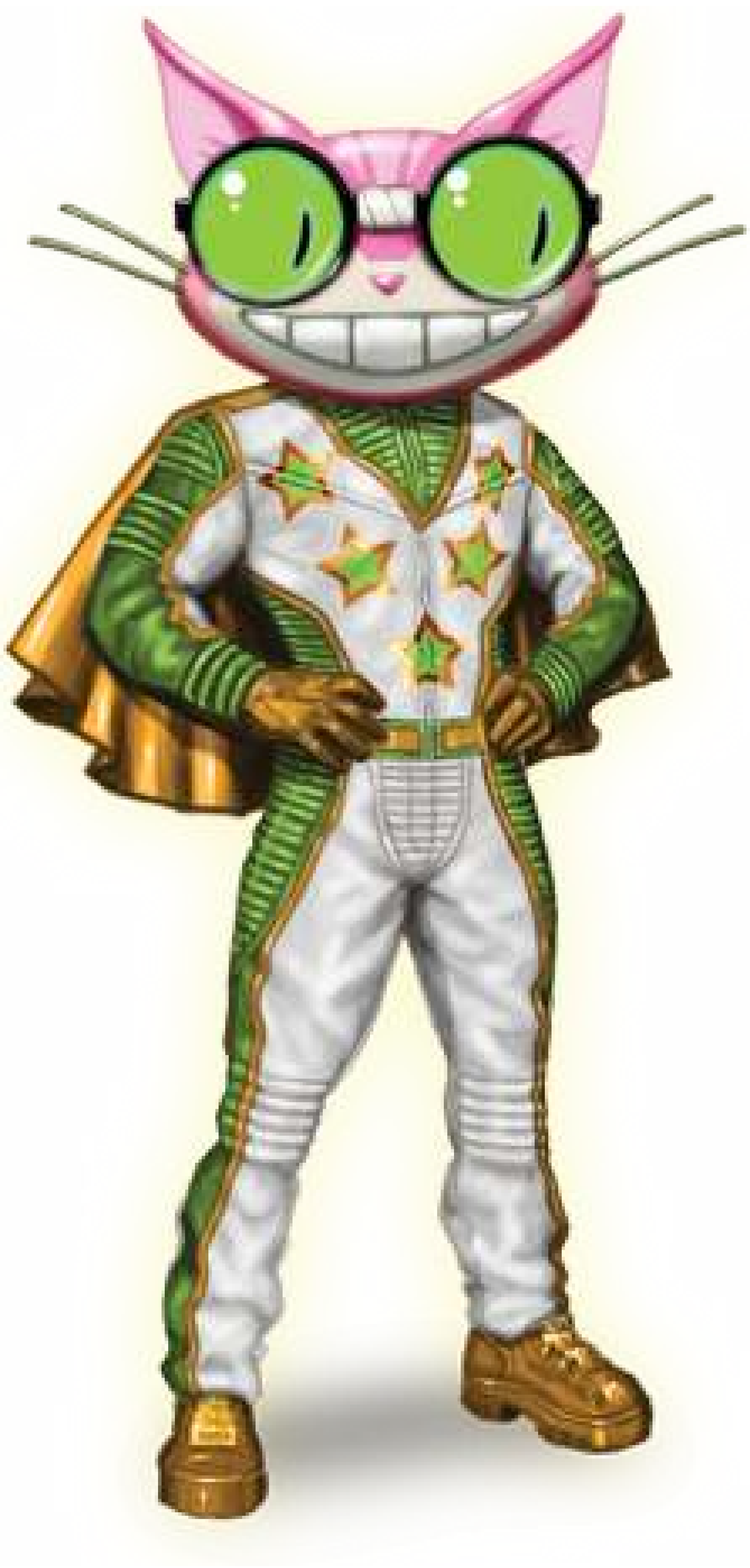
Vehicles

Professor Genki's Super Ballistic Man-A-Pult


SUPER BALLISTIC MANAPULT
GARAGE
WRAITH
SAINTS CRUSADER
SAINTS N-FORCER
BLOODY CANNONESS
NYTE BLAYDE
GENKI MANAPULT
JUSTICE
SANDSTORM
KANEDA
WIDOWMAKER
ESTRADA
B BACK
RS ZOOM / ROTATE

Acceleration - 3.2
Top Speed - 7
Turning - 3.5
Mass - 375
Hit Points - 3,000
Occupancy - 2

Clothing

Funtime outfit